Inventing The Future: Safely Empowering Learners in the Read/Write Society

Keynote for the Oklahoma Distance Learning Conference Tulsa, OK - 5 November 2007

By Wesley Fryer www.speedofcreativity.org





inventing?

empowering?

read/write

society?



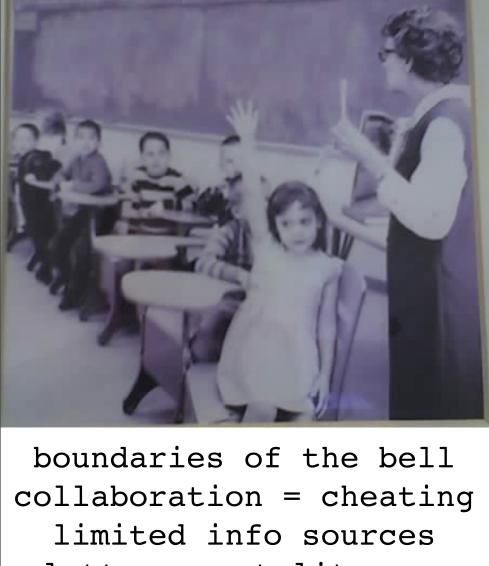


learn?

how?







teacher directed learn in isolation fact recall quick answers valued pencil & paper dominant little time for inquiry sage on the stage teacher=content expert rigor

lettracy not literacy sit down / shut up / take notes / no time for ?'s



The history of education in the twentieth century is littered with mistaken forecasts of technological revolutions in education. In 1913, Thomas Edison predicted that books would "soon be obsolete in the schools" because of motion pictures. Similar predictions of epochal change in education accompanied the diffusion of radio in the 1920s and '30s and television in the 1950s. In Teachers and Machines, published in 1986, the educational historian Larry Cuban argues that these expectations were repeatedly disappointed, despite effort and investment, not for the reasons that advocates usually cited-poor implementation, insufficient money, resistance by teachers—but because of a more fundamental obstacle: the logic of the classroom.

American Prospect
http://www.prospect.org/cs/articles?article=computing_our_way_to_educational_reform

Paul Starr, "Computing Our Way to Educational Reform," November 30, 2002, The

web 2.0

different?

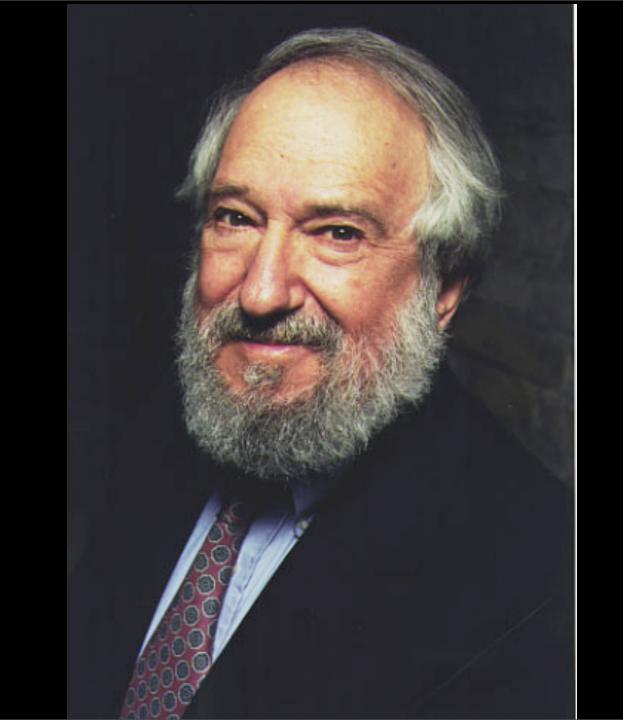




fundamental shift in publication & connectivity







What I am really saying... is that there is room for much rethinking about what knowledge, and what ways of knowing, should have a priveledged status. Certainly School has not earned the right to decide for us. Those yearners who yearn for better ways to teach what School has decreed everyone should know have not quite accepted the idea of megachange. I hope, after reading this book, they will have moved toward questioning not only how School teachers but what as well.

Dr. Seymour Papert, <u>The Children's Machine:</u>
REthinking School in the Age of the Computer,
1993, p. 19.





<1> changes

<2> tools

<3> prescriptions





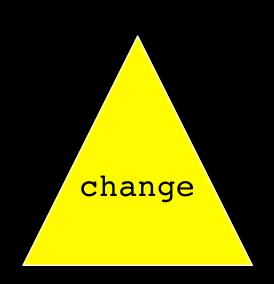
<1> changes

<2> tools

<3> prescriptions







The World Is Flat A BRIEF HISTORY OF THE TWENTY-FIRST CENTURY Thomas L. Friedman







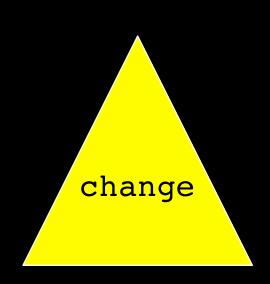








for those with access... the world is flatter than ever



Wikis Folksonomy User Centered Joy of Use Blogs Participation Six Degrees Usability Pagerank Social Software **FOAF** Recommendation Browser Simplicity Perpetual Beta Sharing Collaboration AJAX Podcasting Videocasting Design **Audio** Web 2.0 Video Convergence UMTS Mobility Affiliation Trust Ruby on Rails Atom SVG **XHTML** RSS OpenAPIs Web Standards SEO Economy Semantic Remixability REST Standardization The Long Tail DataDriven XML Accessibility Microformats Syndication SOAP Modularity

> upload.wikimedia.org/wikipedia/commons/thumb/a/a7/ Web 2.0 Map.svg/800px-Web_2.0 Map.svg.png

learning 2.0 school 2.0









@ Kansas State University



The Machine is Us/ing Us Final Version

Mar 8th, 2007 by Prof Wesch



ABOUT



a working group of Kansas State University students and faculty dedicated to exploring and extending the possibilities of digital ethnography.

There are 73 Posts and 482 Comments so far.

CATEGORIES

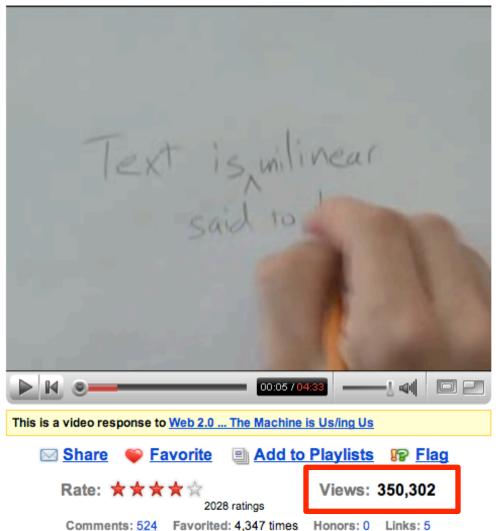
Class (8)

Our Videos (30)

Smatterings (27)

Www.youtube.com/watch?v=NLIGopyXT_g Broadcast Yourself™ Videos Categories Cha

The Machine is Us/ing Us (Final Version)



user-created content

XML

tagging

folksonomy



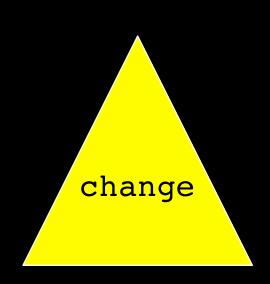


Digital text is diffirent.

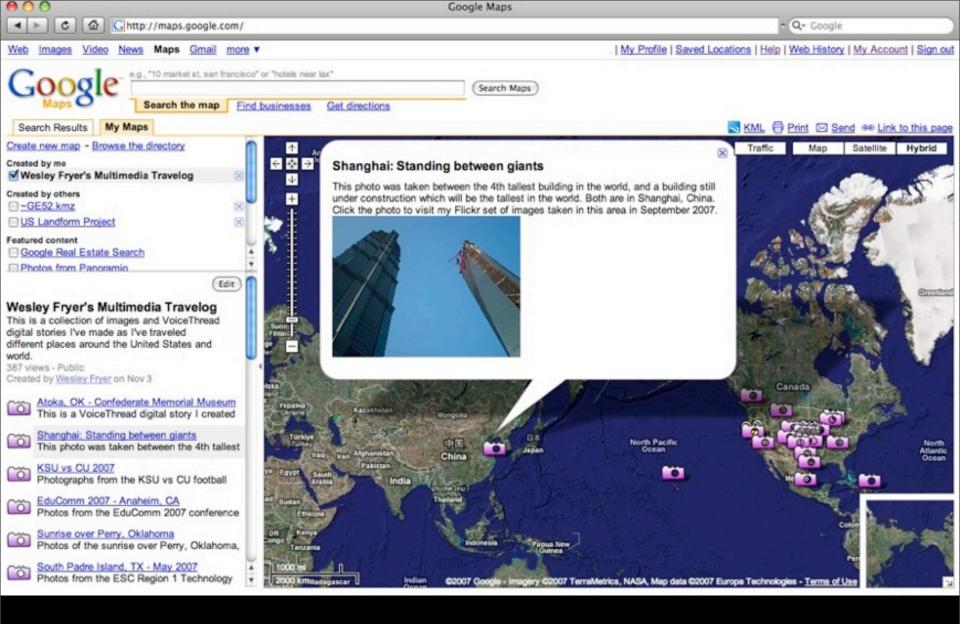
<respond>











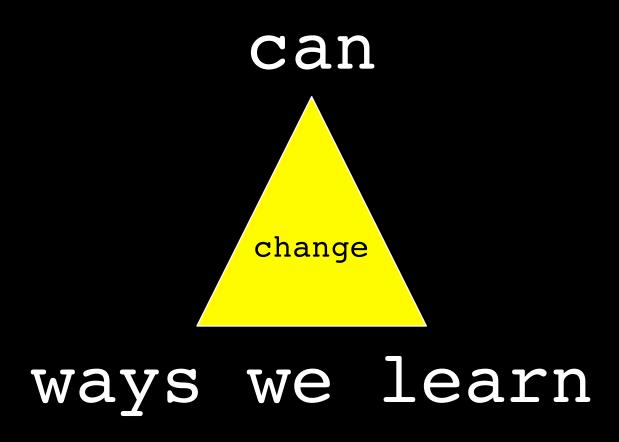
http://tinyurl.com/2fkkfy

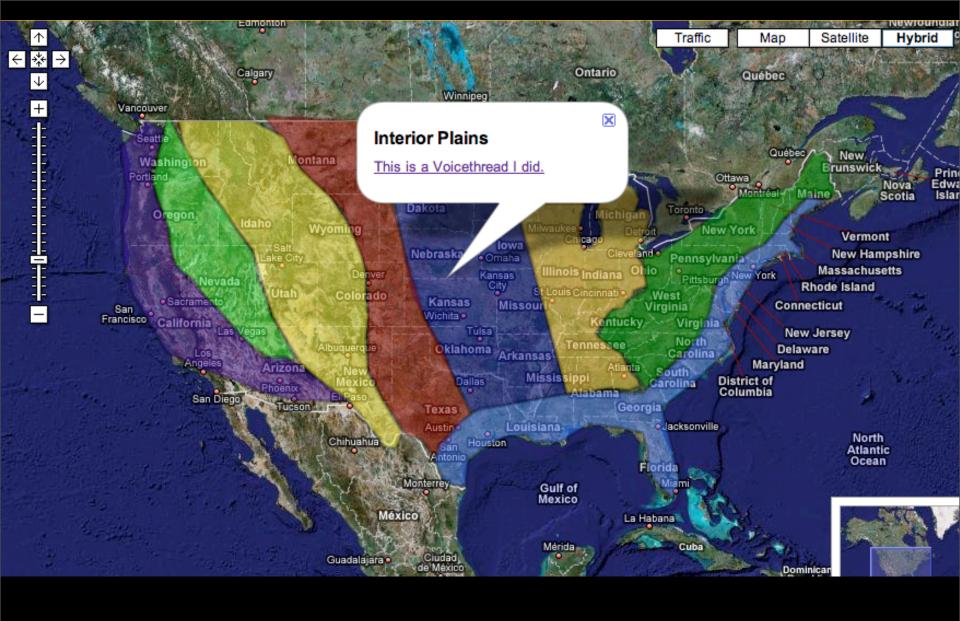


access to creative technologies is disruptive









http://maps.google.com/

changes?

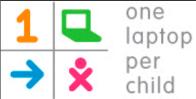




students with laptops









Introducing the XO laptop. Give 1 today

Give 1 Get 1 starting November 12



Sign up for an email reminder about Give 1 Get 1.

go **D**

Learn more about One Laptop Per Child. Thank you for your interest in One Laptop Per Child. Our mission is to provide a means for learning, self-expression and exploration to the nearly two billion children of the developing world with little or no access to education. While children are by nature eager for knowledge, many countries have insufficient resources to devote to education—sometimes less than \$20 a year per child. Imagine the potential that could be unlocked by giving every child in the world the tools they need to learn, no matter who they are, no matter where they live, no matter how little they may have.

If you'd like to donate an XO laptop today, simply click the

Give a laptop now.

Donate







Share photos of your travels without waiting till you get home. Shop the world wide web without attaching any lines or wires. Learn through the latest technology without a technical manual. Play, relax, and entertain on the go with shock-proof design. Connect with friends and family with just a few clicks.



Mobility & Reliability

- At 7" and weighing only 0.92kg, you can take the Eee PC anywhere.
- Bumps and shocks are no longer issues. With a dependable solid-state disk, you get unparalleled shock-protection and reliability.
- Power-efficient design provides longer operating time when on the go.

Ease & Technology

- With a rapid start-up time, the Eee PC is always ready to get into action.
- No technical manual required with the specially designed, user-friendly and intuitive graphic interface.





STATE INITIATIVES ▲ FRAMEWORK ▲ EVENTS & NEWS ▲ ABOUT US ▲ RESOURCES

www.21stcenturyskills.org



The leading advocacy organization infusing 21st century skills into education.

SUBSCRIBE

Subscribe to receive email updates



Contact Us

HIGHLIGHTS

U.S. Students Need 21st Century Skills to Compete in a Global Economy

Americans Express Strong Support in National Poll for Teaching More Than Basic Skills

WASHINGTON, DC - Oct. 10, 2007 - A new, nationwide poll of registered voters reveals that Americans are deeply concerned that the United States is not preparing young people with the skills they need to compete in the global economy.

An overwhelming 80 percent of voters say that the kind of skills students need to learn to be prepared for the jobs of the 21st century is different from what they needed 20 years ago. Yet a majority of Americans say that schools need to do a better job of keeping up with changing educational needs.

The national poll was conducted by Public Opinion Strategies and

IN THE NEWS

New Online Education Resource to Feature 21st Century Skills

Oct. 10, 2007 -- Skills such as problem solving, innovation and creativity have become critical in today's global economy, and educators will now have additional resources to prepare our young people to succeed.

The Partnership for 21st Century Skills has developed Route 21, an online, one-stop-shop for 21st century skills-related resources. Route 21 demonstrates how 21st century skills can be supported

Mutually Exclusive?

High Stakes

TESTING

High Pressure

Real World

DIGITAL LITERACY

Higher Order

Slide in Podeest 32: Maving at the Speed of Creativity www.speedofcreelivity.org



25th September 2007

Content filtering in Communist China versus an Oklahoma school

posted in disruptive-technology, edtech | @ Edit |

Today I am back on the road in Oklahoma, starting a series of seminars around the state related to the E-rate

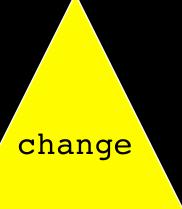
program for U.S. schools and libraries. Last week when I was in Shanghai, China, presenting at the Learning 2.0 conference, I reflected in a VoiceThread digital story about some of the differences in accessing the Internet from my hotel room in China compared to the open access I'm accustomed to from my home high speed Internet connection. I observed from China that the level of content filtering / censorship enforced by the central, totalitarian government was actually LESS severe than the content filtering enforced in many U.S. public schools. This perception is confirmed today, as I'm in an Oklahoma school district and attempting to access a variety of Internet websites I regularly use to both consume as well as create/share information. The following table shows a comparison between Internet content filtering I experienced last week in China, and the Internet content filtering I'm experiencing now in a U.S. public school district: www.speedofcreativity.org/?p=2222 Accessible in China? Accessible in my U.S. school Website Yes

		district location today?	Talloo Mali	163	URL
WikiPedia	URL	Yes			UKL
My blog	Yes	Yes	Blogger.com sites	not sure	
Wordpress.com (view only)	Yes	Yes			URL
Wordpress.com (edit/dashboard)	URL	Yes	proxify.com (used to bypass	Yes	URL
EduBlogs	URL	Yes	content filters) Access Flickr	Yes	\sim
PBwiki sites (like my workshop curriculum	0	Yes	FireFox Plug-In	(can download and it works)	URL
WikiSpaces sites	Yes				(can't download, if already installed it does NOT work)
		URL	Google Notebook	Yes	
Flickr	URL	URL			URL
	(can access the site but all images are blocked)		Google Documents	Yes	URL
Technorati	Yes				

Blocked Domains:

5

differentiated



content

filtering





















STAGE?



www.flickr.com/photos/ninjaneil902/291857166



http://flickr.com/photos/linnybinnypix/544850700/



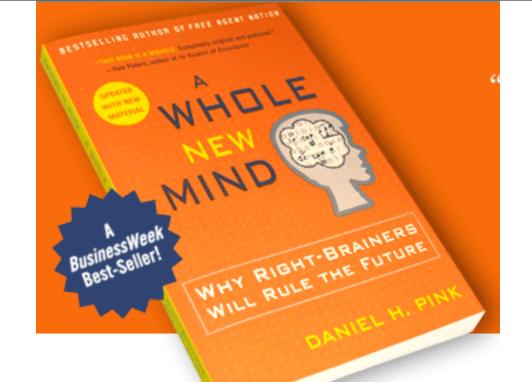




www.flickr.com/photos/ninjaneil902/291857119



www.hiphopmusicclassic.com/crips-45440.ipg





http://danpink.com

Lawyers. Accountants. Radiologists. Software engineers. That's what our parents encouraged us to become when we grew up. But Mom and Dad were wrong. The future belongs to a very different kind of person with a very different kind of mind. The era of "left brain" dominance, and the Information Age that it engendered, are giving way to a new world in which "right brain" qualities-inventiveness, empathy, meaning-predominate. That's the argument at the center of this provocative and original book, which uses the two sides of our brains as a metaphor for understanding the contours of our times.

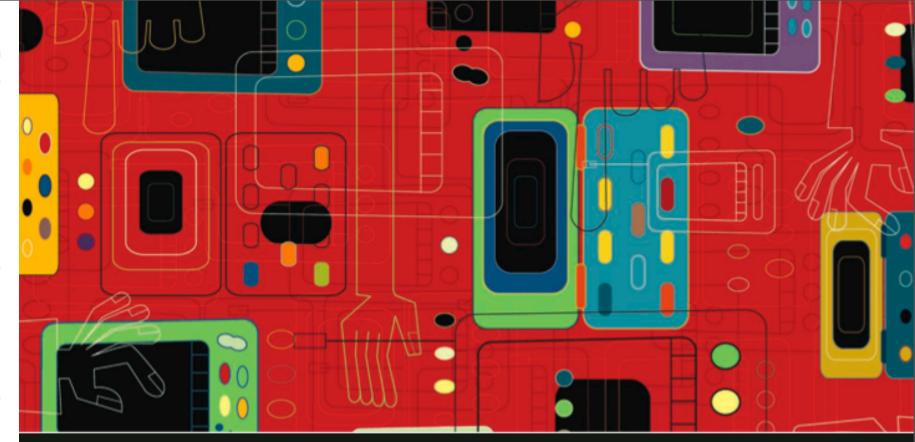
<digital>



access knowledge experience willingness





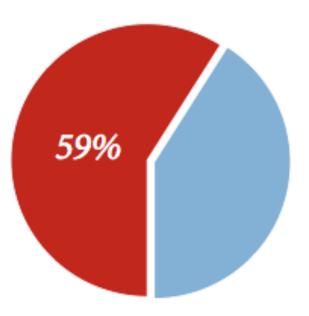


CREATING & CONNECTING//RESEARCH AND GUIDELINES ON ONLINE SOCIAL — AND EDUCATIONAL — NETWORKING
NATIONAL SCHOOL BOARDS ASSOCIATION

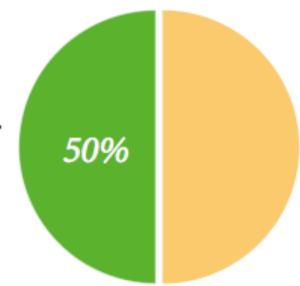


A HOT TOPIC OF SOCIAL NETWORKING: EDUCATION

59% Percentage of online students who say they talk about any education-related topics, including college or college planning; learning outside of school; news; careers or jobs; politics, ideas, religion or morals; and schoolwork



50% Percentage of online students who say they talk specifically about schoolwork



POPULAR SOCIAL NETWORKING ACTIVITIES

Percentage of online tweens and teens who say they do these activities at least weekly

41%	Posting messages
32%	Downloading music
30%	Downloading videos
29%	Uploading music
25%	Updating personal Web sites or online profiles
24%	Posting photos
17%	Blogging
16%	Creating and sharing virtual objects
14%	Creating new characters
10%	Participating in collaborative projects
10%	Sending suggestions or ideas to Web sites
9%	Submitting articles to Web sites
9%	Creating polls, quizzes or surveys









nttp://www.cnets.iste.org/

isteners

National Educational Technology Standards Projects

NETS Main
Introduction
Project Overview
Consortium
Credits
Copyright Policy
Get NETS Documents

- NETS·S Book
- NETS•T Book
 Curriculum Standards
- NETS for Students
 - Search Lessons and Units
- NETS for Teachers
 - · Search Lessons
- NETS for Administrators
- CAPT3
- NCATE
- Digital Edge Project

1Ste National Educational Technology Standards (NETS)



The National Educational Technology Standards (NETS) Project is an ongoing initiative of the International Society for Technology in Education (ISTE)



The ISTE 100 Members sponsoring this effort include: Adobe Systems, Apple, Intel and Pearson Education at

NETS News

NETS•S: The Next Generation

ISTE has held Town Hall Meetings at many venues across the nation and globally to provide opportunities for input on refreshing the National Educational Technology Standards for Students (NETS•S) View a pdf of a draft of the next generation of NETS•S at the link below.

See NETS+S 2007

View a pdf of the most recent draft of the NETS•S Profiles: Grades P-2, 3-5, 6-8, 9-12. NETS•S Profiles Draft 2007

Get more information NETS•S Refresh Flier

NETS+S (2007) in Spanish

The new NETS for Students Standards (2007). Now available in Spanish here. Spanish NETS*S 2007.pdf



National Educational Technology Standards for Students: The Next Generation

"What students should know and be able to do to learn effectively and live productively in an increasingly digital world ..."

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- create original works as a means of personal or group expression.
- use models and simulations to explore complex systems and issues.
- identify trends and forecast possibilities.

2. Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
- communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- develop cultural understanding and global awareness by engaging with learners of other cultures.
- d. contribute to project teams to produce original works or solve problems.

http://www.cnets.iste.org/NETS_S_standards-1-6.pdf

3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- plan strategies to guide inquiry.
- locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- d. process data and report results.

4. Critical Thinking, Problem-Solving & Decision-Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:

- identify and define authentic problems and significant questions for investigation.
- b. plan and manage activities to develop a solution or complete a project.
- collect and analyze data to identify solutions and/or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

http://www.cnets.iste.org/NETS S standards-1-6.pdf



5. Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- demonstrate personal responsibility for lifelong learning.
- exhibit leadership for digital citizenship.

6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems and operations. Students:

- understand and use technology systems.
- select and use applications effectively and productively.
- troubleshoot systems and applications.
- d. transfer current knowledge to learning of new technologies.

http://www.cnets.iste.org/NETS S standards-1-6.pdf



National Educational Technology Standards for Students: The Next Generation

"What students should know and be able to do to learn effectively and live productively in an increasingly digital world ..."

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- create original works as a means of personal or group expression.
- use models and simulations to explore complex systems and issues.
- identify trends and forecast possibilities.

2. Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
- communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- develop cultural understanding and global awareness by engaging with learners of other cultures.
- d. contribute to project teams to produce original works or solve problems.

http://www.cnets.iste.org/NETS_S_standards-1-6.pdf

Lessig

Net

Content

Info

Blog

News

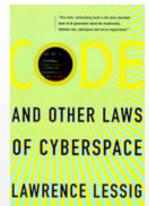
Wiki

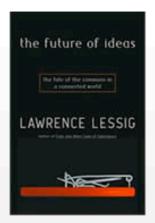
Mixter

Whine

Search











Latest News

Creative Commons & Mozilla Party
July 17, 2007 comments (0) - TrackBacks (0)

View More News Entries »

Blog Tags

1st a against term extension copyright globalwarming good news international mediacon netneutrality read this stanford cis telecom bad code bad law cc creative commons eldred.cc eye

Blog

A big victory: Golan v. Gonzales
September 5, 2007 - comments (23)

On teaching artists' rights
August 29, 2007 - comments (16)

On Clinton and lobbyists
August 14, 2007 - comments (23)

Jamming the Pearl August 10, 2007 - comments (32)

A nice welcome home -- ABC/NBC free

WWW.

<video>



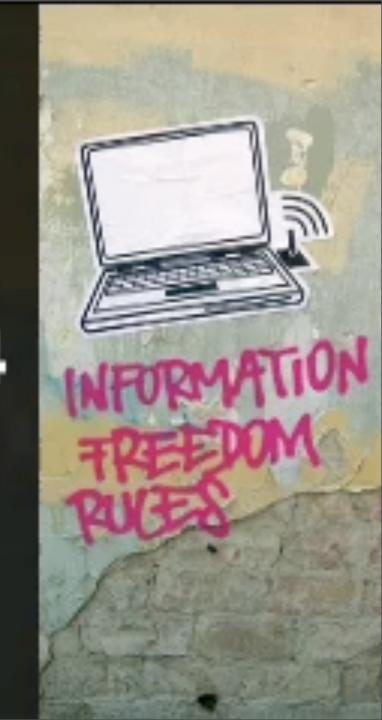


Friday 15 September 2006, 20:00

Wizards
of 054

Keynote: The Read-Write Society

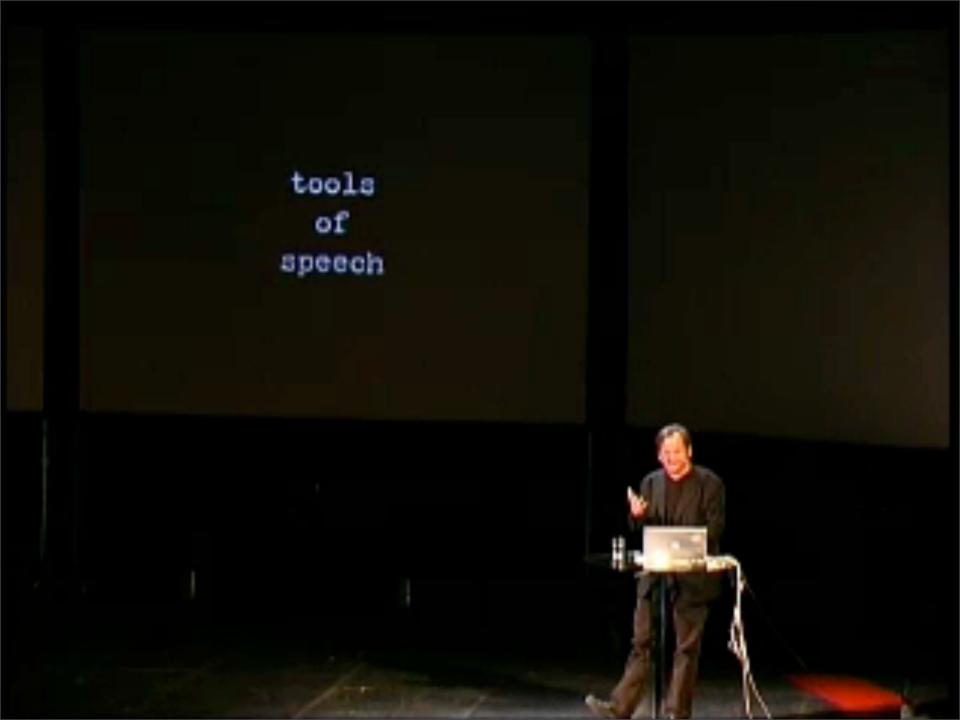
Lawrence Lessig



new tools of speech







<respond>





<2>





<1> changes

<2> tools

<3> prescriptions





blend learning





Teach Digital: Curriculum by Wes Fryer | powerfulblending

Home

Edit page

New page

Comments

Files

Powerful Blending: Using Web 2.0 to Interact, Create, and Assess

- 1. Workshop Details
- 2. R/W web defined and differentiated
- 3. Blog reading (subscribing, commenting, starring and sharing)
- 4. Wikis and Collaborative Document Creation
- 5. Social Bookmarks (del.icio.us)
- 6. Tracking Conversations in with Tags
- 7. Asynchronous audio collaborative tools
- 8. Other tools and websites mentioned
- 9. Framework for read/write web tools by pedagogy and function

http://teachdigital.pbwiki.com/powerfulblending

A Framework for Thinking Instructionally about Web 2.0 Tools

Synchronous Asynchronous

Non-Interactive	LECTURE Student presentations w/o Q&A			
ctive	Live multi-user document collaboration audio conferencing (1:1 and multiuser)	b		

digital story publishing (including podcasting)

digital story file conversion

collaboration

audio conferencing (1
and multiuser)

video conferencing

whiteboarding

web conferencing

instant messaging

blogging (can support DS publishing)
social bookmarking
audio interaction and collaboration
digital social networking

draft by Wesley Fryer - 3/26/2007 - www.speedofcreativity.org

Interactive

media relationships?

1. consume

2. interact

3. create





blended learning?

differentiated

multiple paths

multiple modalities





popular | recent

your bookmarks | your network | subscriptions | links for you (21) | post

logged in as wfryer | settings | logout | help

Popular tags on del.icio.us

del.icio.us	-	search
-------------	---	--------

This is a tag cloud - a list of tags where size reflects popularity. sort: alphabetically | by size

activism advertising ajax apple architecture at article au audio bandslash blog books business blogs community computer cooking cool crafts CSS download downloads education design development div electronics environment facebook fashion fic film finance firefox flash food free freeware fun funny gallery games google graphics green hardware health history home howto humor illustration images imported inspiration interesting internet iphone japan java javascript jobs learning library lifehacks linux mac magazine maps marketing math media mobile music news online mp3 opensource photo opensocial OSX movies photography php politics photos photoshop podcast portfolio productivity programming python radio rails recipe recipes reference research resources ruby science search security seo sga Shopping slash social socialnetworking teaching tech technology tips tools toread travel tutorial tutorials tv typography ubuntu uk usa video videos web web2.0 webdesign webdev wiki windows wishlist wordpress work writing youtube

(red tags are tags you share with everyone else)

by Wesley Fryer

popular | recent

1to1

africa

Dewey

dissertation

EdTechOrgs

eBooks

ethics

logged in as wfryer | settings | logout | help

your bookmarks | your network | subscriptions | links for you (21) | post

All your items (3955)

del.icio.us



« earlier | later » page 1 of 80

Unbound Edition - Rant of the Almost Rich: The Illogic of Andrew Keen edit/delete harsh critique of of Keen's "Cult of the Amateur" (well-deserved, I'll note, Keen's book is absolutely NOT worth reading, buying, or even flipping through)

to keen cultoftheamateur web2.0 digitalculture ... just posted

Readings in Education & Technology by Elizabeth Murphy edit / delete

Good collection of foundational readings (pre 1996) about educational technology, learning, school reform, society, etc.

to EducationReform edtech technology school schoolreform schools ... 1 hour ago

Computing Our Way to Educational Reform | The American Prospect edit / delete

Paul Starr's 2002 article on technology's role in educational reform, good historical view

to history computers computing education EducationReform ... 1 hour ago

Wired 1.01: School's Out edit / delete

Lewis J. Perelman's 1993 predications of the demise of public education

to future education EducationReform ... saved by 2 other people ... 1 hour ago

Mapwing - Build and Share Virtual Tours for Free edit / delete

Mapwing makes it easy to build, share, and explore virtual tours. Use Mapwing to turn your digital photos into virtual tours that include interactive maps, images, and comments

to geography maps mapping virtualfieldtrips visualization mashup ... saved by 450 other people ... 9 hours ago

Click2Map - Free Google Maps Builder - Create maps online edit / delete

a tool for sharing Google Maps online, not sure if these services are still needed with the updates to Google Maps?

to maps geography gis googleEarth earth EarthScience googlemaps GPS mashup map online SocialStudies ... saved by 584 other people ... 9 hours ago

Flash Earth ...satellite and aerial imagery of the Earth in Flash edit / delete

less powerful than Google Earth or Google Maps in some ways, but very cool for exploring and using different versions of available satellite imagery

to geography gis googleEarth visualization web2.0 map maps mashup mashups NASA earth environment SocialStudies ... saved by 7174 other people ... 9 hours ago

Multi-View Stereo for Community Photo Collections edit/delete

education

AcademicConferences

AcademicJournals accessibility

ade2005

AdultLiteracy

assessment

astronomy

classroomblogs Conferences

COEwebsites creativity CriticalThinking

criticalpedagogy davincidschallenge

DifferentiatedInstruction

DigitalDishonesty

DigitalDivide

DigitalLiteracy

DistanceLearning EdTechImpact

EdTechProjects EdTechSoftware

EducationalBlogs

EducationalResearch

EducationalWebsites

EducationReform EducationVideos

ePortfolios erate

ExemplarySchoolWebsites

FacultyWebsites genocide geography globalcitizenship

grants healtheducation higheredpodcasts history InternetSafety jobs Journals

LanguageArts leadership math OKedbloggers OKschools pedagogy

personalresponsesystem

professionaldevelopment

programming publishatwill science scouts site2006 smallschools socialjustice StaffDevelopment

StandardizedTesting StudentProjects Sudan TeacherCertification teaching

TechnologyIntegration





Social Bookmarks 101

An Article for The TechEdge: The Journal of the Texas Computer Education Association by Wesley A. Fryer www.speedofcreativity.org (Updated 11 Sept 2007)



This article is available as a PDF.

Content on Internet's world-wide web continues to grow at a dizzying pace. While a wealth of engaging content for learning is now available online, locating and later RE-locating websites for instructional uses is frequently challenging. As teachers, we've all likely had an experience similar to this one: "I know I saw a great website about that topic just last week. How frustrating I cannot find the web address again so I can share this with my students!" Social bookmarking offers a free and compelling way to address the need we all have to locate, record, later RE-locate, and share "good website finds" on the Internet. Regardless of future changes in the Internet and the content it contains, this ability to ably manage website "bookmarks" or "favorites" is likely to be an enduring skill important to both teachers and students alike.

SOCIAL VERSUS LOCAL COMPUTER WEBSITE BOOKMARKING

The English WikiPedia defines "social hookmarking" as "a way for internet users to store, classify, share and

Software Apps for EVERY school computer













Web Apps for EVERY school computer

























http://www.commoncraft.com/video-googledocs

home our work about us contact blog

Home
Search Common Craft: Go

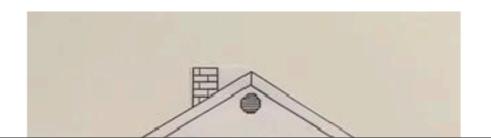


Video: Google Docs in Plain English

By leelefever on September 17, 2007 - 9:20pm.

Categories: clientproduction google paperworks plainenglish presentation production video Comments: 22

Our second client production was for the <u>Google Docs</u> team. For the first time, we got a chance to work on a product that we use every day. This video was timed to accompany the release of Google's <u>new presentation product</u>.



About This Blog

We've been serving up fresh content here since 2003. Lately we're most excited about making Paperworks videos, social media, having a homebased business, simplicity and disruption of all sorts.

Have a suggestion? Tell us about it, please.

Subscribe... It's Fun!

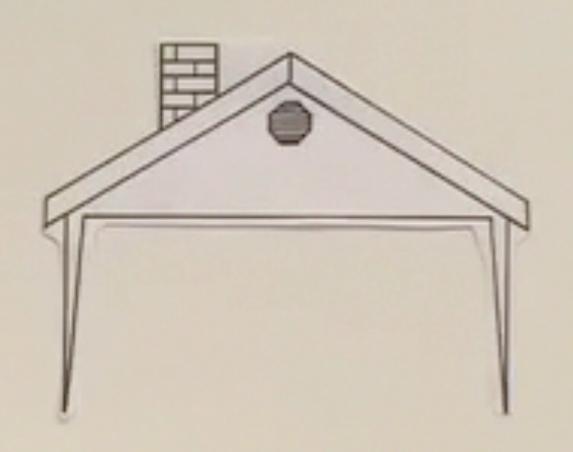


🚹 Bloglines



What's RSS?

Entor your omail address:



voicethread





Hi, Wesley Fryer. Sign out. Switch.



VoiceThread is a place to capture voices.

- Create a VoiceThread and collect the stories behind your pictures
- Turn yearbooks, scrapbooks, or photo-albums into VoiceThreads
- Capture the voices of an entire group, on a single page
- Put your VoiceThread on any blog or web site

Learn more!

or register



June 15th, 2007: SpikeTV's using VoiceThread technology for their TrueDads Catch On Sweepstakes. Check it out.



What's a VoiceThread anyway? By: VoiceThread



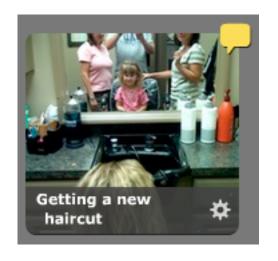
Faces of the World By: Darth Tater

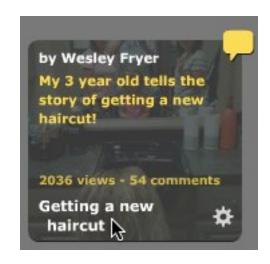


Dr. Quinn's love line By: Steve



Favorite Poems By: Steve





2036 views - 54 comments

Getting a new haircut, by Wesley Fryer (Edit, Share)

Hi, Wesley Fryer. Sign out.











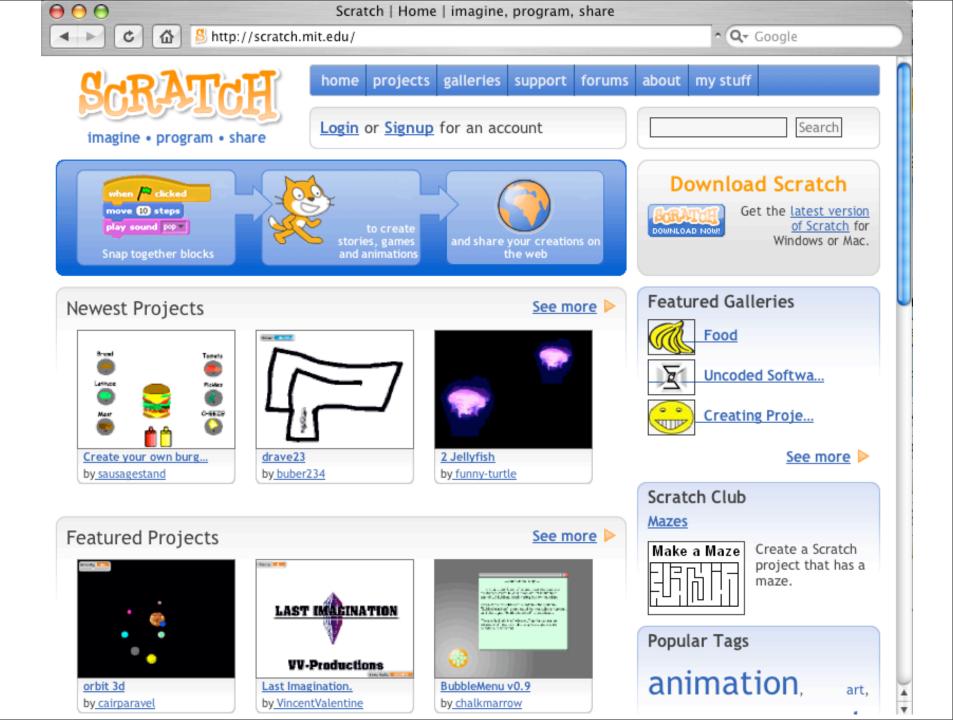




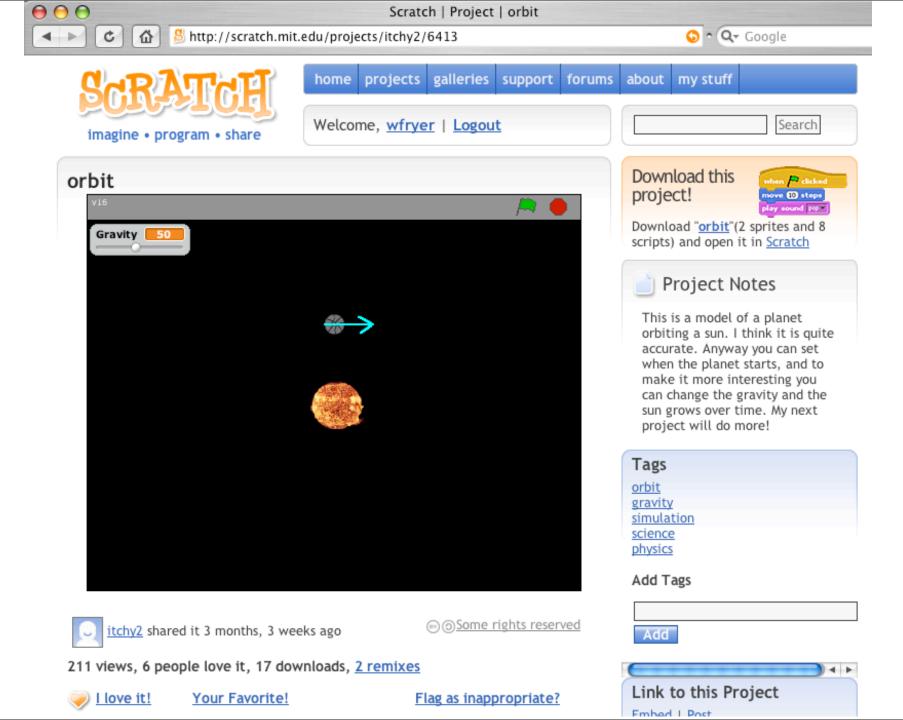
scratch

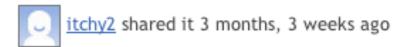












211 views, 6 people love it, 17 downloads, 2 remixes



I love it!

Your Favorite!

Flag as inappropriate?



Comments



Shadow-kid 3 months, 3 weeks ago

Its awsome, although it is pretty random but a good game...LOVINIT



cairparavel 3 months, 3 weeks ago

I love it, I have took your code, and added a 3D perspective, and other planets. Would it be ok to publish it with crediting you



itchy2 3 months, 3 weeks ago

Yeah its out there now so you are welcome to use it, would like to see what you have done with it



cairparavel 3 months, 3 weeks ago

check cairparavel then

http://scratch.mit.edu/projects/itchy2/6413



imagine • program • share

Remixes

cairparavel's project nicolasx's project

http://scratch.mit.edu/projects/itchy2/6413



imagine • program • share

itchy2

United Kingdom

add to friends invite to a gallery



No friends yet.

Galleries

itchy2 has not joined any Galleries.

http://scratch.mit.edu/users/itchy2



imagine • program • share

cairparavel

Location:

Sheffield South Yorkshire United Kingdom



add to friends invite to a gallery

14 friends



http://scratch.mit.edu/users/cairparave/

Voidv2



UDOG



wii



uncleclives



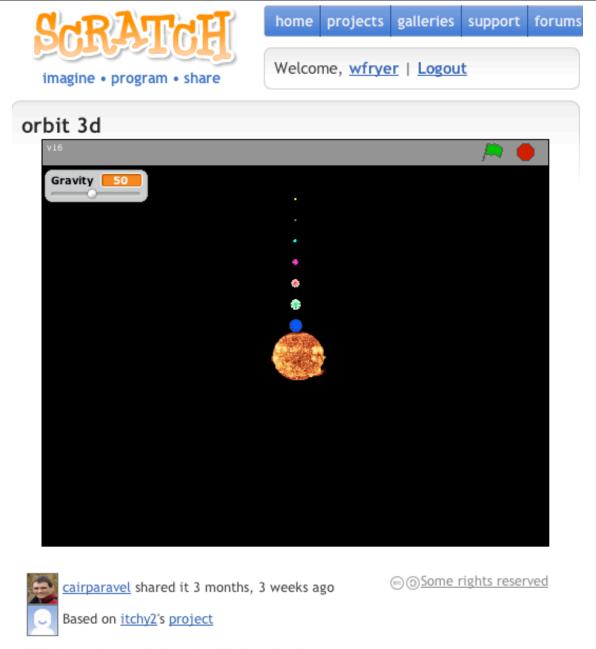
Graham



carlos10



sageabob400



359 views, 8 people love it, 28 downloads

http://scratch.mit.edu/projects/cairparavel/6510

<3>





<1> changes

<2> tools

<3> prescriptions

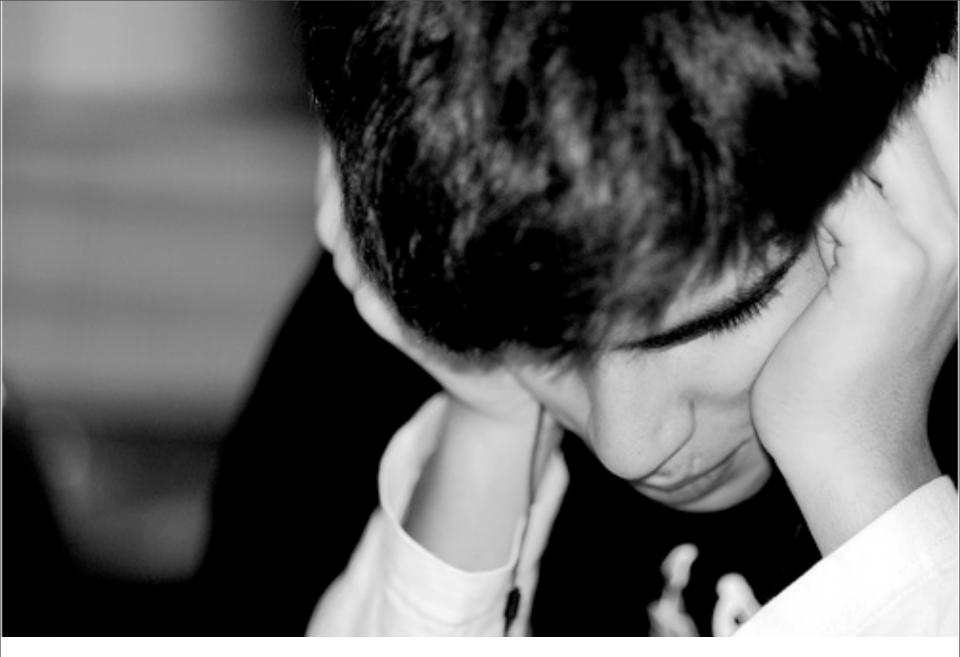




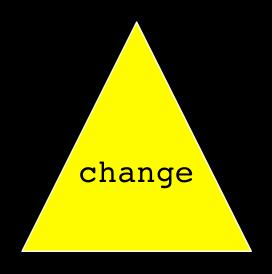
prescriptions



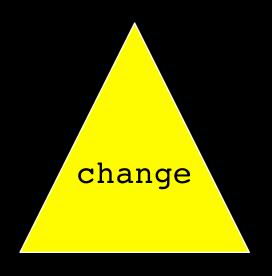




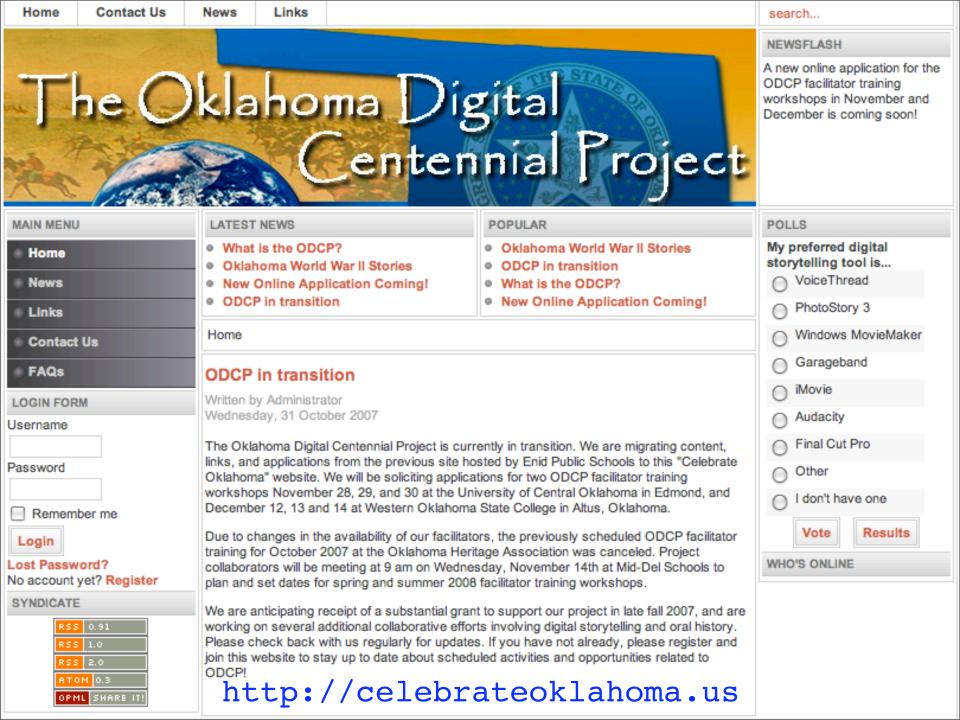
http://flickr.com/photos/behruz/1137484283/



how you learn



how you share





Home

You -

Organize - Contacts -

Groups -

Explore -

Search this group's pool

Search -



Oklahoma Digital Centennial Project

Administration Discussion Pool Map 43 Members

View as slideshow (₺)













From zadalew [X]

From zadalew

From zadalew

From rod murrow

From rod murrow [X]







From Saint Seminole



From Saint Seminole



From Saint Seminole



From Saint Seminole



From Saint Seminole













From Jynna28

From Jynna28



K12 Online Conference 2007

PLAYING WITH BOUNDARIES





LATEST POST

Congratulations to the Help Desk Committee!

Without a doubt, the K12 Online Conference was an enormous success. Tens of thousands of educators from around the world came together to share, learn, and collaborate. As any conference organizer knows, an immense amount of work goes into making an event run smoothly, and the Help Desk committee truly did a phenomenal [...]

Continue Reading

Post a comment

2007

FEATURED POST

PROFESSIONAL LEARNING NETWORKS KEYNOTE "Holding a Mirror to our Professional Practice"

Derek Wenmoth Christchurch, New Zealand Blog: http://blog.core-ed.net/derek Bio Derek has a background as a teacher, principal and teacher educator, and is currently the eLearning Director for CORE Education in New Zealand. CORE is responsible for the national professional development programme for teachers using technology in schools and early childhood centres. He spends most of his time now working on [...]

OBSTACLES TO OPPORTUNITIES KEYNOTE "The Why's and Wherefores"

Brian Crosby Sparks, Nevada, USA Blog: http://www.learningismessy.com/blog/ Bio

Welcome to the K-12 Online Conference!

The K-12 Online Conference invites participation from educators around the world interested in innovative ways Web 2.0 tools and technologies can be used to improve learning. This FREE conference is run by volunteers and open to everyone. The 2007 conference theme is "Playing with Boundaries". This year's conference begins with a pre-conference keynote the week of October 8, 2007. The following two weeks, October 15-19 and October 22-26, forty presentations will be posted online to the conference blog (this website) for participants to download and view. Live Events in the form of three "Fireside Chats" and a culminating "When Night Falls" event will be announced. Everyone is encouraged to participate in both live events during the conference as well as asynchronous conversations. More information about podcast channels and conference web feeds is available!

RECENT POSTS CATEGORIES Participation around the world in 2007! 2006 October 28, 2007 2006 - Keynote By Wesley Fryer 2006- Basic Advanced Training 2006- Overcoming Obstacles A Big Thanks to the Live Events Committee 2006- Pers Prof Development October 28, 2007 2006- Week In The Classroom By Lani Ritter Hall 2007 "When Night Falls" begins!! 2007 - Keynote October 26, 2007

http://k12onlineconference.org/

Clickable map of all visitors: http://k12onlineconference.org/ (dates below)

Navigation: Map with bigger clustrs | Click on the map to zoom in | Maps Archive | Notes | Full Map Key



, distance in which individuals are clustered

Dot sizes:

= 1,000+ = 100 - 999 = 10 - 99 = 1 - 9 visits

The above map depicts: 88,802 visits from 16 Sep 2007 to 29 Oct 2007 This map is normally updated daily (latest: 2007-10-29 19:30:27 GMT)

88,802 visits since 16 September 2007

publish to the open web







Home

About

Support

Projects

Participate

International

Contact

About

http://creativecommons.org/about/

Creative Commons is a Massachusetts-chartered **501(c)(3) tax-exempt charitable corporation**. For more information, see the corporate charter, by-laws, most recent tax return and most recent audited financial statement.



Creative Commons defines the spectrum of possibilities between full copyright — all rights reserved — and the public domain — no rights reserved. Our licenses help you keep your copyright while inviting certain uses of your work — a "some rights reserved" copyright.

Too often the debate over creative control tends to the extremes. At one pole is a vision of total control — a world in which every last use of a work is regulated and in which "all rights reserved" (and then some) is the norm. At the other end is a vision of anarchy — a world in which creators enjoy a wide range of freedom but are left vulnerable to exploitation. Balance, compromise, and moderation — once the driving forces of a copyright system that valued innovation and protection equally — have become endangered species.

International

Select a jurisdi 💠

More information

Fundraising Campaign

\$164,317 / \$500,000

The Commons

Science Commons

ccInternational

ccLearn

⇒ ccream

ccLabs

ccMixter

ICommons 3

Explore

Commoners

Audio

Video

Images

stop accepting solo performance powerpoints

create stuff.

have digital show & tell.





use wikis







oklahomawwii.org

COMING TO PBS 09.23.07

THE WAR: A KEN BURNS FILM

HOME

SHARE A STORY EXPLORE A STORY VIDEOS PHOTOS FEATURES

COLLECTING, PRESERVING AND SHARING OKLAHOMA'S WWII EXPERIENCES

Image 2 of 5

Carney Saupitty, Sr. attends the dedication of Hidden Voices, Coded Words, a new exhibit featuring Oklahoma's code talkers, at the Oklahoma Museum of History Thursday afternoon, Nov. 9, 2006. His brother, Larry Saupitty, was a Comanche Code Talker. Photo by Jim Beckel, The Oklahoman



SHARE A STORY

It is vital to collect and preserve Oklahoma's World War II stories now. Many of those who lived through the era are moving into their 80s and 90s, taking many invaluable experiences with them. OETA is calling on Oklahomans to seek out the WWII stories of their families or in their communities and submit them through a variety of options. Most stories will be archived at the Oklahoma History Center.

Scroll over the photos for more information on the Images from The Oklahoman's archives.

SHARE A STORY

ONLINE TELEPHONE MAIL

Type and submit your story electronically into the National WWII Story Database, or read and comment on the stories of other contributors. [CLICK HERE]

Visit our online story tool to access the toll-free 1-800 number and follow the simple instructions to record your story over the phone. [CLICK HERE]

Send written or videotaped stories to: Oklahoma World War II Stories OETA 7403 North Kelley Avenue Oklahoma City, OK 73111

A Framework for Thinking Instructionally about Web 2.0 Tools

Synchronous

Asynchronous



LECTURE

Student presentations w/o Q&A digital story publishing (including podcasting)

digital story file conversion

Podcast!

Live multi-user document collaboration

audio conferencing (1:1 and multiuser)

video conferencing

whiteboarding

web conferencing

instant messaging

blogging (can support DS publishing)

social bookmarking

audio interaction and collaboration

digital social networking online discussions

draft by Wesley Fryer - 3/26/2007 - www.speedofcreativity.org

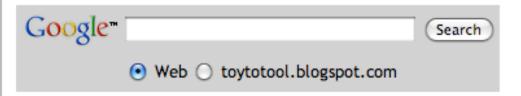
Interactive



http://toytotool.blogspot.com/

From Toy to Tool Cell Phones in Schools

A discussion on methods cell phones can be utilized as classroom learning Tools



WEDNESDAY, OCTOBER 31, 2007

Storytime with Wattpad



During the K12 Conference I learned about a new resource called Wattpad. Using Wattpad you can read and share text stories on your cell phone! It is the modern-day ebook. Yet one more thing that you do not have to purchase (an ebook reader) if you have a basic cell phone. Of course the screens on cell phones

Author



Liz Kolb

I am currently a doctoral student at the University of Michigan studying Learning Technologies. I am also an adjunct Professor at Madonna University and a former high school teacher and technology coordinator

View my complete profile



student

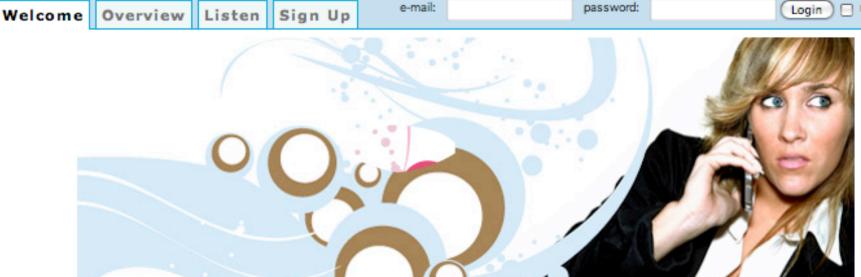
backchannel











- record using your phone or VoIP
- create podcasts
- post audio to your blogs
- create audio greetings
- host conference calls
- tell me more

Sign Up Now! get loads of free features

Search episodes on Gabcast

Go

or browse gabcast episodes

Featured Gabcast channel

FBCVH: First Baptist Church of Van Horn, TX



with your host:

Pastor Rob Casey



What are you doing?

46

finishing up tomorrow's keynote for the Oklahoma Distance Learning Association's conference...

update

Archive

Replies

Recent



budtheteacher @shareski: Gee, thanks. Well, at least I'm not . . . um uh I'm you're um . . . Whatever. Paper cut? Lemon juice? 16 minutes ago from web in reply to shareski ☆





shareski just got it today but it seems really cool..small and flexible. bought it at Eddie Bauer 28 minutes ago from Snitter



leighblackall in 20 min http://tinyurl.com/2xbh65
DescriptionAaron Griffiths, a consultant and developer for virtual worlds and educational simulation 33 minutes ago from im



lenva @janenicholls - 24hour break from computer - too many tweets to catch up on. I will be at Learning at School 08 - hope to see u there 35 minutes ago from web in reply to janenicholls ☆

нi,	your profile
9	Wesley Fryer



Currently

at books a million - I love encouraging our kids to be more excited about books and reading!!!!

Notifications	add	devic

◉	ım
0	phone
	web-only

Stats

317
341
2

Direct Messages 27 Updates 489

personalize learning with 1 on 1/few tutorials

meaningfulness

meaningfulness comes from connectedness





supportive climate for creativity, failure, & sharing





conclusions

<4>

the world has changed, so should schools





2 views of knowledge:

1.deliverable
2.constructed





2 views of edtech:

- 1. CAI
- 2. learners creating







need a more balanced view of learning & knowledge

http://flickr.com/photos/uditk/920203986/

our kids deserve better





our future requires better





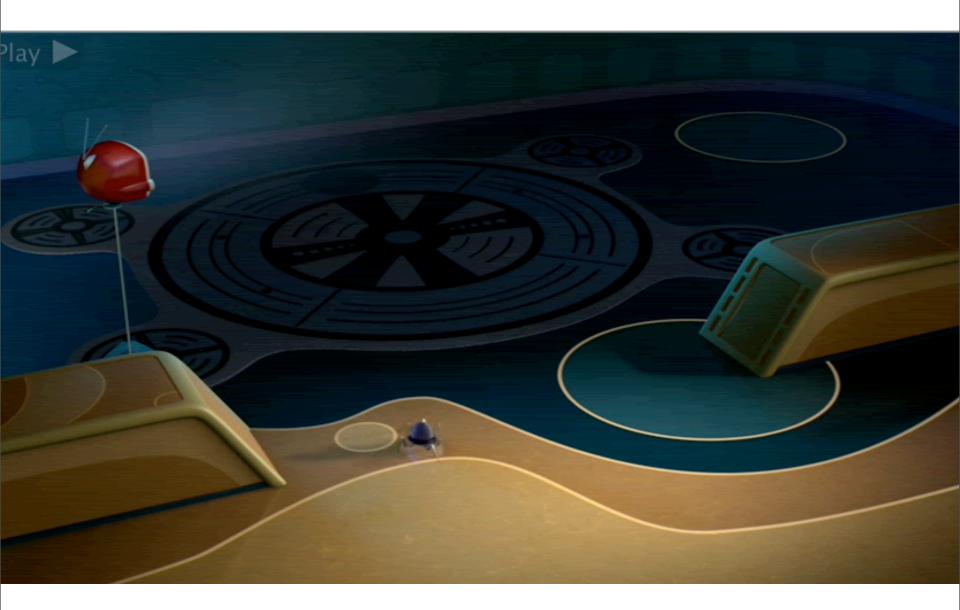
The best way to predict the future is to invent it.

- Alan Kay

Many seek to predict the future by preventing it.

- Alan Kay







Be the change you want to see in your context.

INVENT the future.

By Wesley Fryer www.speedofcreativity.org



