

(Re)Architecting the Classroom: A Leadership Perspective

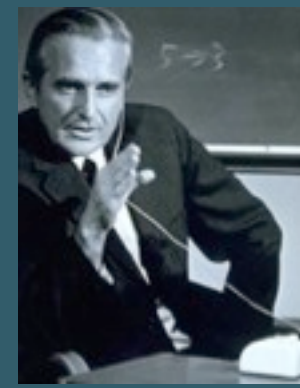
Ruben R. Puentedura, Ph.D.

Goals

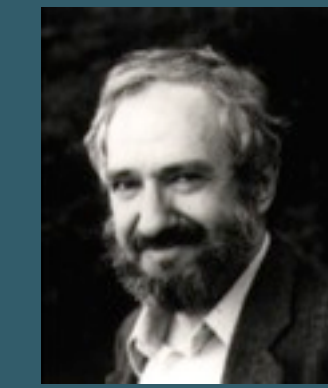
Focus

Models

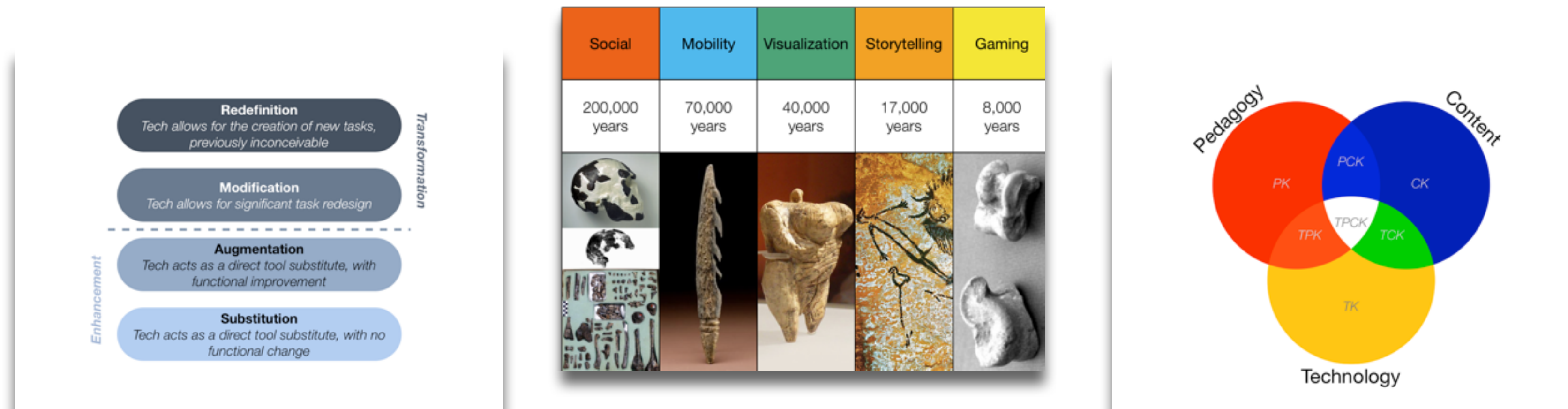
Technology



Augmenting Human Intellect & Learning Capacity



21st Century Learning



One-to-One Technologies

Transformation

Redefinition

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

Modification

Tech allows for significant task redesign

Augmentation

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

Substitution

*Tech acts as a direct tool substitute, with no
functional change*

Enhancement

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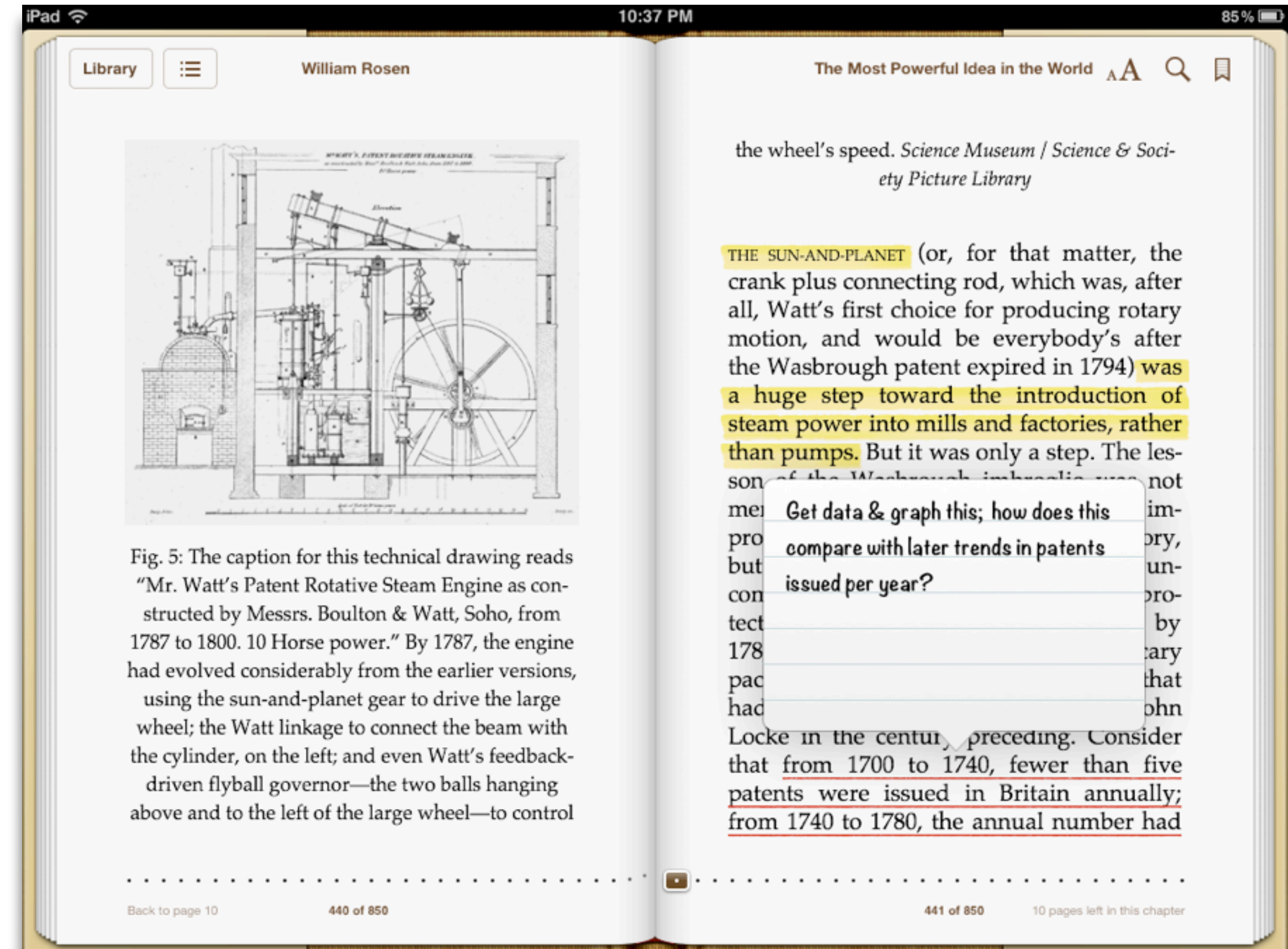
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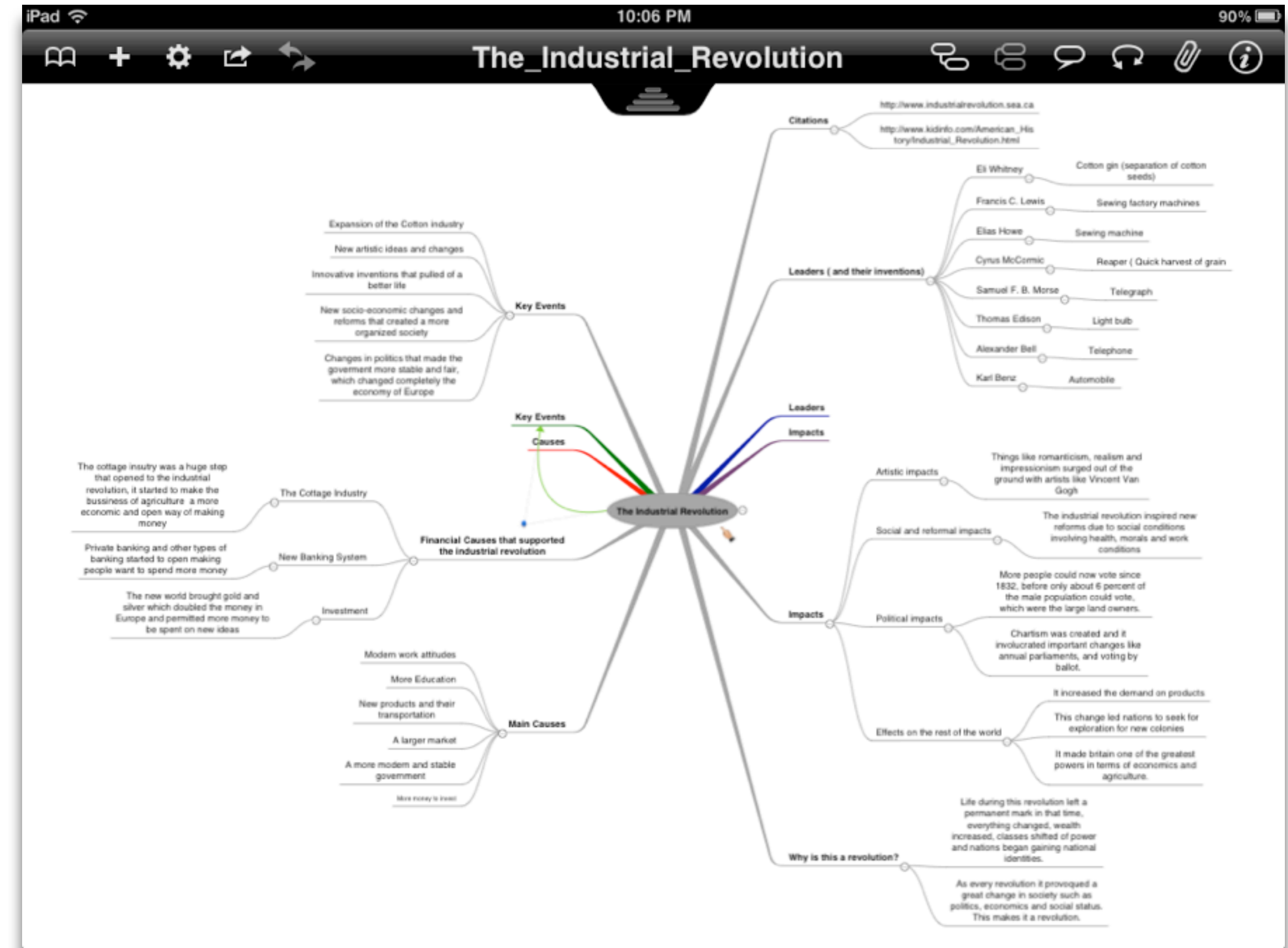
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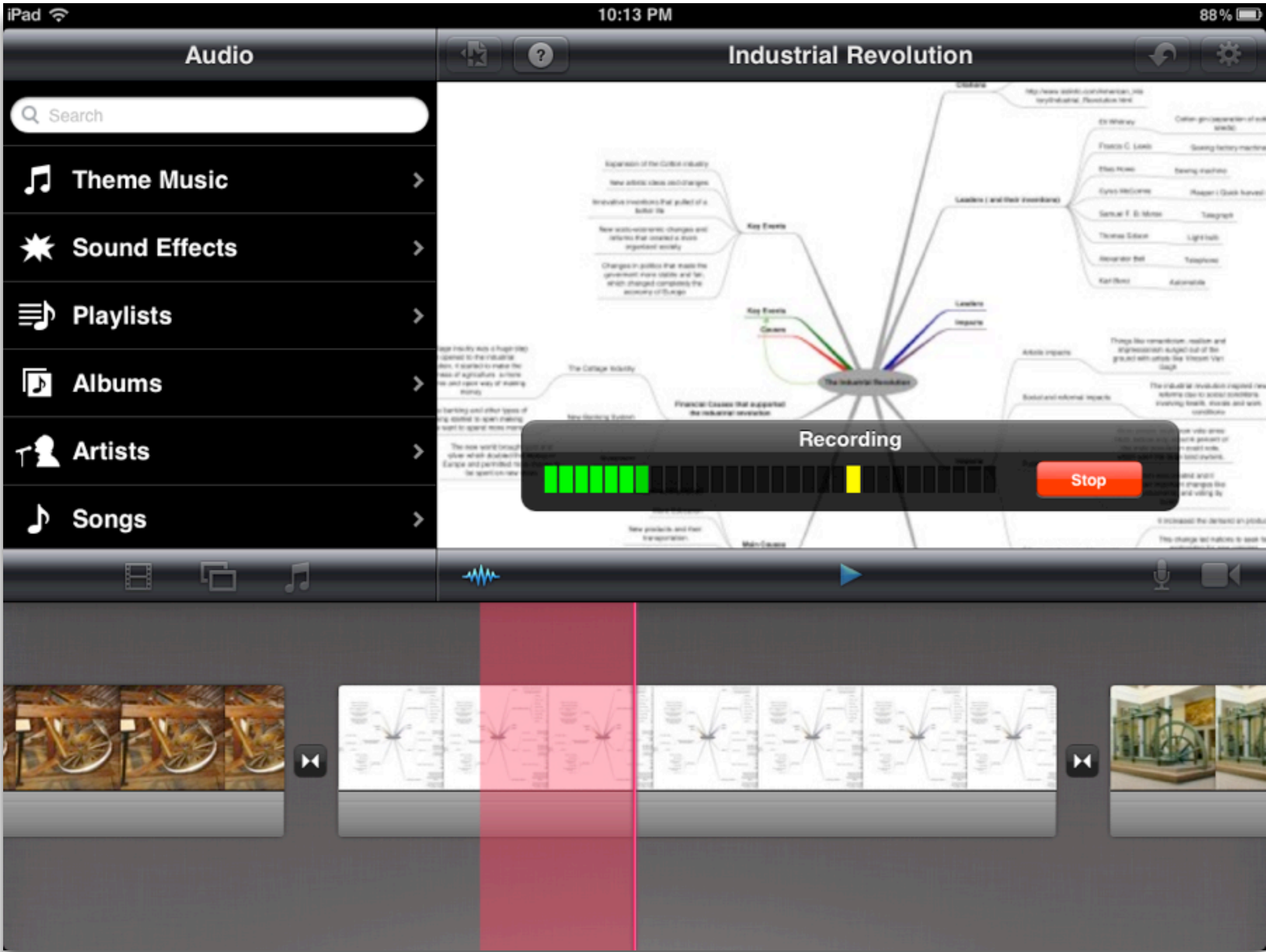
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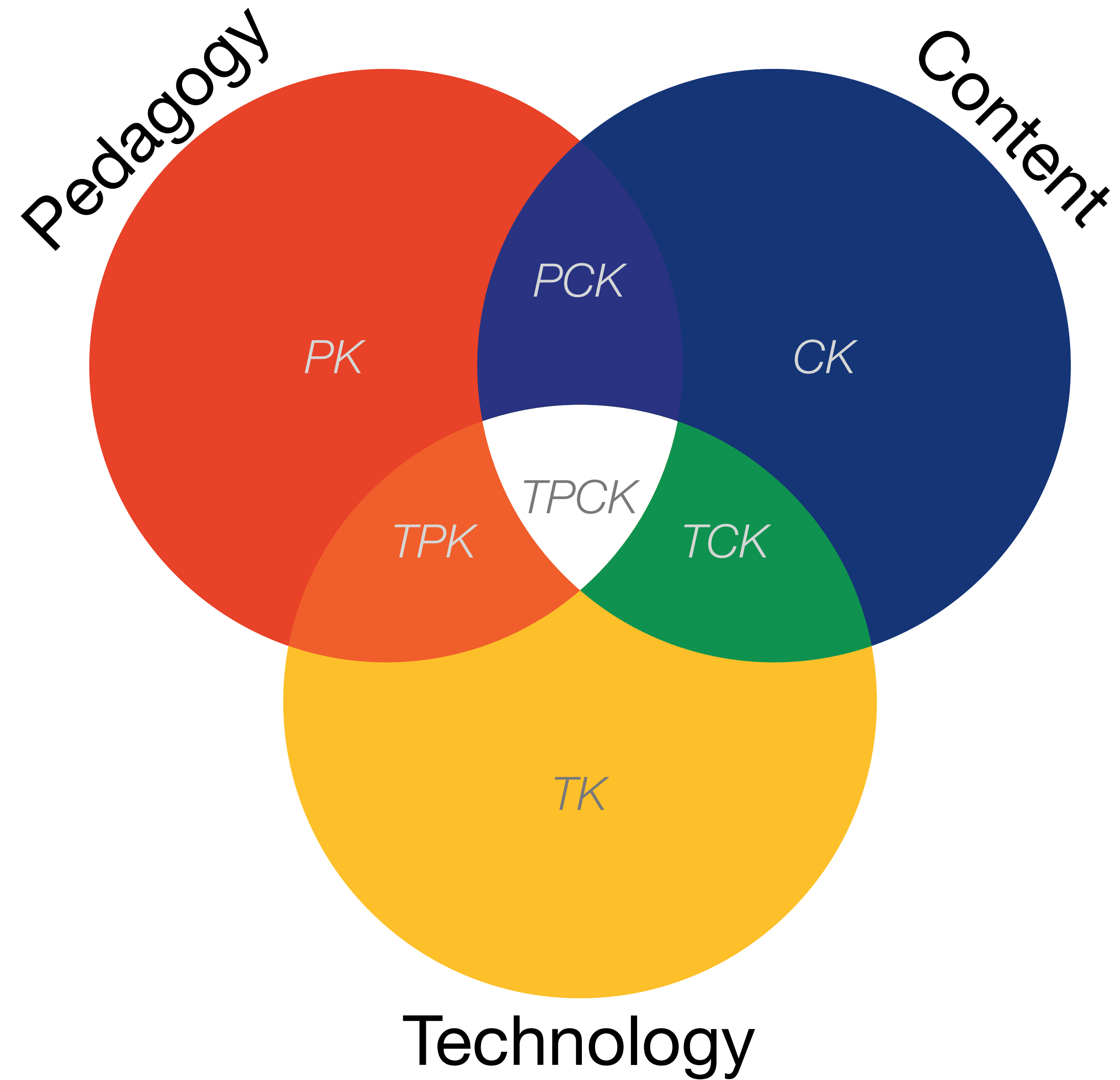
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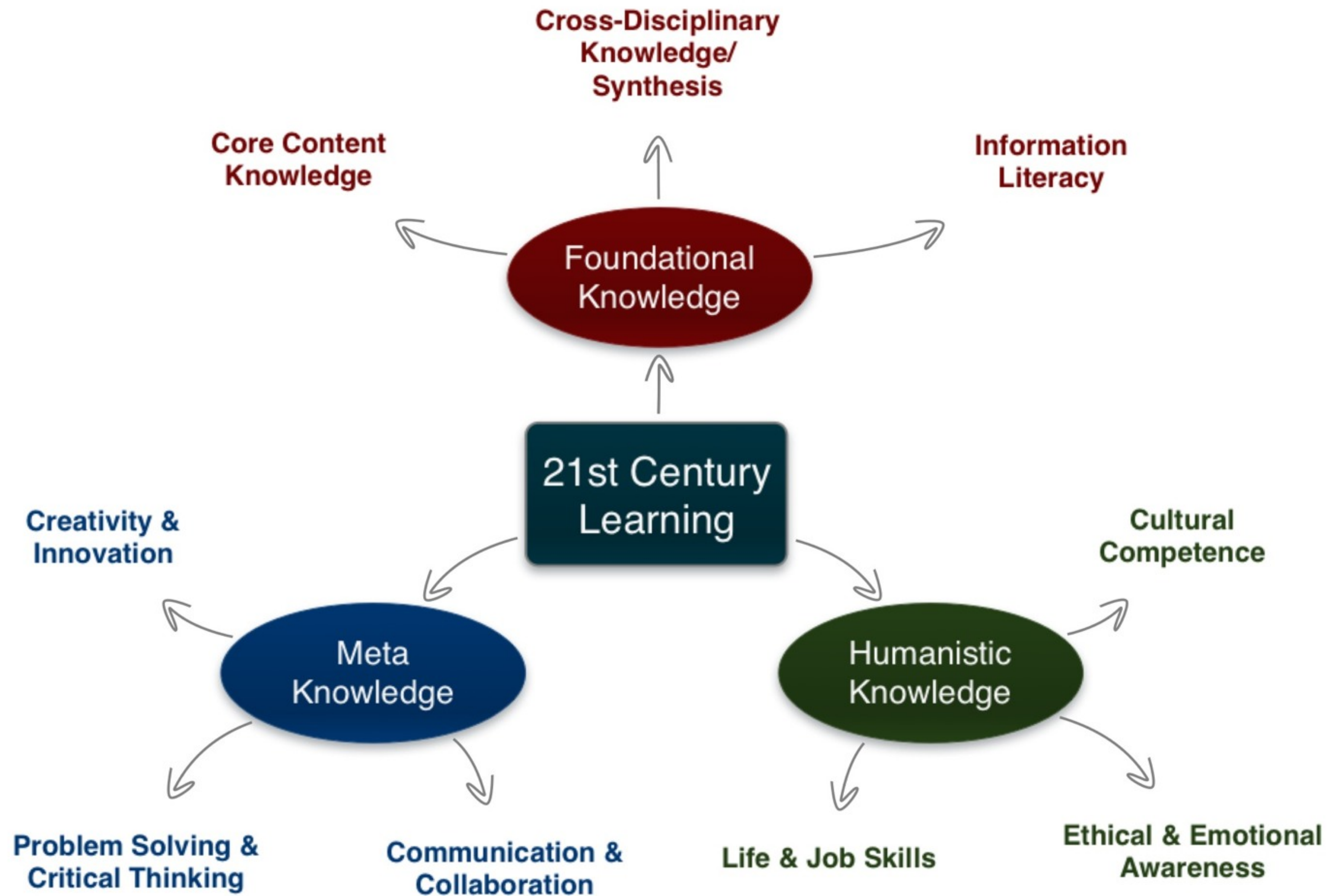
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Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
				



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Rheingold's Infotention	
Radars	Tools for finding and keeping up with new information
Filters	Tools for accepting/rejecting information, determining relevance, quality
Dashboards	Externalize visually your attentional priorities; help you find, direct, manage information

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Muller’s Community Types	
Communities of Practice	Linked by a common interest or practice, share information and/or network
Teams	Work on a shared goal for a particular project or function
Technical Support Groups	Provide technical support for a particular software or hardware tool
IdeaLabs	Brainstorm around a set of questions/issues for a limited time (1-3 days)
Recreation	Focus on recreational activities unrelated to work

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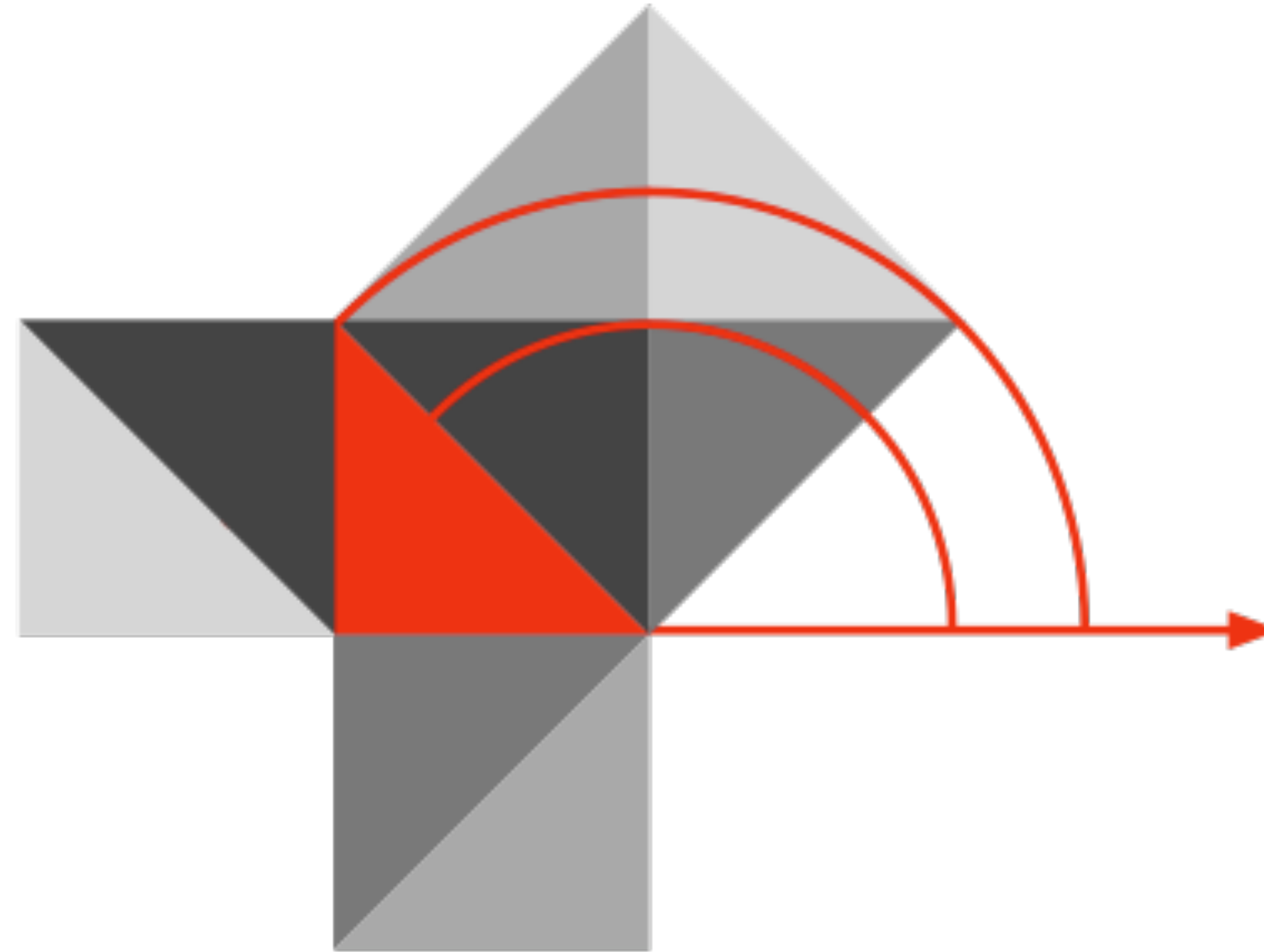
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Unsworth’s Scholarly Primitives	
Discovering	searching, browsing, accessing, collecting
Annotating	categorizing, providing commentary, analyzing
Comparing	find differences, similarities, create meaning from them
Referring	linking, referencing
Sampling	showing relationships of parts selected to the whole
Illustrating	showing an example, highlighting its features
Representing	changing depiction mode, publishing

Hippasus



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