

THE RIGHT STUFF: MAKING TECHNOLOGY FIT

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LEARNING GOALS

- Describe various frameworks to identify suitable technology tools to achieve learning goals using pedagogical/technological approaches.
- Discover new, innovative and original ways to integrate technology into your courses in order to delivery innovative content in an online, blended, and/or face-to-face environment.



WHO IS ARE LEARNER TODAY?

How do they learn?

What do they need?

Where do they learn?

What do we need to do to support them?





Critical thinking & problem-solving

Effective oral & written communication



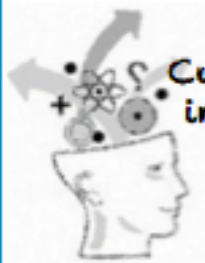
Collaboration across networks



Initiative & entrepreneurialism



Agility & adaptability



Curiosity and imagination



Hope & Optimism



Skills & Attributes of Today's Learner



Resilience

Self-Regulation



Vision



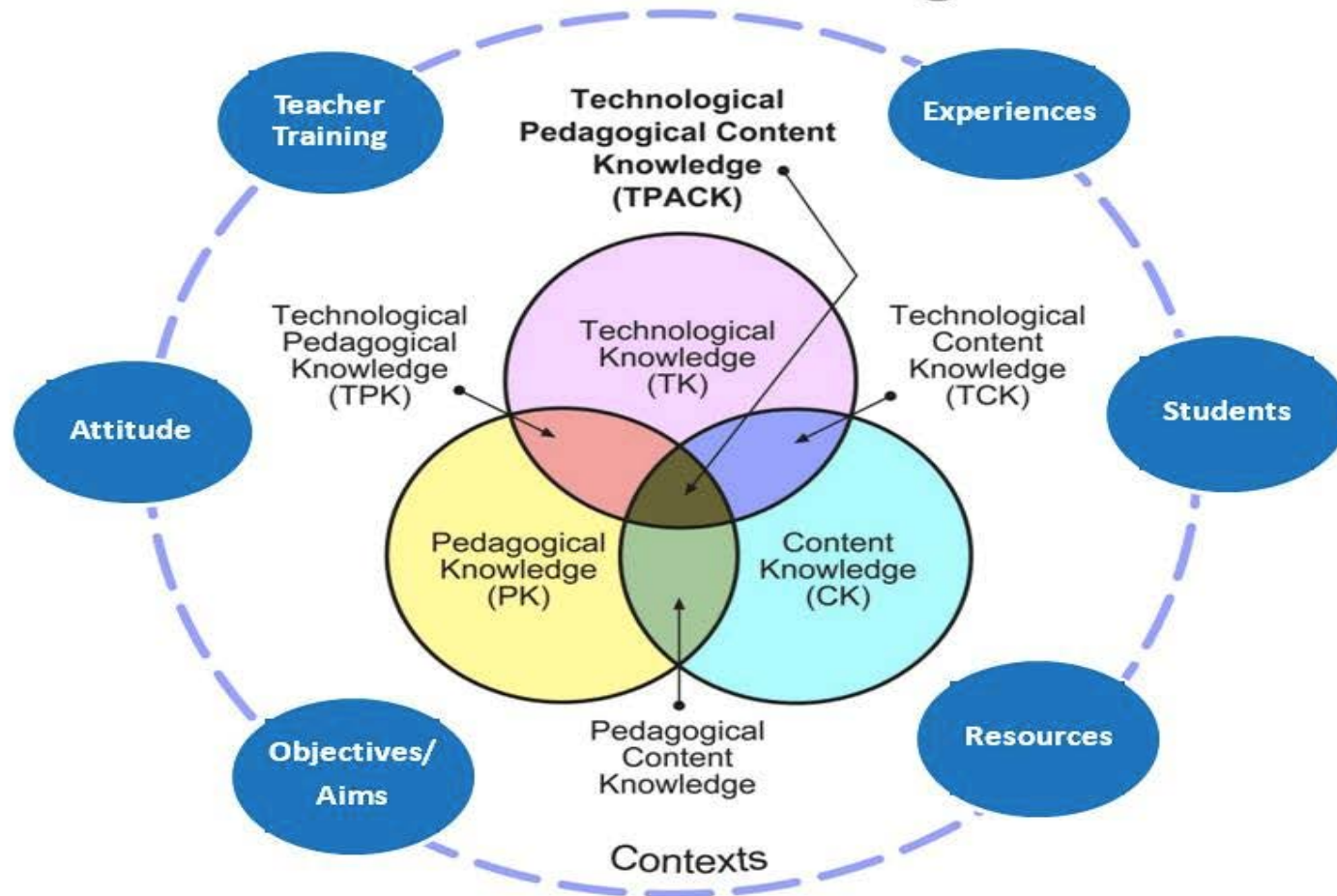
Empathy & Global Stewardship

TPACK FRAMEWORK

- Based on Lee Shulman's
- Achieve learning goals using pedagogical/technological approaches.
- Good teaching requires an understanding of how technology relates to the pedagogy and content.



Context Influence on TPACK Knowledge



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<https://aishacolymore.wordpress.com/2013/02/26/too-cool-for-school-no-way/>



SAMR Model

Contributes
to
Transform-
ational
Learning

Redefinition

*Tech allows for the creation of new tasks,
previously inconceivable*

Modification

Tech allows for significant task redesign

Augmentation

*Tech acts as a direct tool substitute, with
functional improvement*

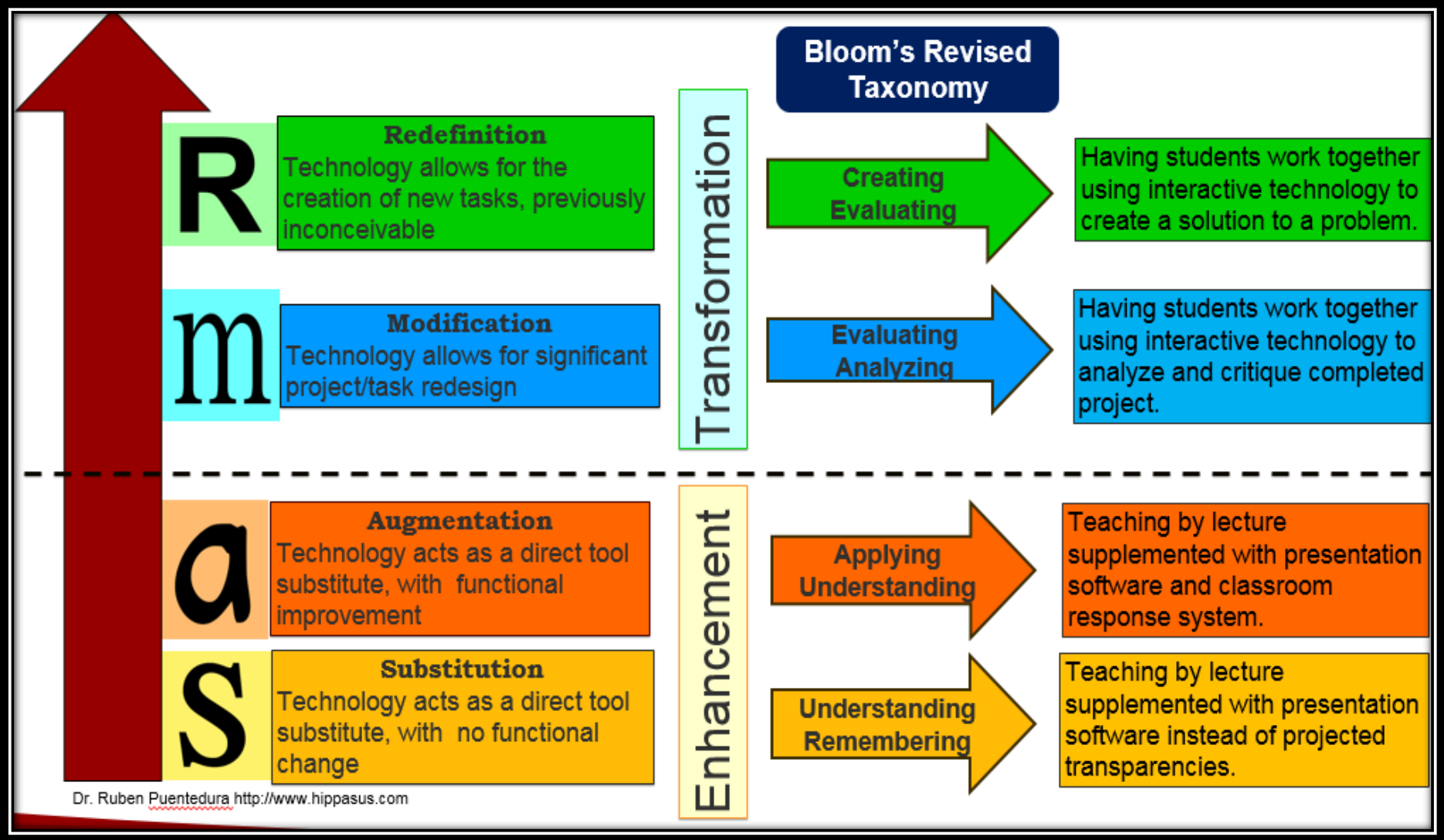
Substitution

*Tech acts as a direct tool substitute, with no
functional change*

Transformation

Enhancement

Leads to
Learning
Enhancement
&
Engagement



QUESTIONS TO ASK

What will I gain by replacing the task with new tech?

S

SUBSTITUTION

Does the tech add new features that improves the task?

A

AUGMENTATION

Does the task significantly change with the use of tech?

M

MODIFICATION

Does the tech allow for creation of new task previously unconceivable?

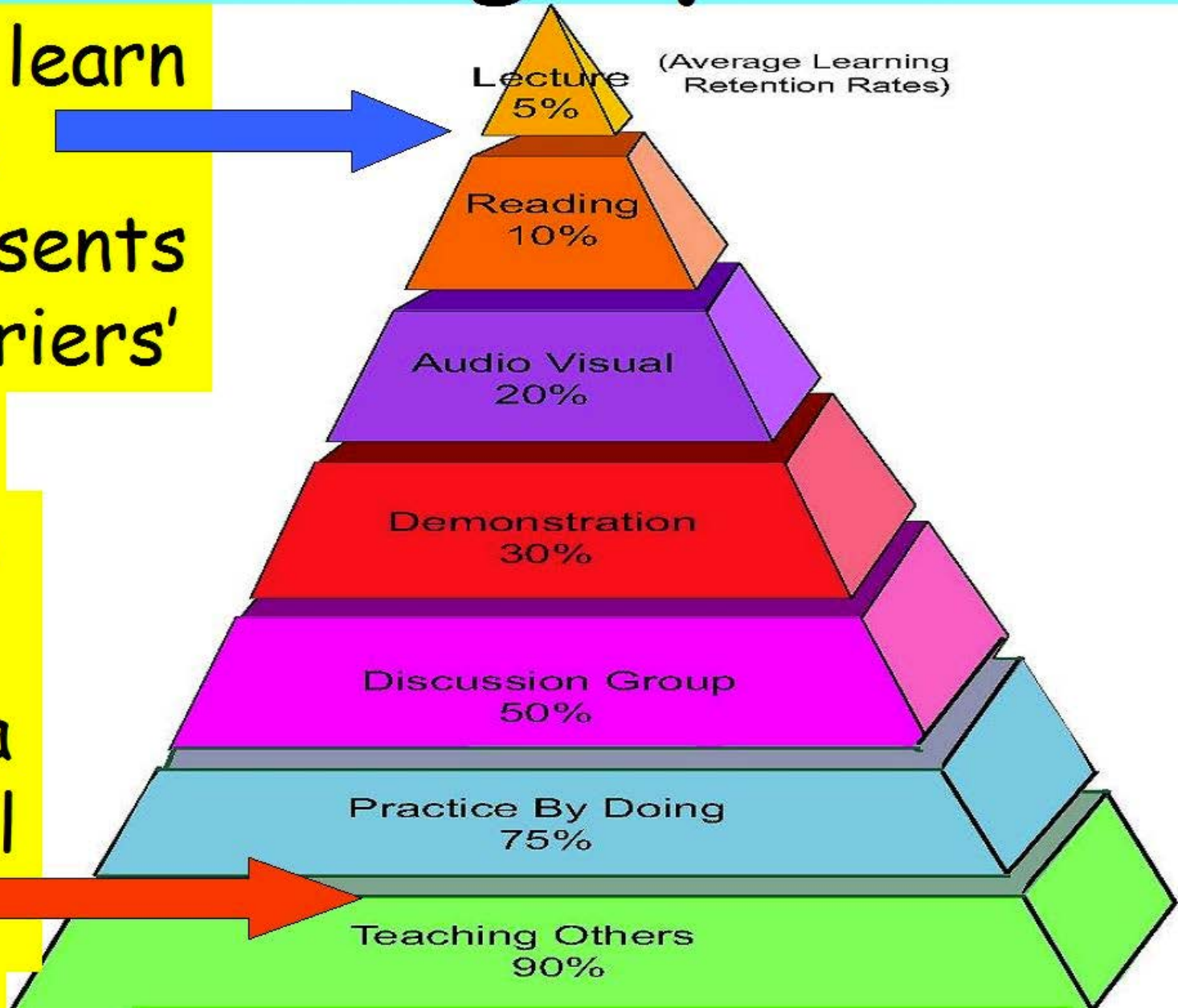
R

REDEFINITION

The Learning Pyramid

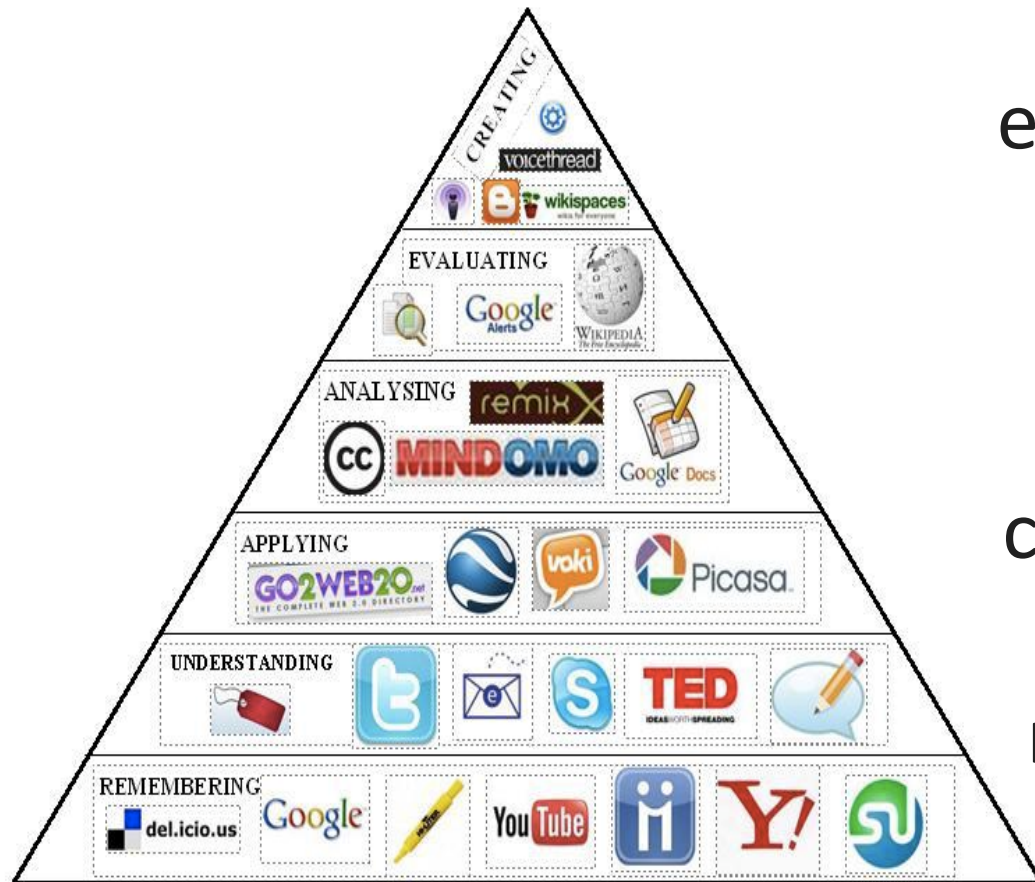
Trying to learn using this often presents many 'barriers'

Effective Learning requires a great deal of this




Technology Use

➤ Provides virtual environments, tools, and tasks for students to engage in simulations, problem-solving, collaborations and other learning activities that require students to use higher order thinking skills.



M.Fisher 2009 digigogy.blogspot.com

<https://visualblooms.wikispaces.com/>



Technology is just a tool. It can be used crudely like a hammer or skillfully like a scalpel.

thewiredhomeschool.com

- ❑ **Tasks to engage**
 - Simulations
 - Problem-solving
 - Collaboration
 - Communication
- ❑ **Tools**
 - Apps
 - Devices
- ❑ **Virtual environments**
 - Learner centered





Curriculum drives the use of
technology

Technology Implementation that Integrates Pedagogy with Technology = DEEPER LEARNING

- Technology integration
- Extend learning
- Engagement
- Adjust teaching



The 4 Stages of Teacher Confidence in the Use of Technology

By Mark Anderson

@ICTEvangelist

4 INNOVATION



3 IMPACT

- Students & I are using tech effectively.
- Tech is embedded in my lessons and planning, where appropriate.

- Technology use is pervasive.
- I am as digitally literate as I am with pedagogy and subject knowledge.
- I innovate & share.

2 MASTERY

- I've received training.
- I've practiced with apps.
- I've trialled it in lessons with success.
- I'm feeling more confident.

1 SURVIVAL

- I'm scared of breaking it.
- I'm not sure what to do.
- I think I should use this in lessons but I'm not sure how.

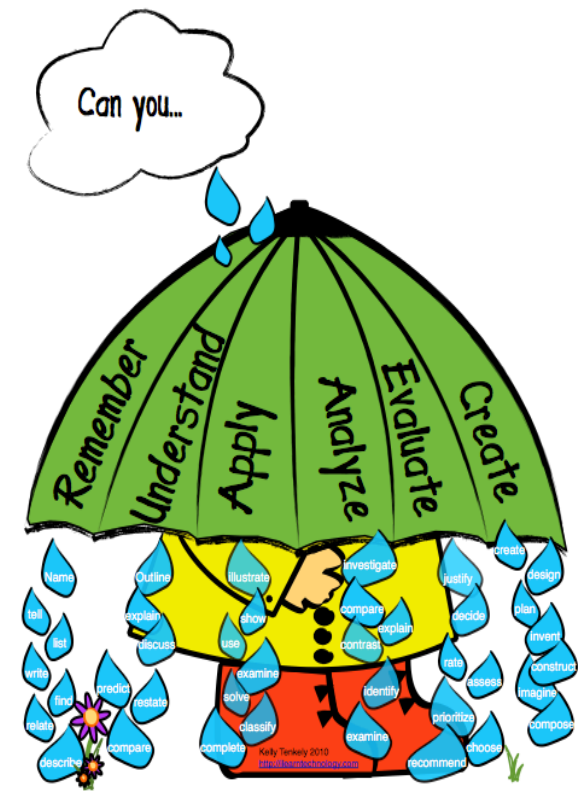


@sylvia duckworth

- Before we can **understand** a concept we have to **remember** it
- Before we can **apply** the concept we must **understand** it
- Before we **analyze** it we must be able to **apply** it



- Before we can evaluate its impact we must have analyzed it
- Before we can create we must have **remembered**, *understood*, applied, **analyzed**, and *evaluated* it.



WHAT DO YOU WANT TO DO WITH TECHNOLOGY?

<http://www.teachingquality.org/content/blogs/bill-ferriter/technology-tool-not-learning-outcome>

Activities

- Make a Presentation
- Start a Blog
- Create a Word Document
- Design a Flipchart
- Produce a Video
- Post to virtual Board
- Use a Whiteboard
- Develop Apps

Outcomes

- Raise awareness
- Start conversations
- Find Answers (to their questions)
- Be collaborative
- Change minds
- Make a difference
- Take Action
- Drive Change

Technology is a **TOOL**, NOT a Learning Outcome

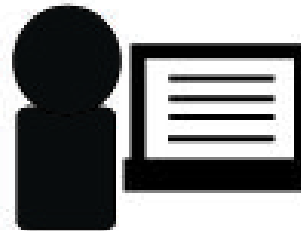
Cool Tools



Traditional Classroom



+

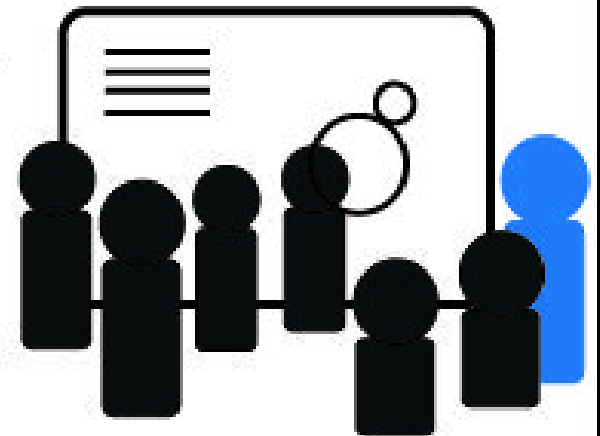


- Instructor prepares material to be delivered in class.
- Students listen to lectures and other guided instruction in class and take notes.
- Homework is assigned to demonstrate understanding.

Flipped Classroom



- Instructor records and shares lectures outside of class.
- Students watch / listen to lectures before coming to class.
- Class time is devoted to applied learning activities and more higher-order thinking tasks.
- Students receive support from instructor and peers as needed



WHY FLIP CONTENT?

- No longer power through PowerPoint's in class and hope they understand it.
- Multiple ways to think about a problem, instead of one.
- It allows for misconceptions to be corrected
- More learning, active, collaborative

Avoids passive learners



Polling Software



<https://www.polleverywhere.com/>



Screen Casting Software

<http://www.showme.com/>
<http://www.touchcast.com/>
<https://www.educreations.com/>



White boards on iPad



TouchCast



Movie Maker - PC



iMovie - MAC



MAKE YOUR OWN PHOSTER



padlet

A Blank Wall to Post....



popplet log in sign up for free!

What is Popplet?
Popplet is a place for your ideas.

Record Thoughts

- Super Simple.
- Super Smart.
- Super Fun.

Share Popplets and Collaborate in Realtime.

Popplet for iOS...

People love Popplet.

- Self-Grading Quiz**
 - *immediate feedback
 - *use for planning and reteaching
- Templates**
 - *virtual copy machine
 - *provide students with starting point
- Writers' Workshop**
 - *comments
 - *peer editing
 - *built in writing supports
- Project-Based Learning**
 - *facilitate student-driven learning experiences
 - *provide flexible learning paths
- Assignment Tracker**
 - *automatically organize student assignments
 - *clean up your in box
- Organization**
 - *alternate organization tool for students
 - *makes good use of teacher published materials
- Digital Notes**
 - *collect digital resources
 - *use comments to take notes
 - *integrated writing tools
- Mind Mapping**
 - *collaborative brainstorming
 - *visualize ideas
 - *project planning
- Guided Learning**
 - *create and publish a simple document with links to resources and video tutorials for tech support
- Build Vocabulary**
 - *use video, images and dictionary tools
 - *create quiz cards for review
- Multi-Media**
 - *embed video
 - *draw on slide
 - *link images
 - *flying text
- Word Posters**
 - *created colorful poster of related words to illustrate a concept
 - *visualize ideas

Find more information on my blog

Swivl

<http://www.swivl.com/>



Using video for
instruction,
reflection and
observation

Swivl Demo:

<http://youtu.be/N6By7WwdR3U>





You**Tube**



#TEDTalksEd



Rita Pierson



<https://www.ted.com/topics/medicine>

Streaming Devices



Applications

Top Free iPad Apps

Paid Free Top Grossing

Productivity ▾



1. Microsoft Word for iPad

Productivity

Download ▾



2. Microsoft Excel for iPad

Productivity

Download ▾



3. Microsoft PowerPoint for...

Productivity

Download ▾



4. Microsoft OneNote for iPad

Productivity

Download ▾



5. Gmail - email from Google

Productivity

Free ▾



6. Pages

Productivity

Update ▾



7. Numbers

Productivity

Update ▾



8. Keynote

Productivity

Update ▾



9. OneDrive (formerly...)

Productivity

Download ▾



10. Dropbox

Productivity

Update ▾



11. Google Drive

Productivity

Download ▾



12. CloudOn (with MS Office® 201...

Productivity

Free ▾



13. Yahoo Mail

Productivity

Free ▾



14. Evernote

Productivity

Download ▾



15. Office 365 Admin

Productivity

Free ▾



16. HP ePrint

Productivity

Free ▾



17. MyScript Calculator -...

Productivity

Free ▾



18. Drawing Desk - Draw, Paint,...

Productivity

Free ▾



19. Prezi

Productivity

Free ▾



20. Paper by FiftyThree

Productivity

Free ▾



21. OneDrive for Business (forme...

Productivity

Download ▾



22. Penultimate

Productivity

Download ▾



23. Home Design 3D - Free

Productivity

Free ▾



24. Doodle Buddy for iPad - Paint,...

Productivity

Download ▾



25. Wunderlist - To-Do & Task List

Productivity

Free ▾



26. Emoji 2 Emoticons for i...

Productivity

Free ▾



27. TeamViewer: Remote Control

Productivity

Free ▾



28. MyCalendar Free

Productivity

Free ▾



29. HP All-in-One Printer Remote

Productivity

Free ▾



30. Bokeh Photo Editor - Colorful...

Productivity

Free ▾



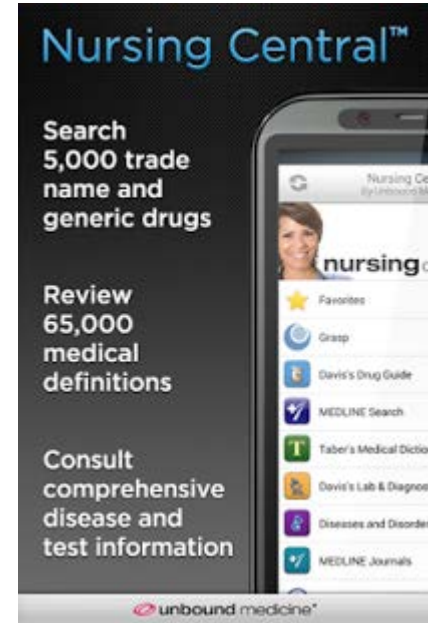
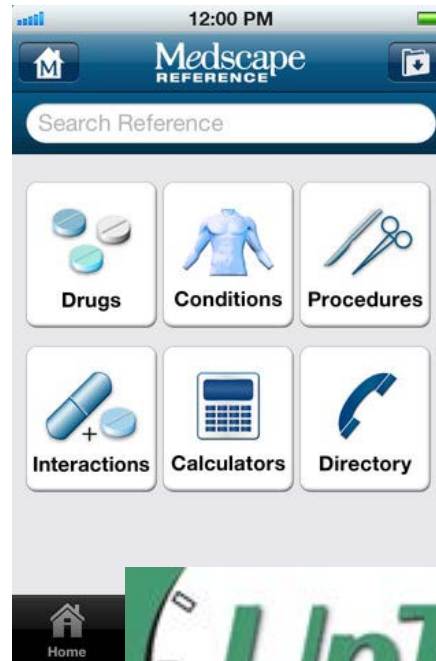
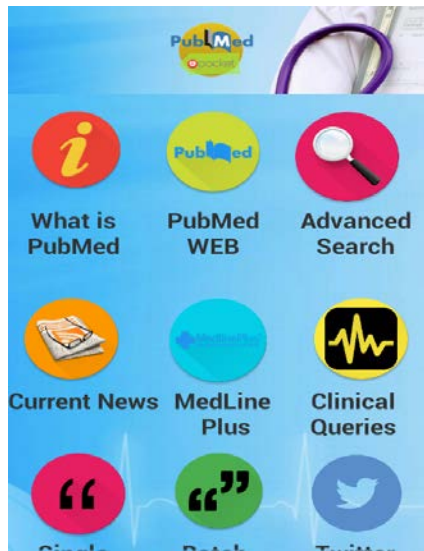
THE CLOUD



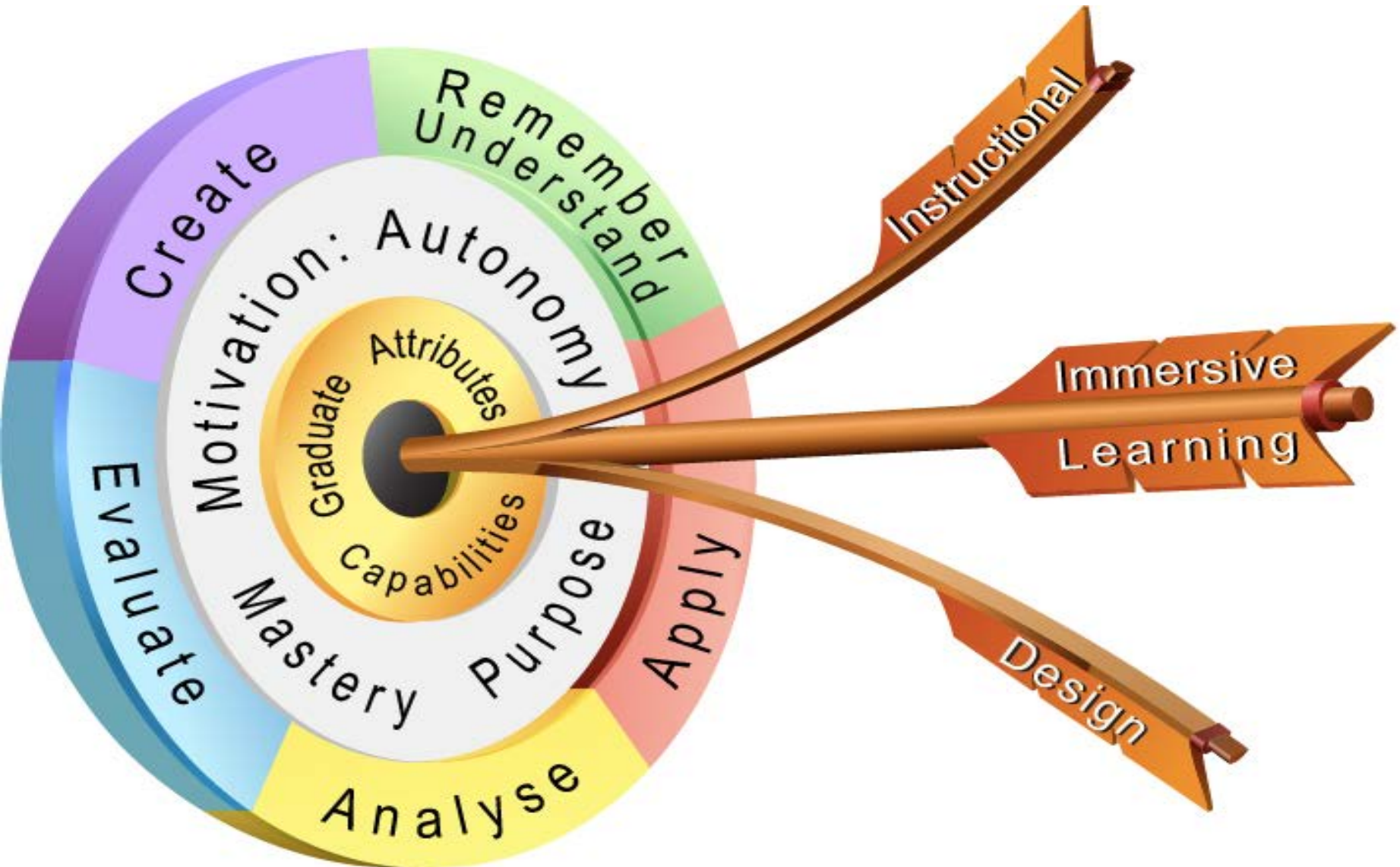
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APPLICATIONS FOR NURSES



Pedagogy Wheel

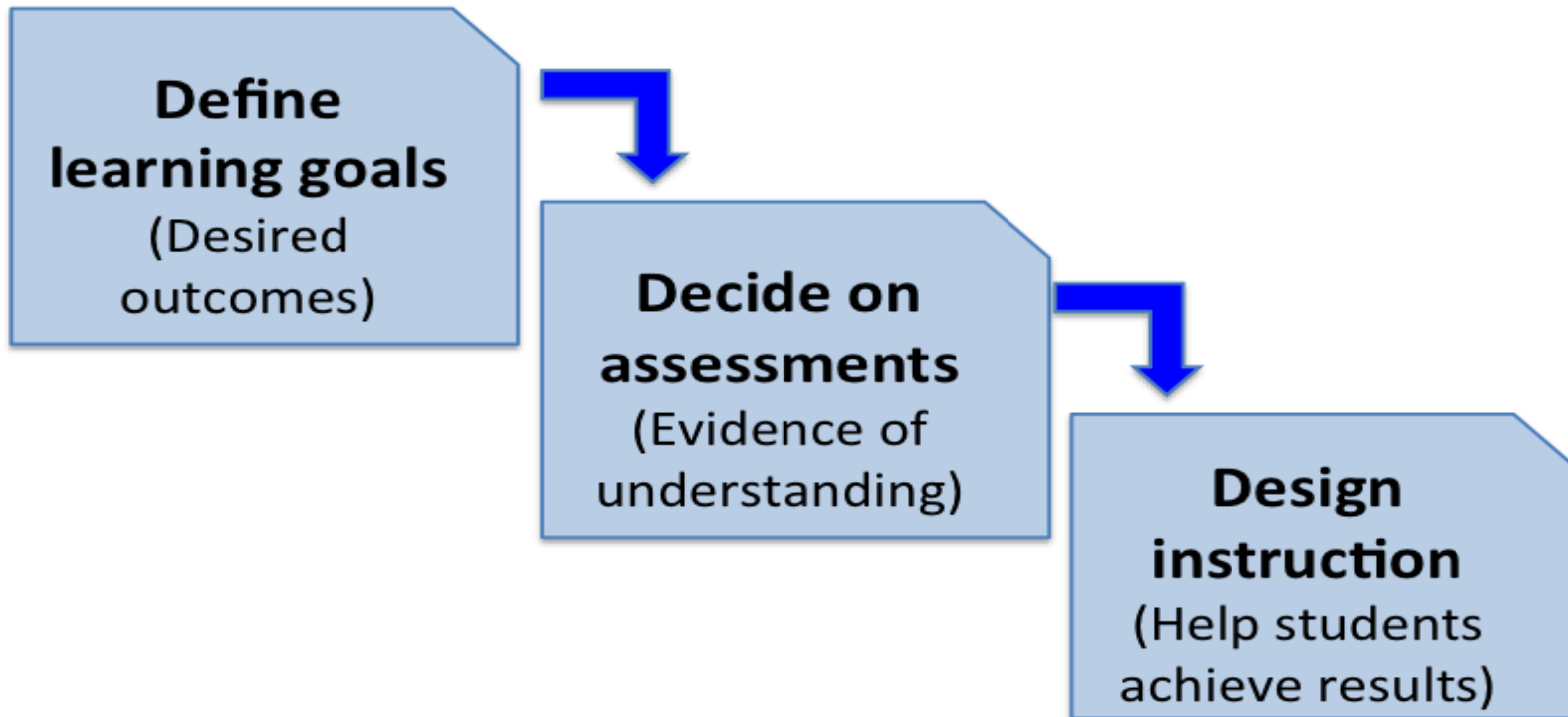


<https://www.youtube.com/watch?v=RAYVQIUVPk4&feature=youtu.be>

http://designingoutcomes.com/assets/PadWheelV4/PadWheel_Poster_V4.pdf



Design with the end in mind



WHERE TO GO FROM HERE:

Where the work is headed

Hook students with engaging activities (key ideas)

Explore the subject in depth (equip & experience)

Rethink with students the big ideas (research & revise)

Evaluate and develop action plans through self-assessment



"You're braver than you believe, and stronger than you seem, and smarter than you think."

– Christopher Robin



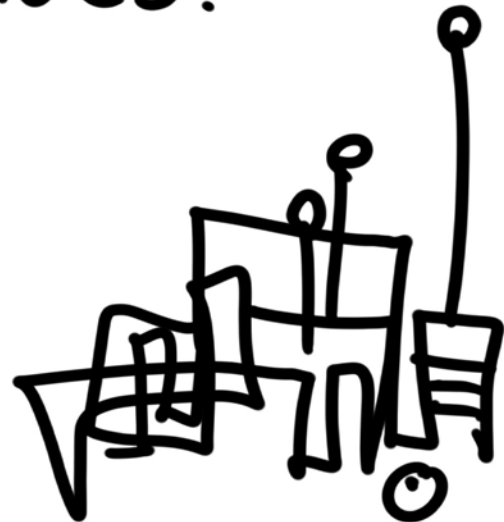
“Think about your course in terms of the assessment evidence needed to validate that the desired learning has been achieved – so that the course is not simply content to be covered or a series of learning activities” (Wiggins & McTighe, 1998, pg. 39)



Where do you start?

it's not what
the software does.
it's what the
user does.

@hugh





@EBPMSU

@WilsonNursing



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