The iPad In Elementary Education
Part 1: General Considerations

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Augmenting Human Intellect & Learning Capacity

21st Century Learning

One-to-One Technologies
Portability vs. Mobility

• **Portable Devices:**
  - Netbook
  - Laptop

• **Mobile Devices:**
  - Smartphone
  - Mini-tablet
  - Tablet
Defining Mobile Devices

• Three key characteristics:
  • Ubiquity
  • Intimacy
  • Embeddedness

• Two metaphors:
  • The Lively Sketchbook
  • The Curiosity Amplifier
Substitution
Tech acts as a direct tool substitute, with no functional change

Augmentation
Tech acts as a direct tool substitute, with functional improvement

Modification
Tech allows for significant task redesign

Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Transformation

Enhancement

Podcasts on iTunes U: http://tinyurl.com/aswemayteach
<table>
<thead>
<tr>
<th>Social</th>
<th>Mobility</th>
<th>Visualization</th>
<th>Storytelling</th>
<th>Gaming</th>
</tr>
</thead>
<tbody>
<tr>
<td>200,000 years</td>
<td>70,000 years</td>
<td>40,000 years</td>
<td>17,000 years</td>
<td>8,000 years</td>
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![Images of artifacts representing different timelines in each category.]
21st Century Learning (Mishra & Kereluik)

- Foundational Knowledge
  - Core Content Knowledge
  - Information Literacy
  - Cross-Disciplinary Knowledge/Synthesis

- Meta Knowledge
  - Problem Solving & Critical Thinking
  - Communication & Collaboration
  - Creativity & Innovation

- Humanistic Knowledge
  - Life & Job Skills
  - Cultural Competence
  - Ethical & Emotional Awareness

Foundational Knowledge
Core Content Knowledge
Foundational Knowledge

Information Literacy
Foundational Knowledge
Cross-Disciplinary Knowledge/Synthesis
Meta Knowledge

Problem Solving & Critical Thinking
Meta Knowledge
Communication & Collaboration
Meta Knowledge
Creativity & Innovation
Humanistic Knowledge

Life & Job Skills
Humanistic Knowledge

Cultural Competence
Humanistic Knowledge

Ethical & Emotional Awareness
Additional Resources

**Augmenting Human Intellect & Learning Capacity:**

**SAMR and TPCK:**
Additional Resources – Part II

**Defining Mobile Devices/The Lively Sketchbook**

**The Curiosity Amplifier**

**Technology In Education: The First 200,000 Years**
Photo Credits

- *iPad in Subway: Takashi M*

- *YouTube + iPad + Hanalei = Happiness: Wayan Vota*

- *Parcours-jeu multimedia : Les métiers du musée: Jean-Pierre Dalbéra*