Transforming Learning Through Technology: Goals and Models

Ruben R. Puente, Ph.D.
Technology
Goals
Focus
Models
Augmenting Human Intellect & Learning Capacity

21st Century Learning

One-to-One Technologies
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

Transformation

Podcasts on iTunes U: http://tinyurl.com/aswemayteach
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**Enhancement**
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<thead>
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<th>Social</th>
<th>Mobility</th>
<th>Visualization</th>
<th>Storytelling</th>
<th>Gaming</th>
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<td>40,000 years</td>
<td>17,000 years</td>
<td>8,000 years</td>
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