

# **Digital Learners**

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DL 5013: The Digital Learner

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October 27th, 2020

## Technology Tools

Web 2.0 tools are highly interactive, designed for people to collaborate, they allow people to share their ideas, the content changes as people interact with it, and the tools foster innovation (Tech-Ease, n.d.). For our digital learners class assignments I researched Minecraft Education, LEGO WeDo 2.0, Quizlet, and Canva. I have already shared infographics that I created using Canva with my students and their families. Our class has begun a Minecraft Education addition and subtraction activity. I have been creating more Quizlets to help my students practice their phonics and math skills. I have also started creating lesson plans for two LEGO WeDo 2.0 activities that I would like to use with my future classes.

Throughout our class discussions I learned about more Web 2.0 tools such as Jeopardy Labs, Dreamscape, and RoomRecess. I tried Dreamscape with my classroom and it was not an age-appropriate activity for them. It was a challenge because my students were not able to read the instructions, but if I ever change grade levels and work with older students I would definitely try it out again. This trial which turned into a deadend for our class was a learning opportunity for me too. I learned that it is okay to try new things and have them fail. I would rather be brave enough to try things than be too nervous to try new tools out at all.

Even though Dreamscape was not what I was hoping it would be, there were many other tools that were beneficial for my class. I have used many RoomRecess games and my students have really enjoyed the sight word, short vowel, addition, and subtraction ones. Our class also started a whole group Jeopardy Lab game and they love it. They are so engaged and intrigued by the mystery about what questions are hiding behind each point value. So far we have had enough

time for each team to be able to answer one question a day and my students always look forward to this time. I am excited to create more review activities with Jeopardy Labs.

I have also learned about other Web 2.0 tools such as FlipGrid, Padlet, Popplet, and Buncee from our class discussions. I have not had the time to try these tools, but I have bookmarked all of them so I can refer back to them in the future. My goal is to continue purposefully implementing the Web 2.0 tools; therefore, I am not going to race into trying them all. I am going to slowly test them out to see which would best serve my learners.

### **Digital Learners**

Before this class I also did not know the difference between digital natives and immigrants. I knew that different generations stereotypically have different technology skill abilities, but I found the information about these groups very interesting. I try my best not to label groups of people, but it is helpful to understand some background information so that I can identify different groups of peoples' needs.

I had heard about digital divides, but I had only ever thought about the divide regarding students not having access to technology tools at home. I was not surprised to read that income can affect people's access to technology, but I was surprised to learn that Anderson and Perrin (2018) found that ethnicity can be a factor that affects the digital divide. I was also very interested to learn more about how infrastructure, access, and knowledge all affect digital divides (Dutton, 2020). This course opened my eyes to help me realize that there are far more factors that influence and effect the digital divides than what I had previously believed.

My goal is to use technology to provide my students with skills to help prepare them for their futures. I also strive to use technology to help me better meet their individual needs. I teach first graders and many times their family members are amazed at what these six and seven year olds can do with technology. Therefore, they learn from me and I learn from them as well. Many of them are very fluent with technology and are able to help me problem-solve when issues arise.

I also tell my students to always try their best, persevere, follow their dreams, and don't let anyone tell you that you are too young. I have seen my students create amazing work thanks to technology tools like "speech to text", Apple's Pages, Minecraft Education, Apple's Notes, etc. I have seen these tools empower young learners/creators/innovators and this makes me so excited to dream about what they can do with technology in their futures.

### **Conclusion**

As much as I learned throughout this course, I understand that technology is continually changing and developing. At first I was overwhelmed to think about this, but then I remembered the important role of knowledge brokers in education. I remembered that there are people out there who can help me connect research to practices that I can implement into my classroom to best serve my students. I enjoy learning and have committed to being a life-long learner; therefore, I am grateful for all of the new ideas and information that I have learned throughout this class that have sparked new interests for me.

## References

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