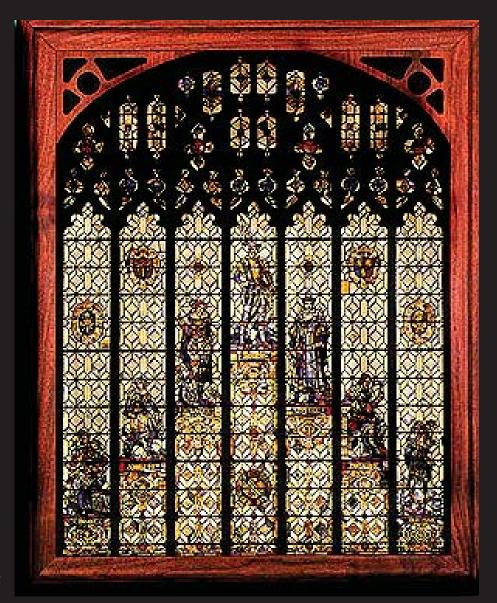
Seven ages of
Technology in
Education



Prof Johannes Cronje

Johannes.cronje@gmail.com

All the world's a stage ...



- □ And all the men and women merely players:
- They have their exits and their entrances;
- And one man in his time plays many parts,
- ☐ His acts being seven ages...

William Shakespeare

As you like it



Your work – to make this Interactive



Send me an SMS that says what YOU thinkALL the winning schools have in common

At first the cithemark

Small byte

Scares easi

Computer

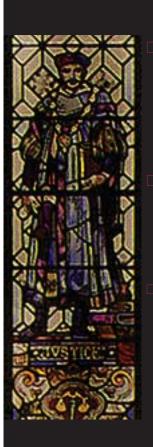
Violent rea

by Mark Parisi

NO DADDY... TO RESET YOUR DEFAULTS, SCROLL DOWN TO PREFERENCES, THEN OPEN THE APPROPRIATE DIALOG BOX ...



Remember when



A computer was something on TV

From a science fiction show.

A window was something you hated to clean,

And ram was the cousin of a goat.

Meg was the name of a girl,

And gig was your middle finger upright.

Now they all mean different things,

And that really mega bytes!

Memory was something that you lost with age.

A CD was a bank account.

And if you had a 3 .5" floppy,

You hoped nobody found out!

Compress was something you did to the garbage,

Not something you did to a file.

And if you unzipped anything in public,

You'd be in jail for a while

□ Log was adding wood to the fire.

Hard drive was a long trip on the road.

A mouse pad was where a mouse lived,

And a backup happened to your commode..

Cut you did with scissors,

Paste you did with glue,

A web was a spider's home,

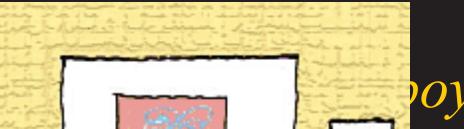
And a virus was the flu.

I guess I'll stick to my pad and paper

And the memory in my head.

I hear nobody's been killed in a computer crash,

But when it happens they wished they were dead!







"No, you weren't downloaded. Your were born."

off the mark

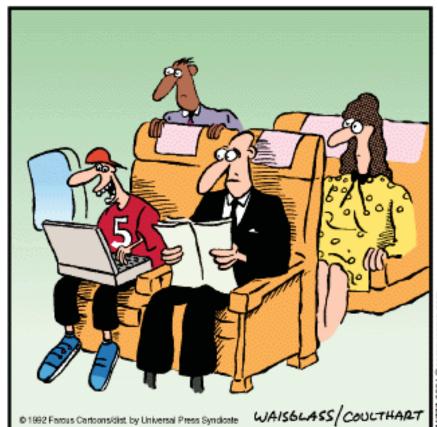
by Mark Parisi

TO CHECK I FARCUS

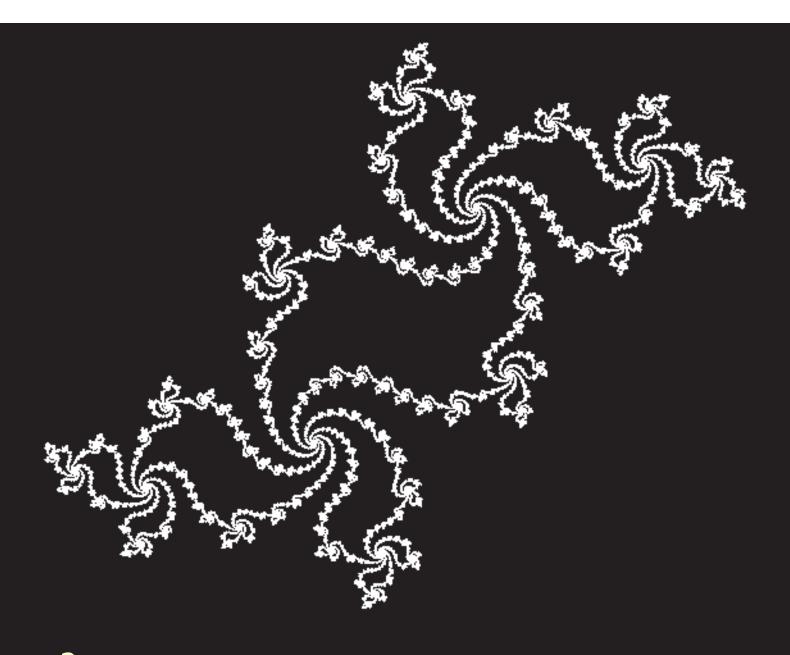
by David Waisglass Gordon Coulthart



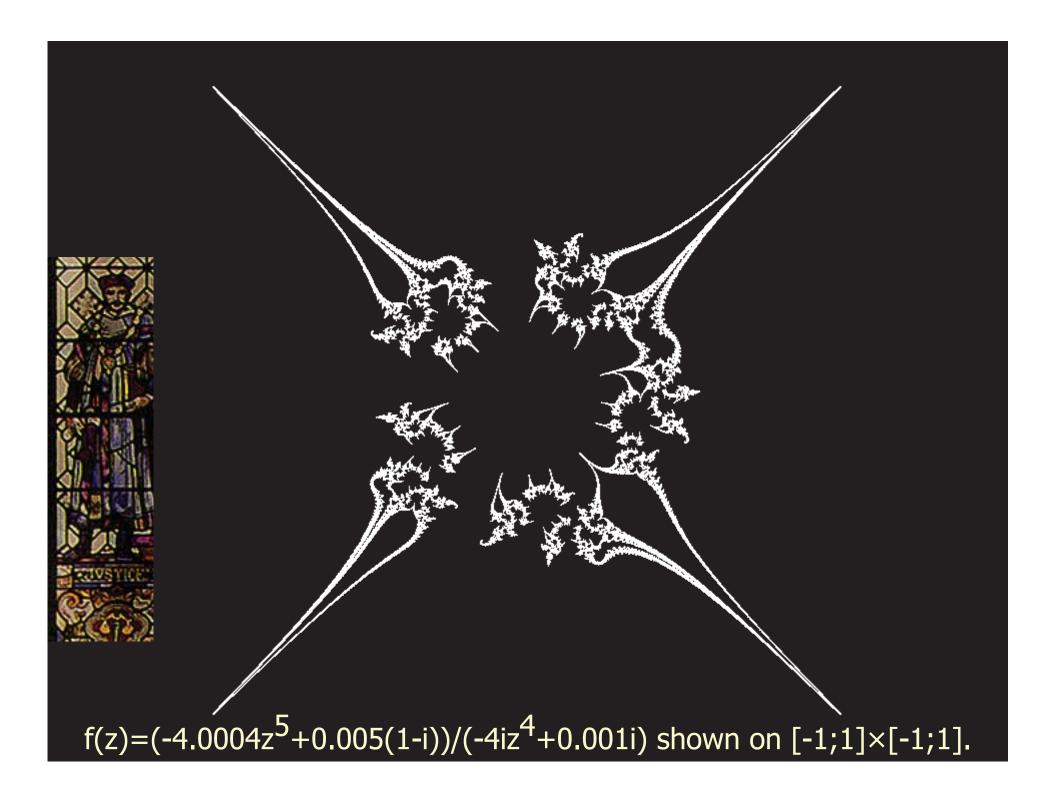




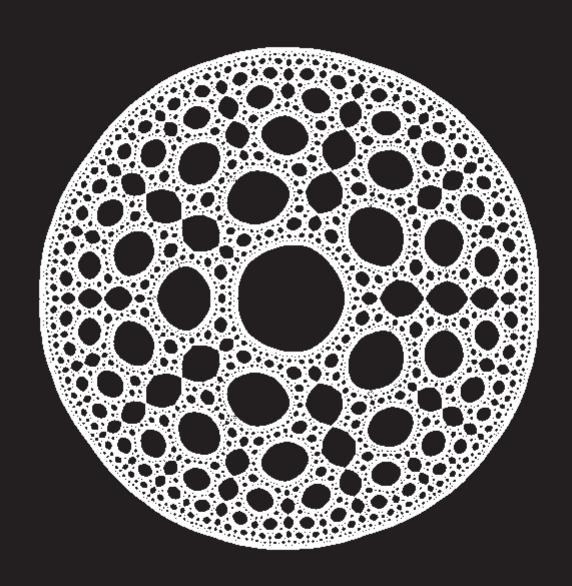
"Cool! I just jammed the air traffic control tower!"



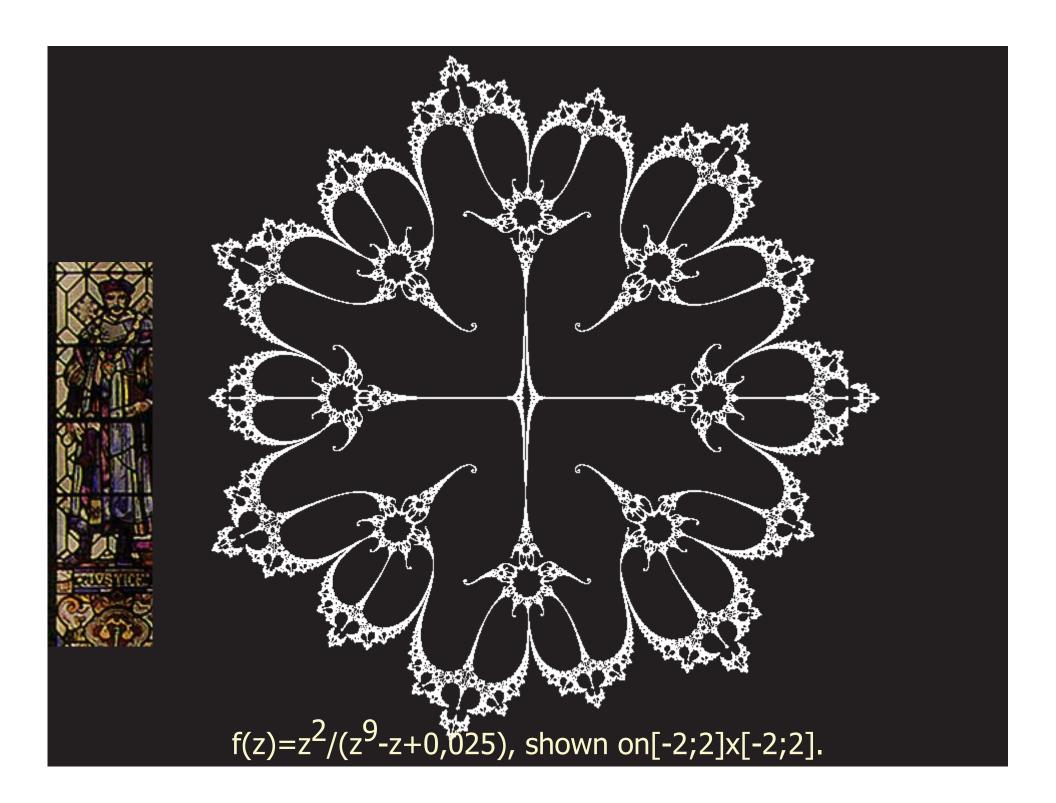
 $f(z)=z^2+c$ with c=-0.2-0.7i, shown on $[-1.8;1.8]\times[-1.8;1.8]$







 $f(z)=(z^5+c)/z^3$ with c=0.001(?), shown on [-1.5;1.5]×[-1.5;1.5].



What is this?



- □ The are all Julia sets, but what is a Julia set?
- If a function f maps a region G to itself, f can be iterated. The Julia set of f then is the set of all points of G, at which this sequence of iterated functions is not equicontinous.

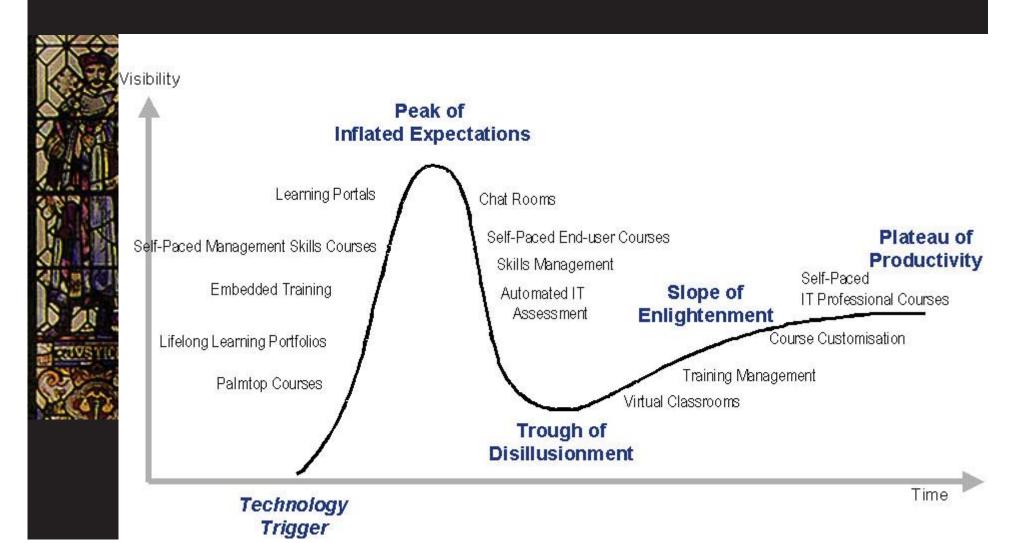
Or put differently



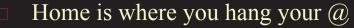




Gartner's hype cycle (www.e-learning.nl)



The lover of technology



The E-mail of the species is deadlier than the mail.

A journey of a thousand sites begins with a single click.

You can't teach a new mouse old clicks.

C:\ is the root of all directories.

Pentium wise; pen and paper foolish.

The modem is the message.

Too many clicks spoil the browse.

The geek shall inherit the earth.

Don't byte off more than you can view.

Fax is stranger than fiction.

What boots up must come down.

Windows will never cease.

- In Gates we trust.
- Virtual reality is its own reward.
- U Φhere 3 Ho place like http://www.home.com



And finally...



- Give a man a fish and you feed him for a day;
- teach him to use the Net and he won't bother you for weeks.



"Word around the office is that your promotion to supervisor has gone to your head."



A pair o'dimes shift







Old paradigm New paradigm

- Passive learners
- ☐ Exam-driven

Rote-learning

Syllabus content-based, and in subjects

Syllabus as rigid and nonnegotiable

Objectives: what teacher wants to achieve

Behavioural approach to learning and assessment

Assess isolated knowledge & discrete skills

Individual learning and products

- ☐ Active learners
- Coninuing assessment
- □ Critical thinking,
- ☐ Integrated, relevant & with real-life situations
- guides to make teachers innovative and creative
- ☐ Outcomes what learner becomes and understands
- Cognitive approach to learning and assessment
- Assess abilities, thinking processes, meta-cognition and attitude
- Collaborative learning and products



Is this really Old and new?



Is there really old and new?

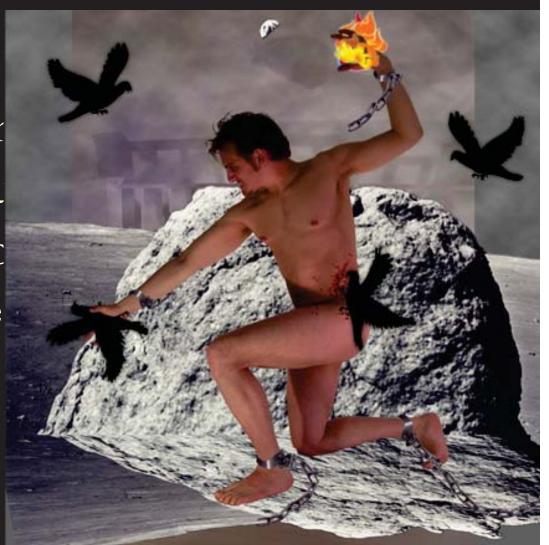


- Old Math v New Math
- ☐ Traditional teaching v Innovative
- □ Positivist v Relativist
- ☐ Socratic v Platonic (NB who's older now?)
- □ Promethius v Ephemethius

The root of all evil



- Promethius
- ☐ Literally "Thir
- □ *Stole* from Zei
- □ TAUGHT it tc
- ☐ Action oriente
- □ Positivist
- □ Instructivist



The root of all evil



- □ Ephemethius
- ☐ Literally "Thinking back" reflection
- Was punished for his brother's crime
- ☐ By getting a wife.
- Relativist
- Constructivist





Pandora



Bords 690

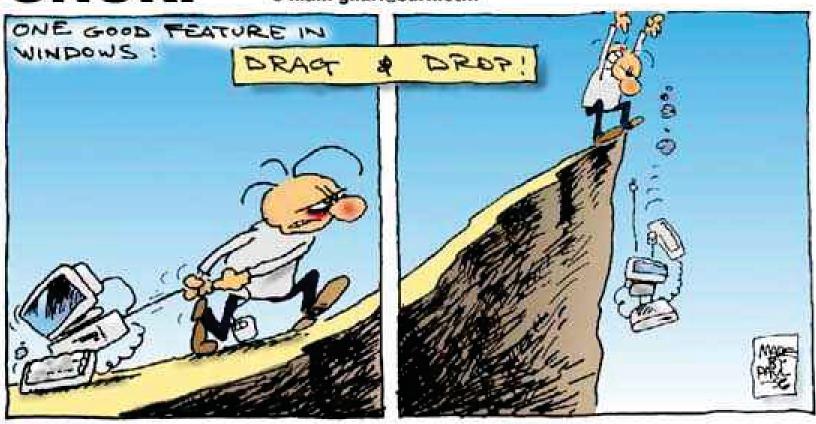
And thou the justice

GNURF

copyright 1995-1997 Paul Söderholm

e-mail: gnurf@surfnet.fi





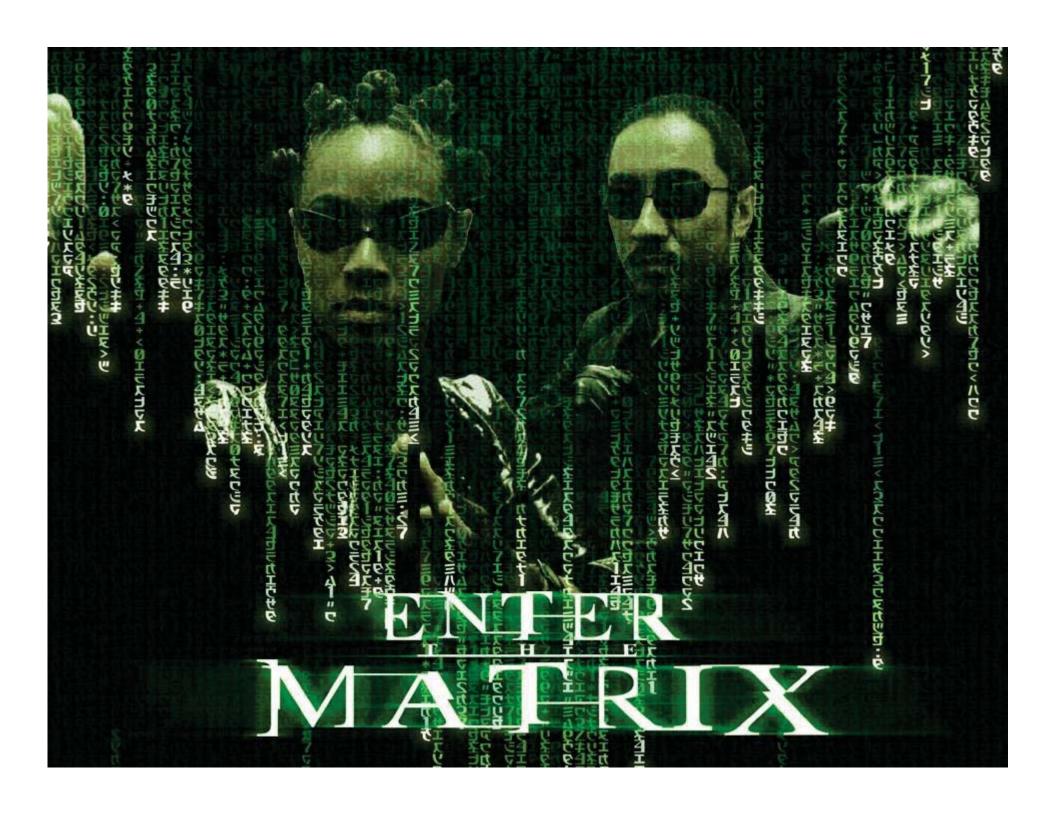
And one remained



I VERSUS C?



- Instructivism: How to put knowledge across.
- Constructivist: How do we learn?
- They are NOT opposites
- They are at CROSS PURPOSES
- Therefore they cannot be plotted at 180°



Obj	ect	tivi	ism

10 9 8 7 6	Instruction	Integration		
5 4 3 2	Chaos	Construction		
1 0	1 2 3 4 5	6 7 8 910		

082 558 5311





COMPLEX

Cause and effect are only coherent in retrospect and do not repeat

Pattern management Perspective filters

Complex adaptive systems

Probe-Sense-Respond

KNOWABLE

Cause and effect separated over time and space

Analytical/Reductionist Scenario planning

Systems thinking

Sense-Analyze-Respond

CHAOS

No cause and effect relationships perceivable

Stability-focused intervention

Enactment tools

Crisis management Act-Sense-Respond

KNOWN

Cause and effect relations repeatable, perceivable and predictable

Legitimate best practice

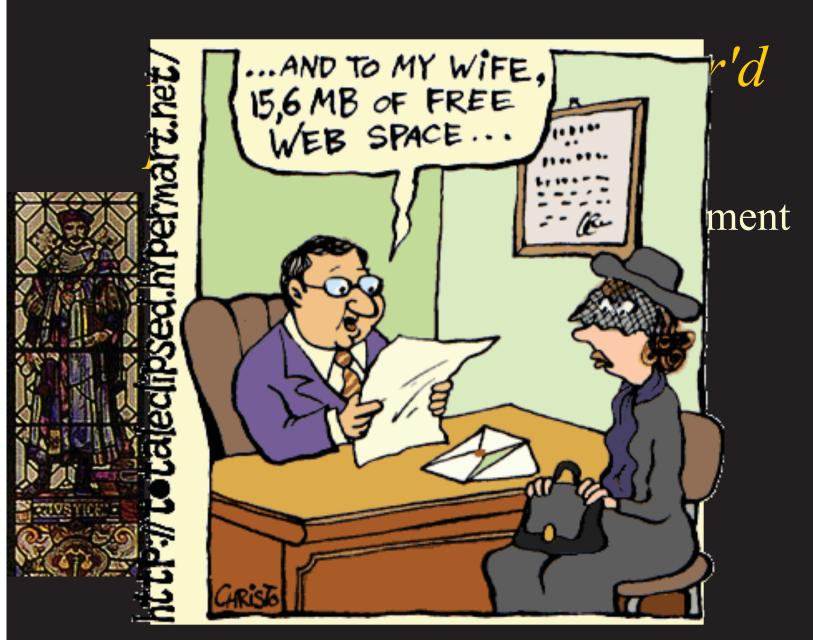
Standard operating procedures

Process reengineering Sense-Categorize-Respond

Judging the strategies



- Classrooms or laboratories
- ☐ Subject choices
- Computer staff
- □ Selection of software
- □ Selection of hardware



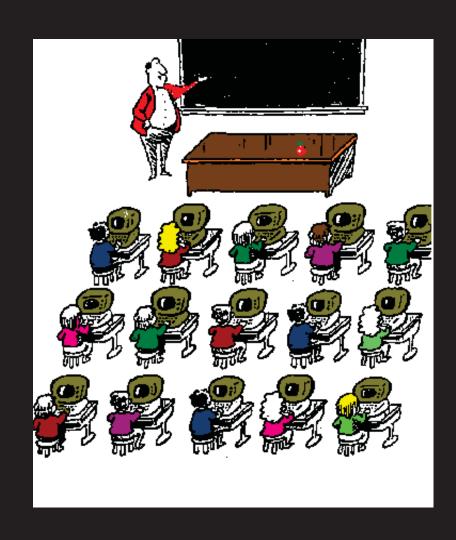
What-is-a-School?



- □ Factory model
- Workshop model
- Construction site model (information processing)
- Opportunity (one computer per school)

Factory Model





What's wrong with this picture?

Workshop model

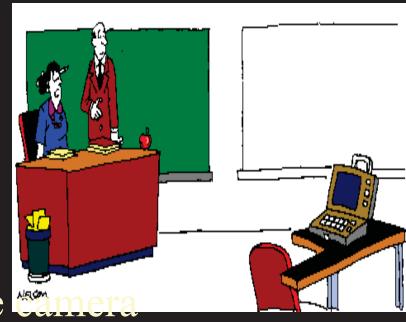




Construction site model



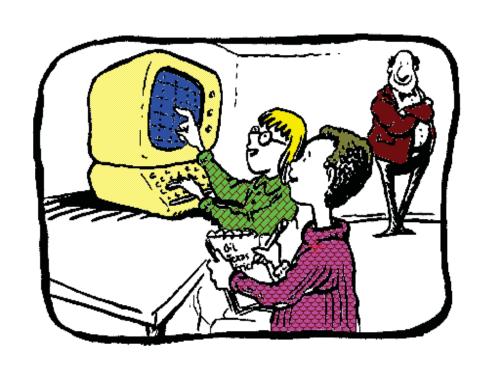
- Laptops
- □ Cell phones
- □ Pda
- □ Video camera
- □ Digital/disposable 🕰
- □ I-pods



He leaves his notebook to take notes when he bunks

Opportunity model





Second childishness and mere

oblivion



 \square OR

□ Looking forwa









FUTILITY

YOU'LL ALWAYS MISS 100% OF THE SHOTS YOU DON'T TAKE, AND, STATISTICALLY SPEAKING, 99% OF THE SHOTS YOU DO.



Is Gain.



UPIDITY

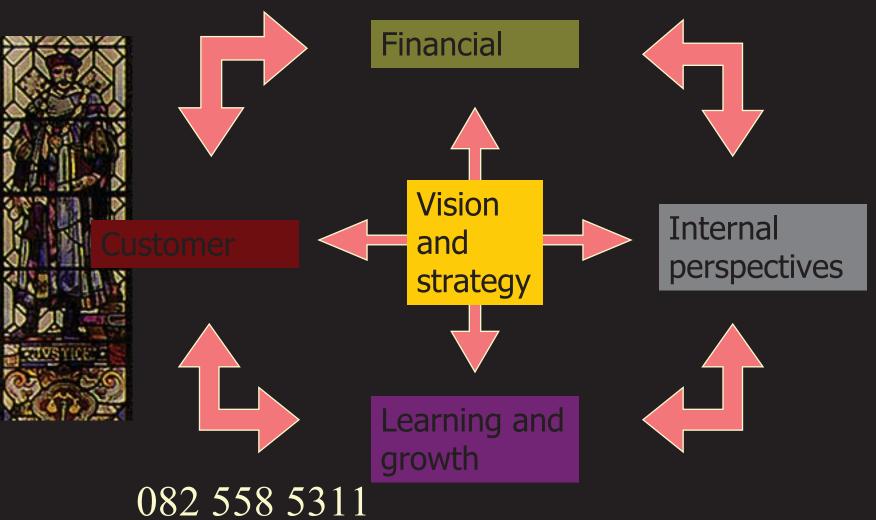
NEVER WIN, WINNERS NEVER QUIT,

> NEVER WIN AND NEVER QUIT ARE IDIOTS.

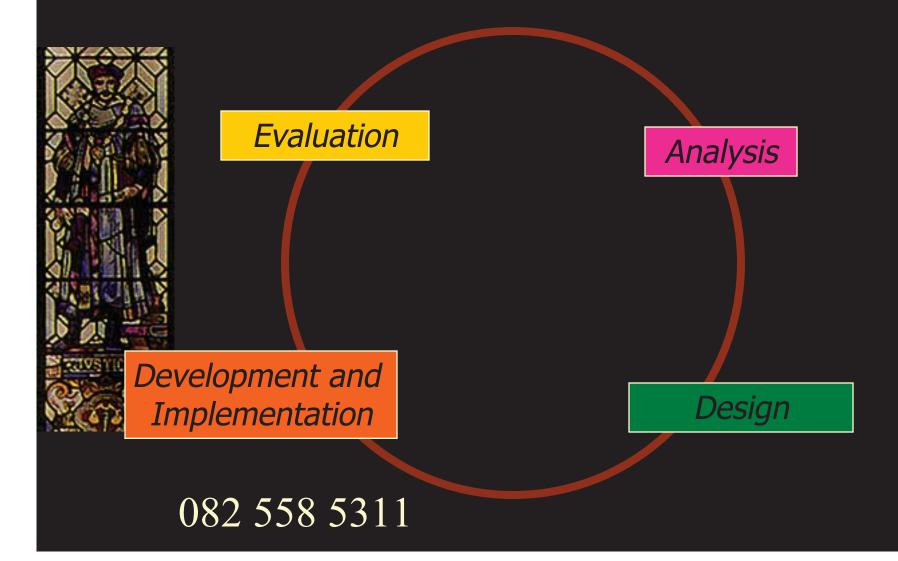
... or Innovating! — What the schools have in common

- Learners learn by doing
- Learners produce learning materials
- Schools develop their own software and websites
- Research done by learners
- ☐ Focus on *learning*, not on technology
- ☐ Make magic out of nothing
- □ Computers across the curriculum integrated & thematic
- Educator training
- Community involvement, outreach and sharing
- ☐ Focus on girls
- ☐ International links
- ☐ Future plans

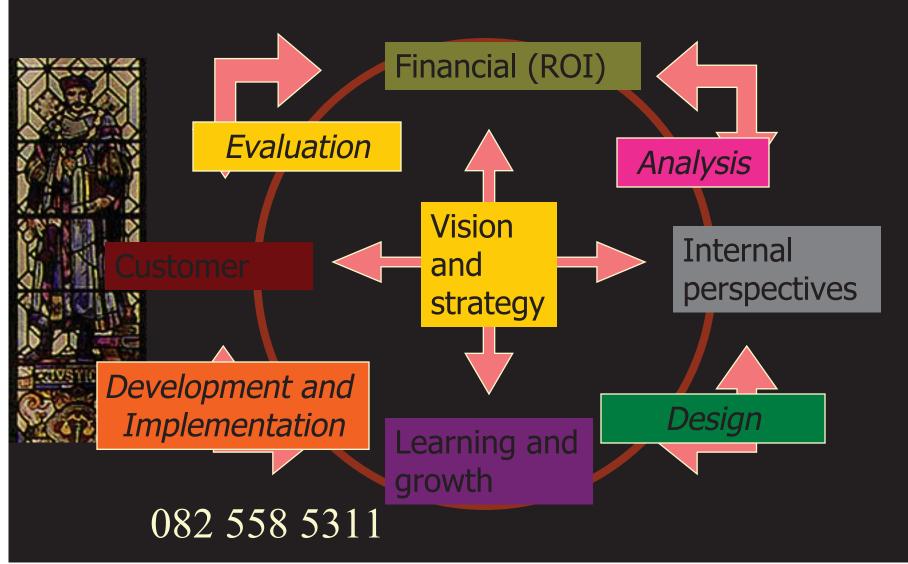
Future plans: The balanced scorecard



The training cycle



The e-learning scorecard



Remember



- ☐ Teach a man to fish...
- ☐ And he'll sit in a boat drinking all day

