EQUITY AND ACCESS

NATIONAL EDUCATION TECHNOLOGY PLAN

1. Learning

"ENGAGE AND EMPOWER"

PERSONALIZED

Multiple Intelligences (Gardner, 1995)

- Multiple perspectives on concepts & subjects
- Embrace individual differences

ENGAGED & EFFECTIVE

Learning Sciences

- Growth mindset (Dweck, 2007)
- Protege effect (Chase, Chin Oppezzo, Schwartz, 2009)
- Social belief (Okita, 2008)
- Exploration/Explanation (Schwartz, Chase, Oppezzo, Chin, 2011)

MULTIMEDIA

Will Media Influence Learning? (Kozma, 1994)

- Find relationship between media and content
- Take advantage of unique capabilities of specific technologies

2. Assessment

"MEASURE WHAT MATTERS"

ASSESSMENT DESIGN

Backwards Design (Wiggins & McTighe, 1998)

Learning outcomes

↓

Assessments: Evidence of learning

↓

Learning experiences, instruction

WHAT ARE WE TESTING?

Choice-Based Assessments (Schwartz & Arena, 2013)

- Assess choices, not content retention
- Embed assessment in learning process
- Student agency and decision-making

3. Teaching

"PREPARE AND CONNECT"

DATA & RESEARCH

Digital Promise

- Research-informed teaching & curriculum
- Access to data & analytics tools
- Educators collaborating with researchers

COLLABORATION

TPACK for Designers (Forssell, 2016)

- Tools must be useful & usable for teachers
- Combining content, tech & pedagogy
- Educators collaborating with designers

Maya Sussman
2016

4. Infrastructure

"ACCESS AND ENABLE"

COMMON LANGUAGE & STANDARDS

Bloom's Taxonomy (Krathwohl, 2002)

- Classify learning goals, objectives & standards
- Two common dimensions:
  - Cognitive Process
  - Knowledge

WIDESPREAD TRENDS

Horizon Reports

- Sharing best practices and innovations across sector
- Models for continuous growth and improvement

5. Productivity

"REDESIGN AND TRANSFORM"

TECH AS CATALYST

Technocentric Thinking (Papert, 1990)

- Tech can enable large-scale change in education
- Understanding context of tech, how it is used

CREATIVE APPLICATIONS

Affordances of Technologies

- Mobile technology (Shuler, 2009)
- Video games (Gee, 2005)
- Teaching machines (Skinner, 1954)
- Tangible user interfaces (Ishii, 2008)
- Fab labs (Blikstein, 2016)

Maya Sussman
2016