



on Hall

TEACHING & LEARNING TECHNOLOGY CONFERENCE

> Opening Keynote

# ORGANIZING CHAOS FOR LEARNING ENVIRONMENTS

Presented by:

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# Self-Regulated Learning: Way Beyond Study Skill

## *Rebuttal/Debate*

Dr. Nilson	Dr. Petroy
Divorce is easy	
Students will do anything for a point	
SRL – Self Regulated Learning	
Everyone aspires to be an 'A' student	
Your not going to be tested on this...	
Students don't understand terminology	
<b>Students want to be right- it's a game</b>	

# Outline Theme: Bringing Order to Chaos

- **Babylonian Gods Marduk and Tiamat**
- **The classroom then**
  - Chalk and talk; pencil and paper, textbooks
  - Desks in a row, students in desks
- **The classroom now**
  - Electronic chalk, paperless assignments, mobile devices, no textbooks
  - Reconfigurable tables and chairs, distant students
- **Technology evolution – invites chaos**
  - Technology adoption – without order, brings chaos
- **Beyond the classroom**
  - Teaching methods, Instructional design, Curriculum cohesion
  - Filtering and sorting of content and tools , focus on learning objectives, more about “why” than “how to” → instructional designers, technologists and developers can help you with this
  - Systematic/holistic approach
- **Illustration: Amazon and how it has brought order to chaos**
- **Closer – *Inspiration Through Knowledge™***



Were educators  
to call upon the  
*Babylonian gods*  
and have  
*Marduk slay the  
evil of Tiamat*  
and bring order  
to our chaos?





=Ta3XER76iGI





The *chief god* of the Babylonians, **Marduk** created an ordered world out of the original state of **chaos**.

*After splitting her body into two pieces, he set one piece in the sky to create the heavens and the other at his feet to form the earth.*

# How do we transition from *order* to *order* in the presence of chaos?



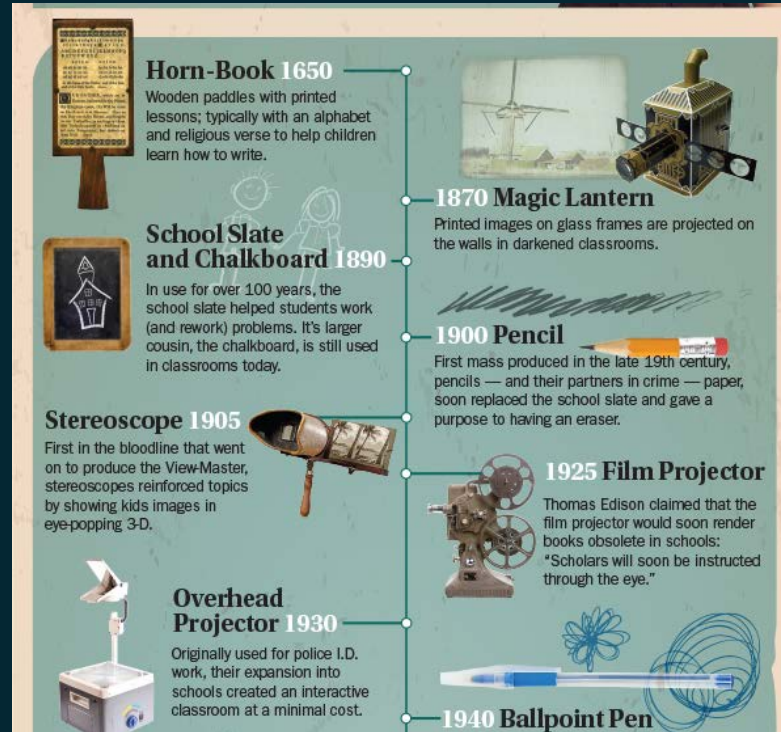
from a  
chalkboard,  
pencils and paper

to mobile  
devices?





# How has the learning environment transitioned...



# How has the learning environment transitioned...

## Mimeograph 1940

Hand-cranked copies helped teachers spread homework to the entire class. The downside? Perpetually ink-stained fingers.



50 years for the ballpoint pen to gain popularity. Perhaps it's because they originally cost \$9.75 each.

## 1950 Headphones

Headphones and the idea that lessons could be learned through repetition gave rise to 'language labs' — a practice that remains in use in present day.



## Slide Rule 1950

Before the development of the pocket calculator, the slide rule was the tool of choice for calculations. Its run was relatively short; falling out of favor by the mid-1970s. A dark day for nerds everywhere.

## 1958 Television

The use of film for classroom instruction became obsolete with the arrival of the television set.



## Liquid Paper 1960

They don't want me to tell you this, but the person most directly responsible for the JFK assassination is



## Scantron 1972

The Scantron made it simple to grade multiple-choice exams, thereby saving teachers countless hours — it also gave stumped students an excuse to draw pixelated artwork using the answer boxes.



## 1970 Hand-Held Calculator

The calculator was slow to be adopted by teachers as they feared it would undermine time-tested basic skills such as counting on fingers.

## 1980 Personal Computer

The computer introduced a way to teach students about the realities of 19th century pioneer life courtesy of the *Oregon Trail*® — one of the earliest educational video games



# How has the learning environment transitioned...







# Beyond Technology



The Transformation of Consciousness Into Wisdom



# Beyond Technology



## Beyond the classroom

- Teaching **methods**, Instructional **design**, Curriculum cohesion
- **Filtering and sorting** of content and tools , focus on learning objectives, more about “**why**” than “how to” → instructional designers, technologists and developers can help you with this
- **Systematic/holistic** approach

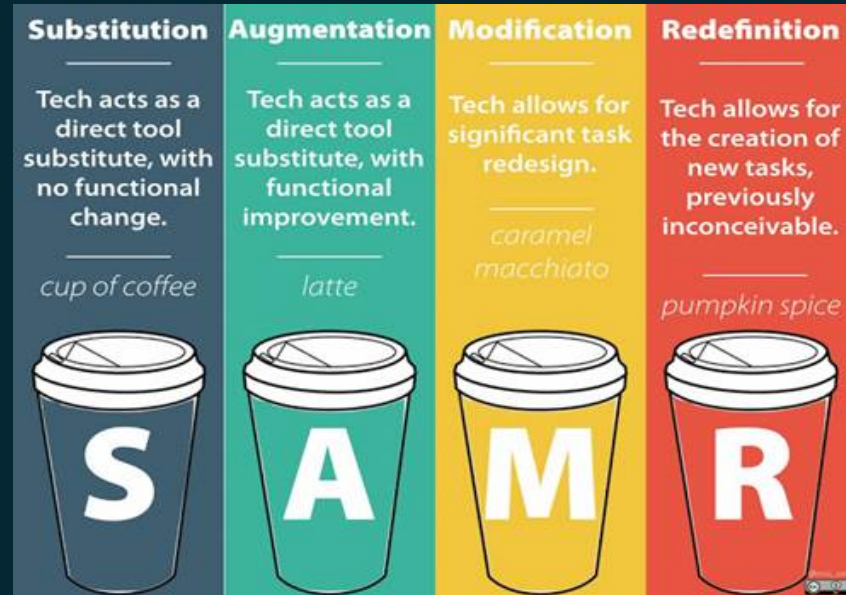
# Beyond Technology – Levels of Technology Use

Just like there are different levels of thinking, *there are different levels of technology use to consider* when making sense of the technology chaos.



# Beyond Technology – Levels of Technology Use

SAMR has 4 levels which can be compared to coffee.

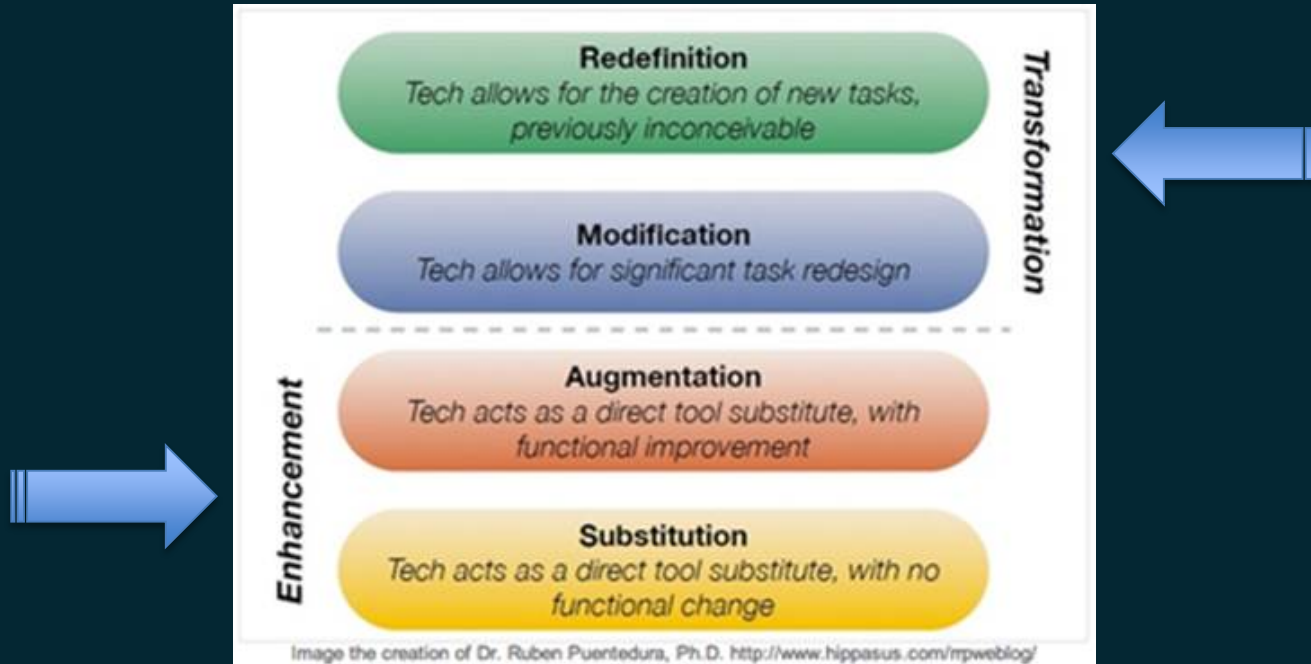


Graphic by Jonathan Brubaker

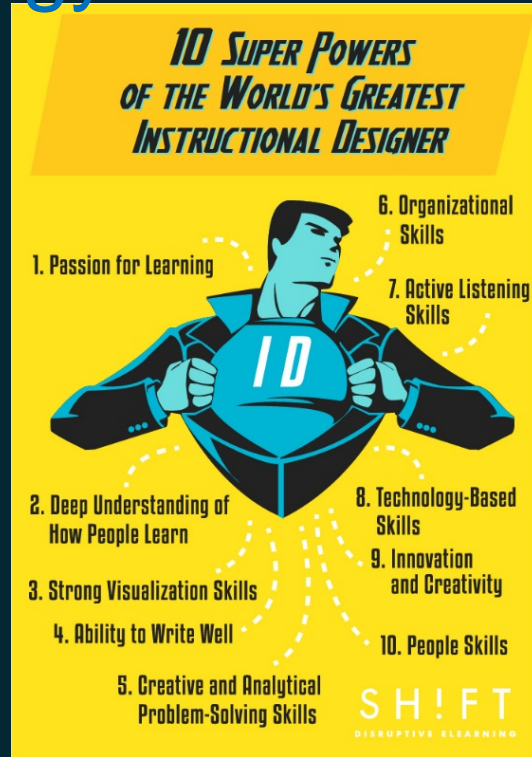
# Beyond Technology – Levels of Technology Use



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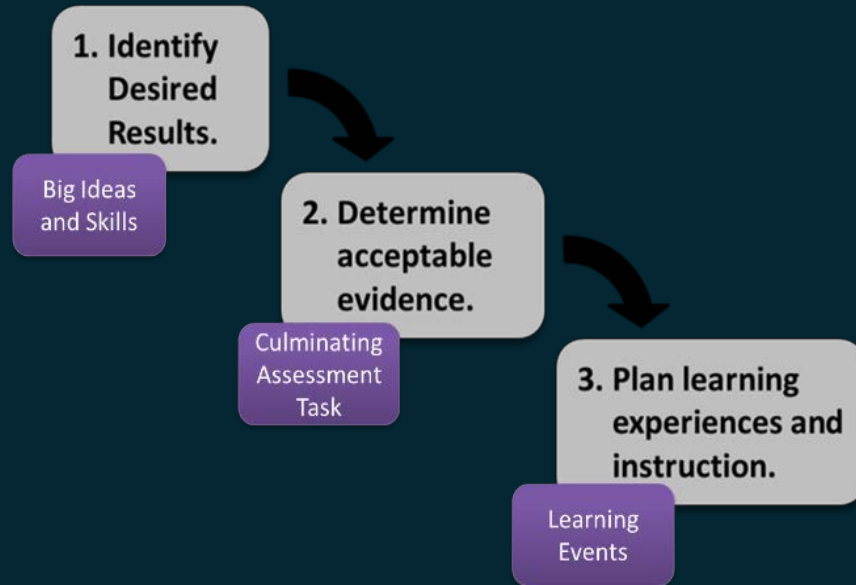


# Beyond Technology – Utilize Resources



# Beyond Technology – Utilize Resources

## Backward Design



Wiggins, G. P., & McTighe, J. (2005). *Understanding by design*. Association for Supervision & Curriculum Development.



# Curriculum Cohesion

- Courses are not taught in isolation
- What are others teaching in the same course (different sections)?
- What are others before and after you teaching?

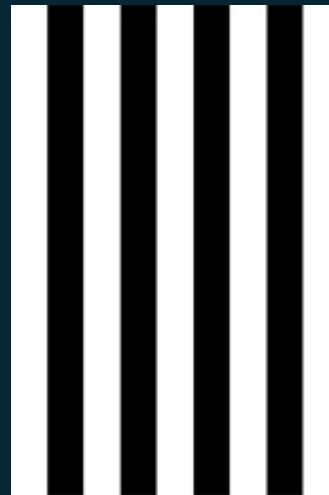


# Horizontal Alignment

- Students in the **same class** but **different sections** are taught the same subjects
- Assessments, tests, and other methods teachers use to evaluate learning achievement and progress are based on **what has actually been taught to students** and on the learning standards that the students are expected to meet in a particular course or subject area

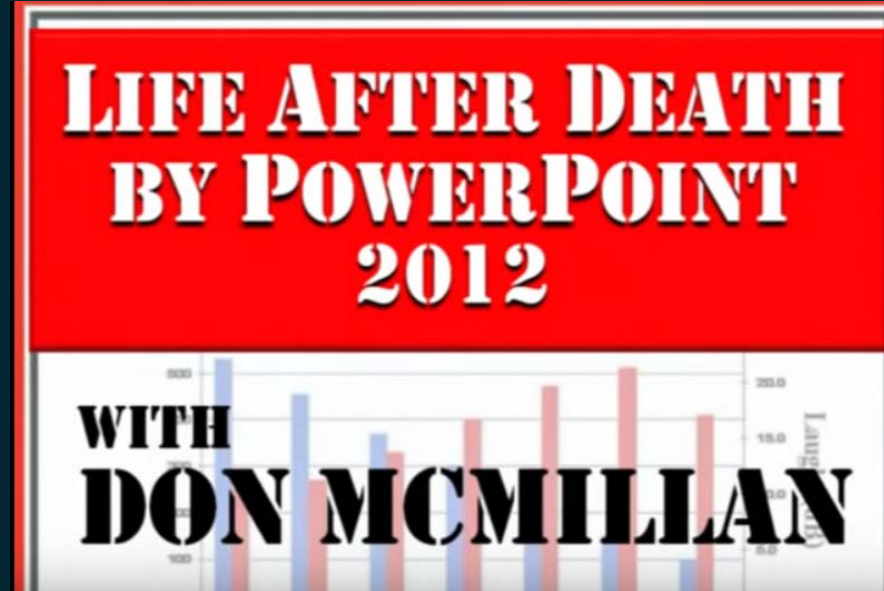
# Vertical Alignment

- *What students learn* in one lesson, course, or grade level *prepares* them *for* the *next* lesson or course
- Teaching is *purposefully structured and logically sequenced* so that students are learning the knowledge and skills that will *progressively prepare them* for more challenging, higher-level work



# Life After Death by PowerPoint 2012

by Don McMillan



<https://www.youtube.com/watch?v=MjcO2ExtHso>





<https://www.youtube.com/watch?v=quWFjS3Ci7A>



# *Inspiration Through Knowledge™*

- *Not 'textbook' knowledge*
- *Knowledge gained by learning to understand how you respond in different situations*
- *The more knowledge gained the more inspired you become to achieve greater success*

# *Inspiration Through Knowledge™*

Exercise

A TO Z

Pick a letter of the alphabet from A to Z.

# *Inspiration Through Knowledge™*

## *Positive Psychology*





# *Inspiration Through Knowledge™*

## *Positive Psychology*

"Contrary to what most of us believe, happiness does not simply happen to us. It's something that we make happen..."

-Mihaly Csikszentmihalyi, co-founder of Positive Psychology.

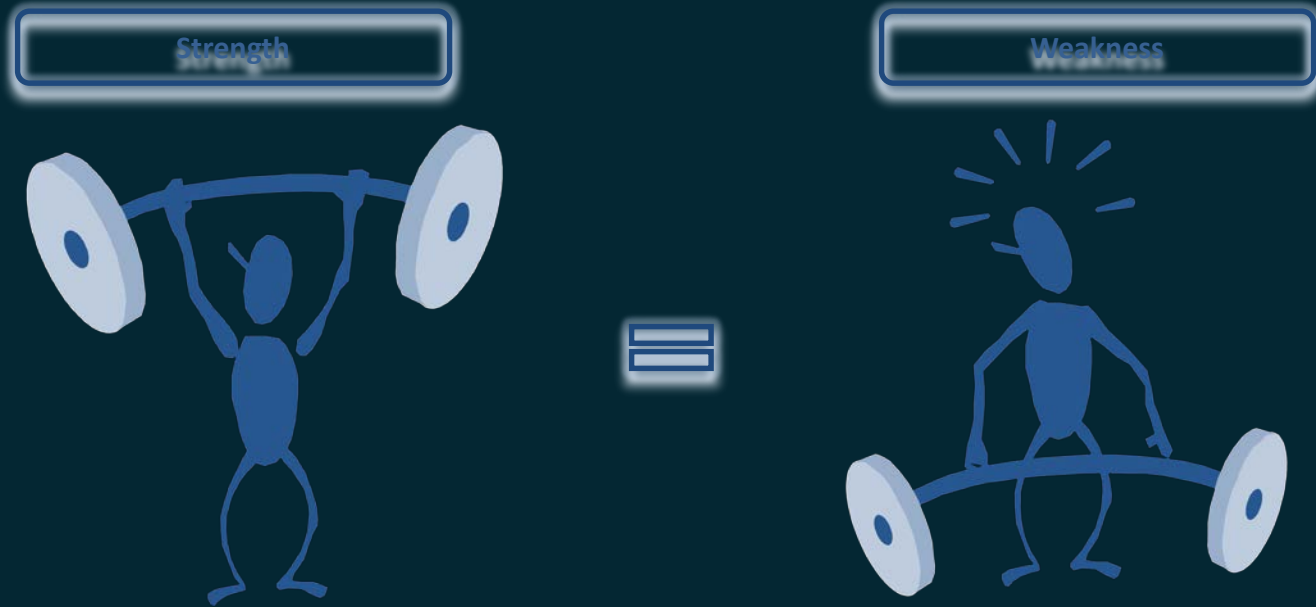
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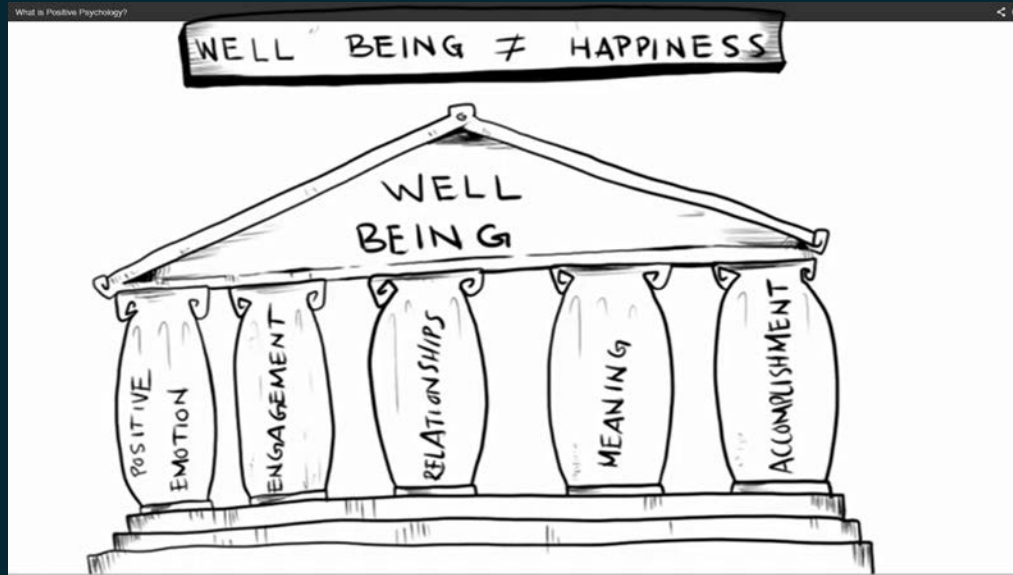
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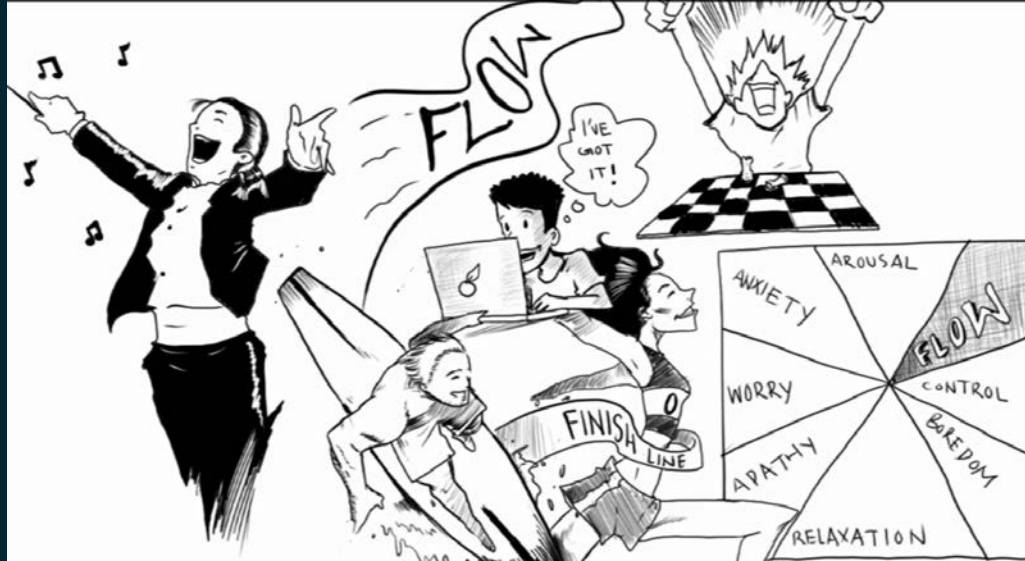


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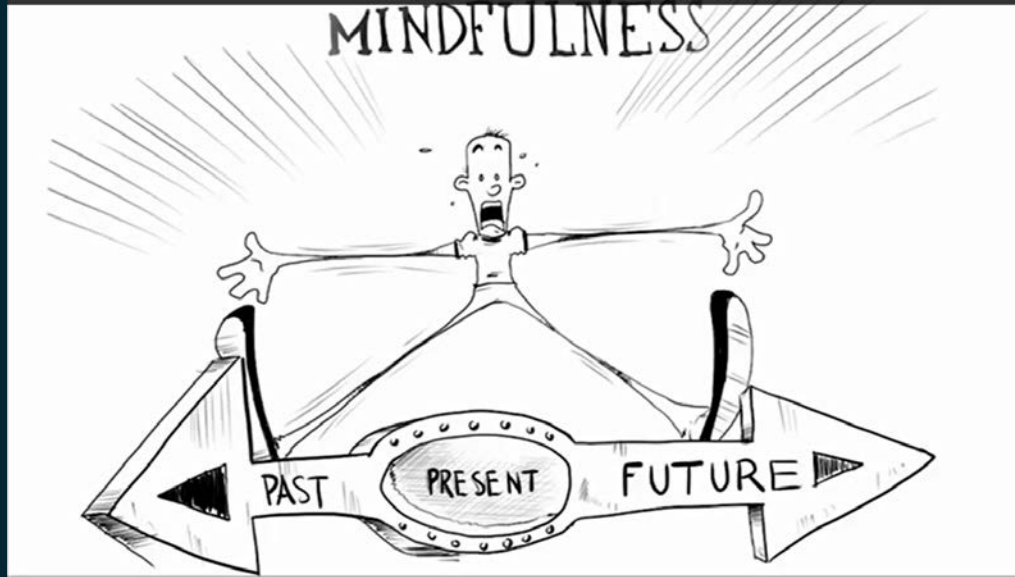
*Martin Seligman, Co-Founder of Positive Psychology*

# *Inspiration Through Knowledge™*



*Mihaly Csikszentmihalyi, Co-Founder of Positive Psychology*

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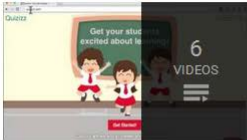





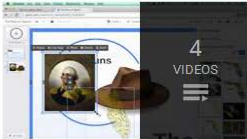



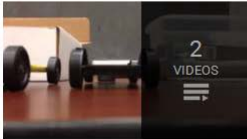


# Conclusion

- Filter and Sort Content, Tools and Technology
- Focus on Why rather than how to use technology
- Utilize your resources (Instructional Designers)
- Take the Systematic/Holistic Approach
- Remember *Inspiration Through Knowledge™*



# Helpful Resources

<https://www.youtube.com/user/robobent/playlists>

 <p><b>Educational Games</b> Updated yesterday</p>	 <p><b>Mobile Learning</b> Updated yesterday</p>	 <p><b>Formative Assessment</b> Updated yesterday</p>	 <p><b>Mobile Learning</b> Updated yesterday</p>	 <p><b>Google</b></p>
 <p><b>Presentation Tools</b></p>	 <p><b>Prezi</b></p>	 <p><b>Storytelling Tools</b></p>	 <p><b>Social Media</b></p>	 <p><b>Social Media</b></p>
 <p><b>Pinewood</b></p>	 <p><b>Favorites</b></p>	 <p><b>Liked videos</b></p>		

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