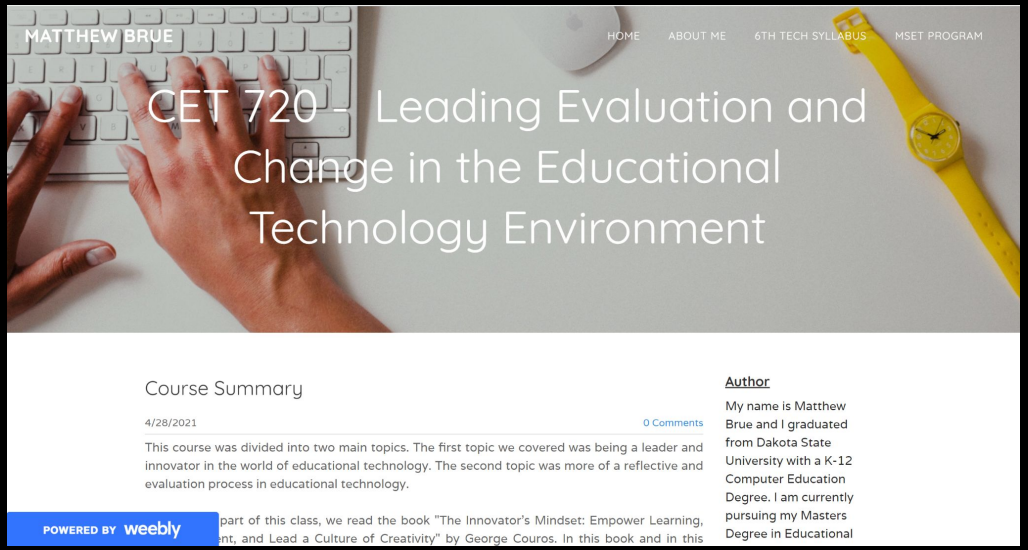
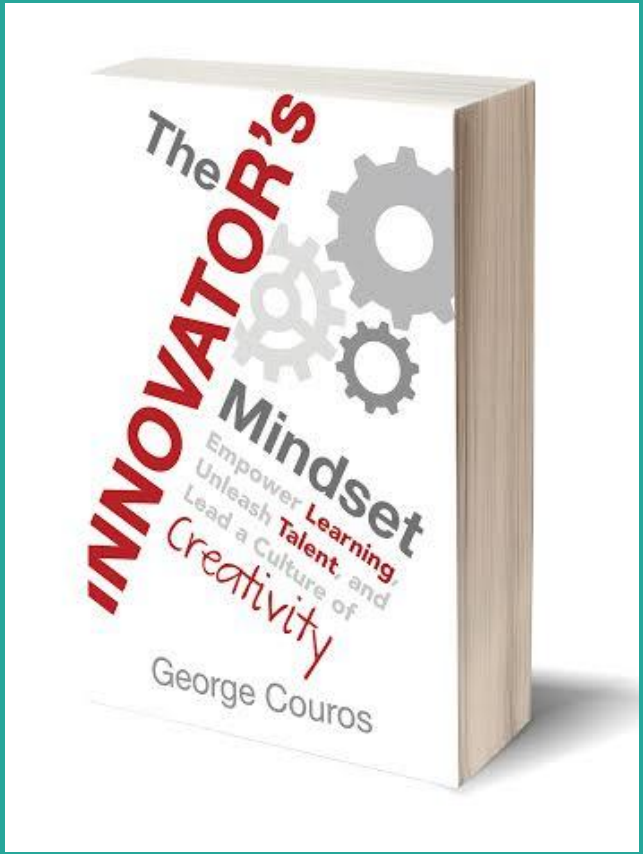
CET 720 - Ignite Talk

—

Leading Evaluation & Change In Educational Technology

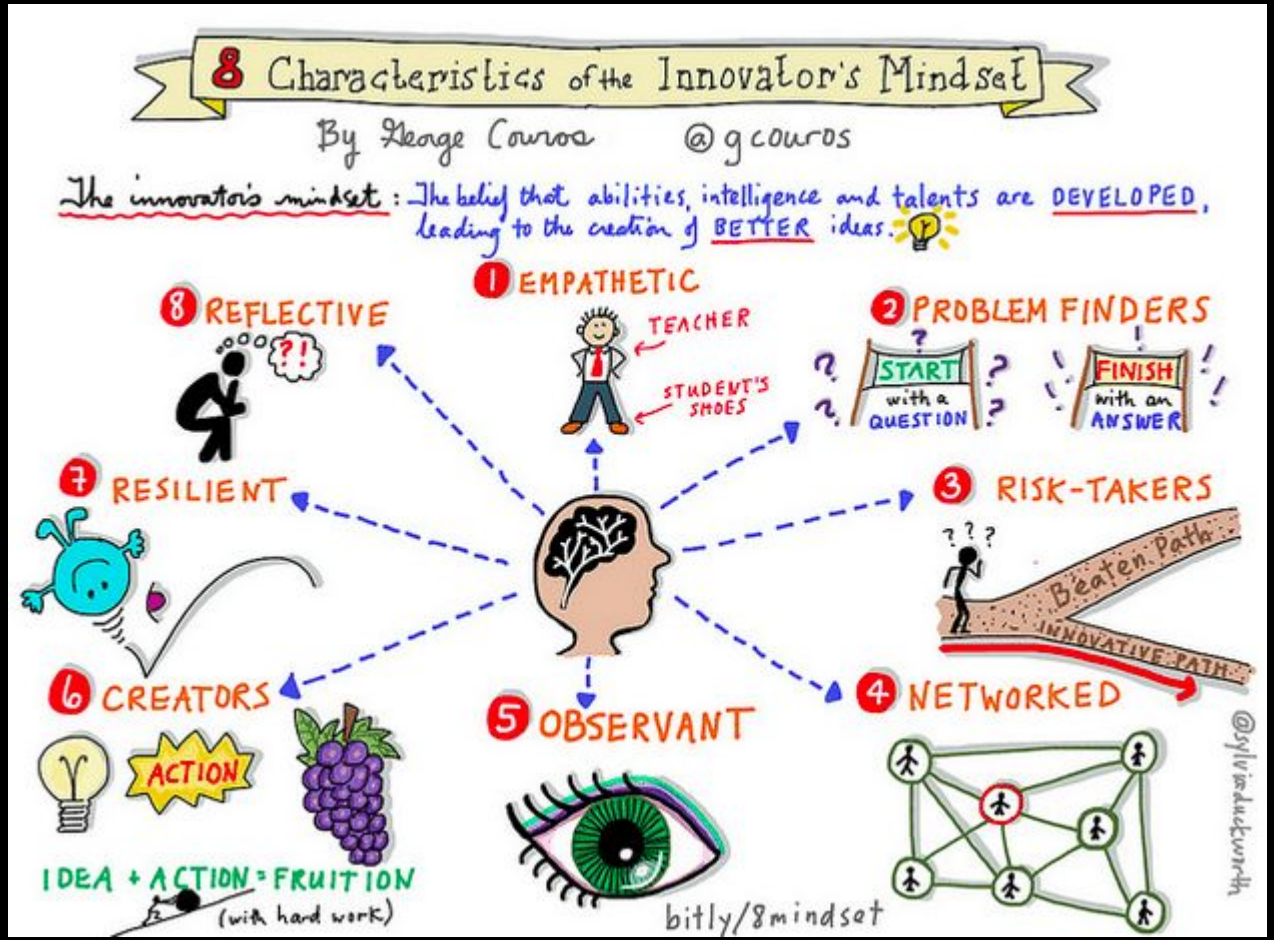
CET 720 Blog


MATTHEW BRUE
HOME
ABOUT ME
6TH TECH SYLLABUS
MSET PROGRAM
CET 720 – Leading Evaluation and Change in the Educational Technology Environment
Course Summary
4/28/2021
0 Comments
This course was divided into two main topics. The first topic we covered was being a leader and innovator in the world of educational technology. The second topic was more of a reflective and evaluation process in educational technology.
part of this class, we read the book "The Innovator's Mindset: Empower Learning, nt, and Lead a Culture of Creativity" by George Couros. In this book and in this
POWERED BY weebly
Author
My name is Matthew Brue and I graduated from Dakota State University with a K-12 Computer Education Degree. I am currently pursuing my Masters Degree in Educational



The Innovator's Mindset

George Couros


8 Characteristics of the Innovator's Mindset
By George Couros @gcouros
The innovator's mindset: The belief that abilities, intelligence and talents are DEVELOPED, leading to the creation of BETTER ideas.
1 EMPATHETIC
TEACHER
STUDENT'S SHOES
2 PROBLEM FINDERS
START with a QUESTION
FINISH with an ANSWER
3 RISK-TAKERS
Beaten Path
INNOVATIVE PATH
4 NETWORKED
5 OBSERVANT
6 CREATORS
ACTION
IDEA + ACTION = FRUITION
(with hard work)
7 RESILIENT
8 REFLECTIVE
bitly/8mindset
@sylviaduckworth

School vs Learning by George Couros

SCHOOL

- promotes starting by looking for answers
- is about consuming
- is about finding information on something prescribed for you
- teaches compliance
- is scheduled at certain times
- often isolates
- is standardized
- teaches us to obtain information from certain people
- is about giving you information
- is sequential A B C D E
- promotes surface-level thinking

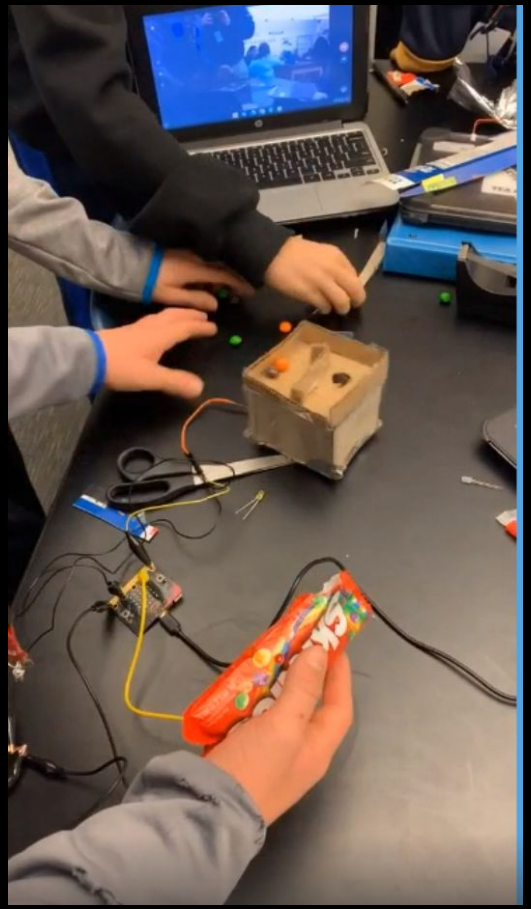
@gcouros bit.ly/schoolvslearning

LEARNING

- promotes starting with questions
- is about creating
- is about exploring your passions and interests
- is about challenging perceived norms
- can happen any time, all of the time
- is often social
- is personal
- promotes that everyone is a teacher and everyone is a learner
- is about making your own connections
- is random and non-linear
- is about deep exploration

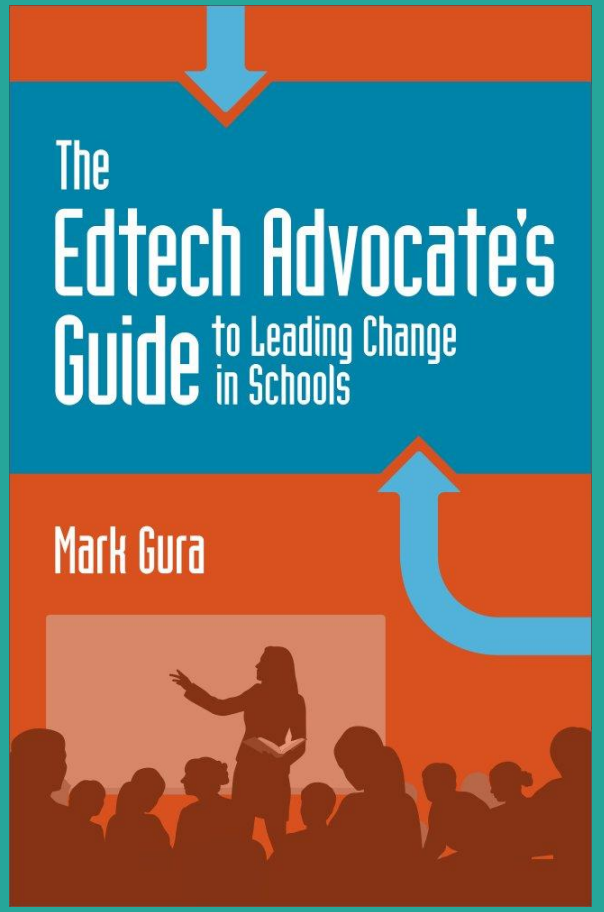
@sylviaduckworth

CET 720 Innovation Project



The Edtech Advocate's Guide To Leading Change In Schools.

Mark Gura



1. Evangelist
2. Advocate
3. Coach

EdTech Big Picture

EdTech "Big Picture" Representation Activity

RESOURCES

Websites	Apps	Hardware
EdPuzzle	Flipgrid	Chromebooks
Gimkit	Google Classroom	Smartboard
G Suite	ClassDojo	Projector
Loom	Kahoot	Tablets
Pear Deck	Seesaw	Headphones
Zoom	Nearpod	Video Cameras
	iMovie	3D Printer

VISION → Collaboration → Implementation → Reflection

General Approaches

Game-Based Learning

-Game-based learning is a type of educational gameplay where students explore relevant aspects of games in a learning context designed by teachers.

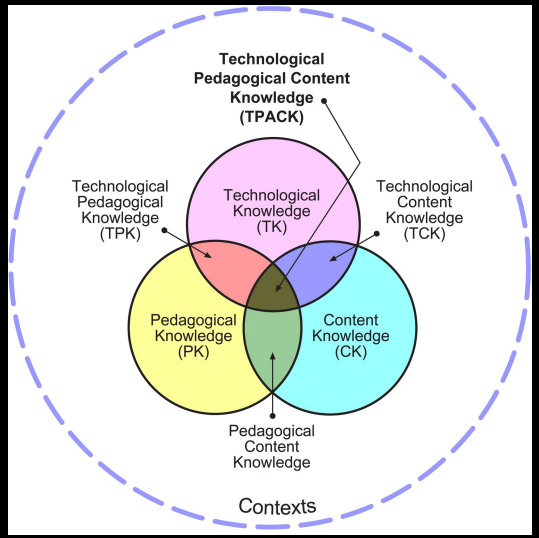
Project-Based Learning

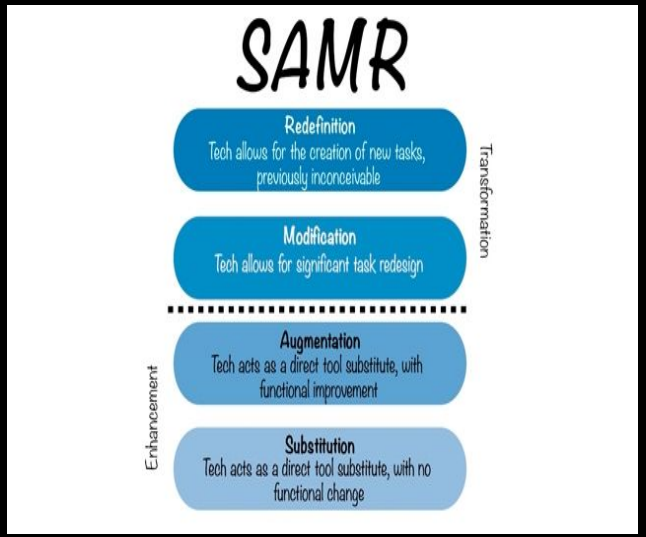
-Project-based learning is a dynamic classroom approach in which students actively explore real-world problems.

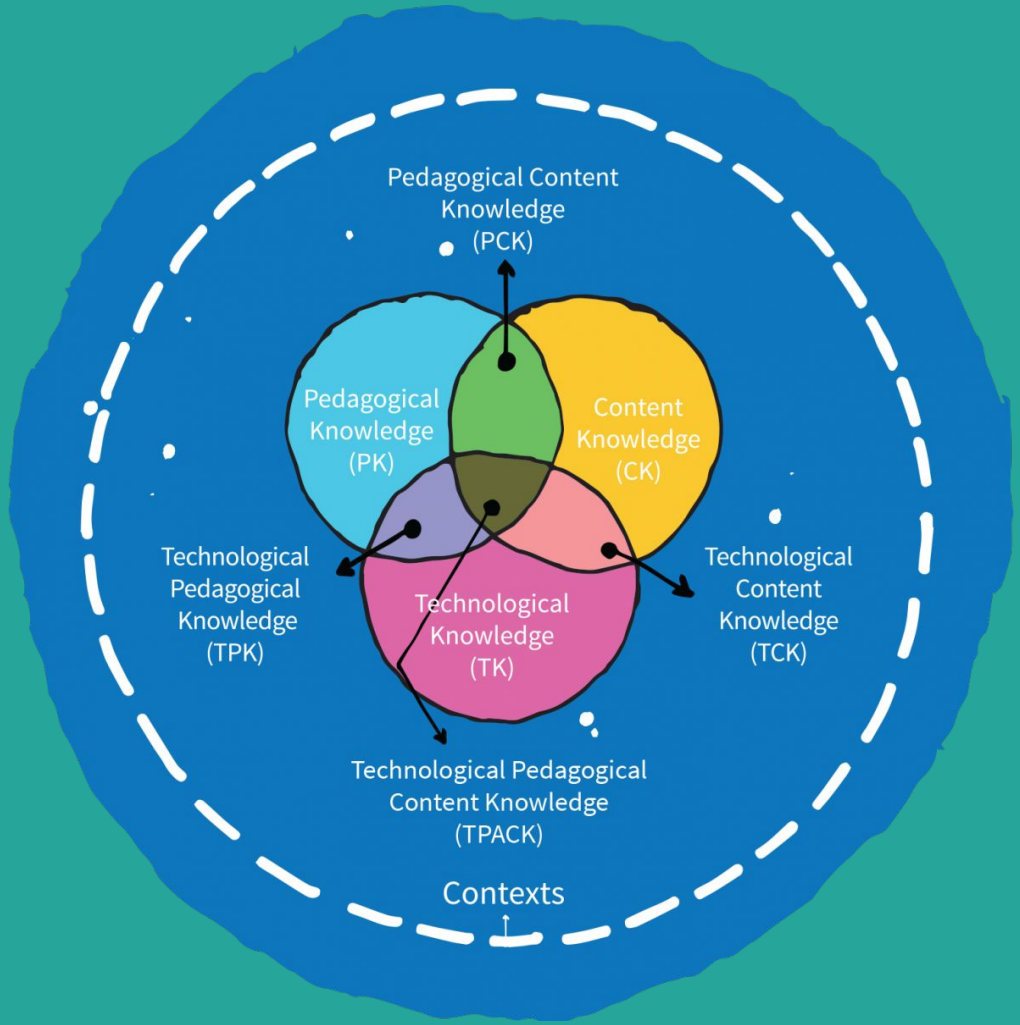
Practices

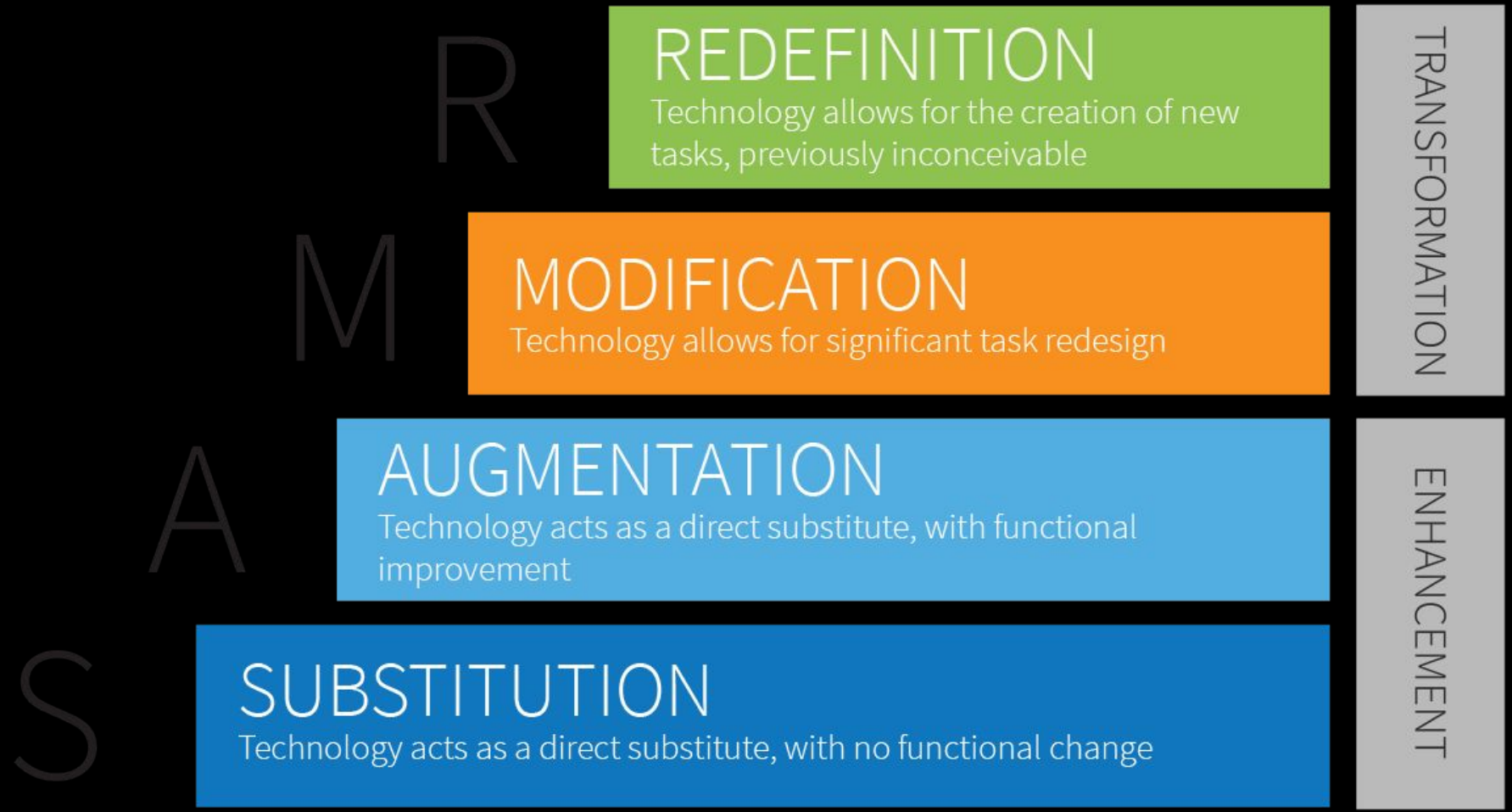
Specific Class Blogs- Twitter, Weebly, Podcasts
Student Portfolios- SeeSaw, Google Sites,
Student Creations-Flipgrid, Adobe Spark, Powtoon

Educational Technology Frameworks



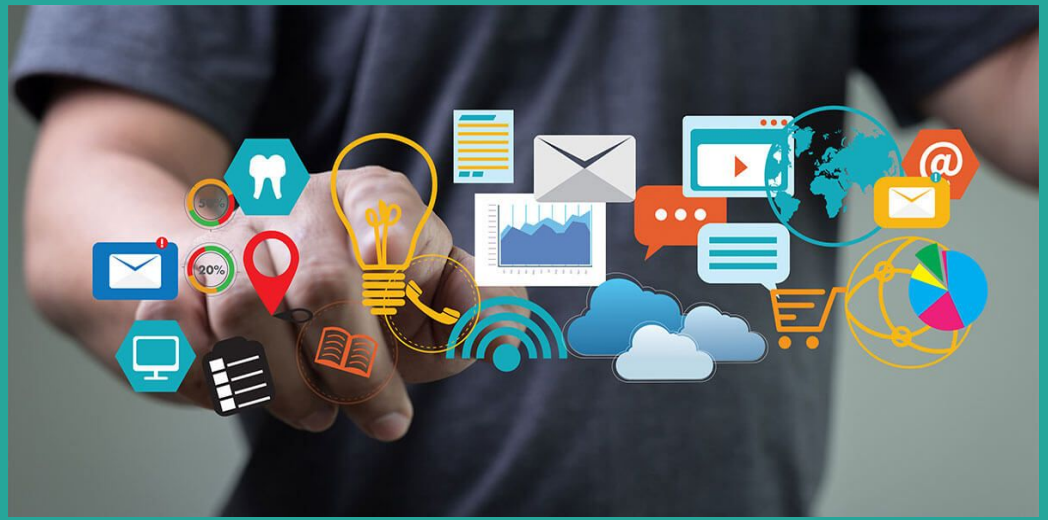



Pedagogical Content Knowledge (PCK)
Pedagogical Knowledge (PK)
Content Knowledge (CK)
Technological Pedagogical Knowledge (TPK)
Technological Knowledge (TK)
Technological Content Knowledge (TCK)
Technological Pedagogical Content Knowledge (TPACK)
Contexts

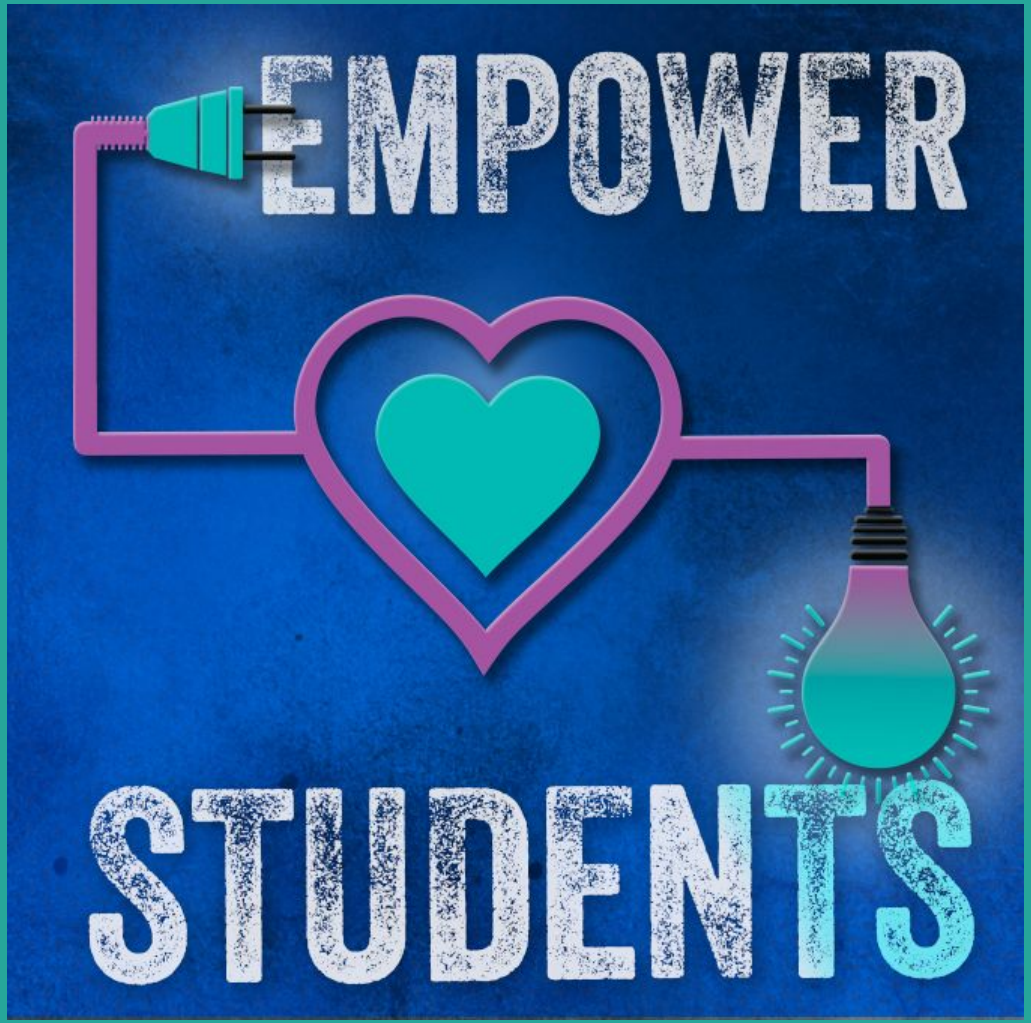

R
REDEFINITION
Technology allows for the creation of new tasks, previously inconceivable
M
MODIFICATION
Technology allows for significant task redesign
A
AUGMENTATION
Technology acts as a direct substitute, with functional improvement
S
SUBSTITUTION
Technology acts as a direct substitute, with no functional change
TRANSFORMATION
ENHANCEMENT

Technology Plans

OFFICE OF
Educational Technology



Educational Technology Tools


EMPOWER
STUDENTS