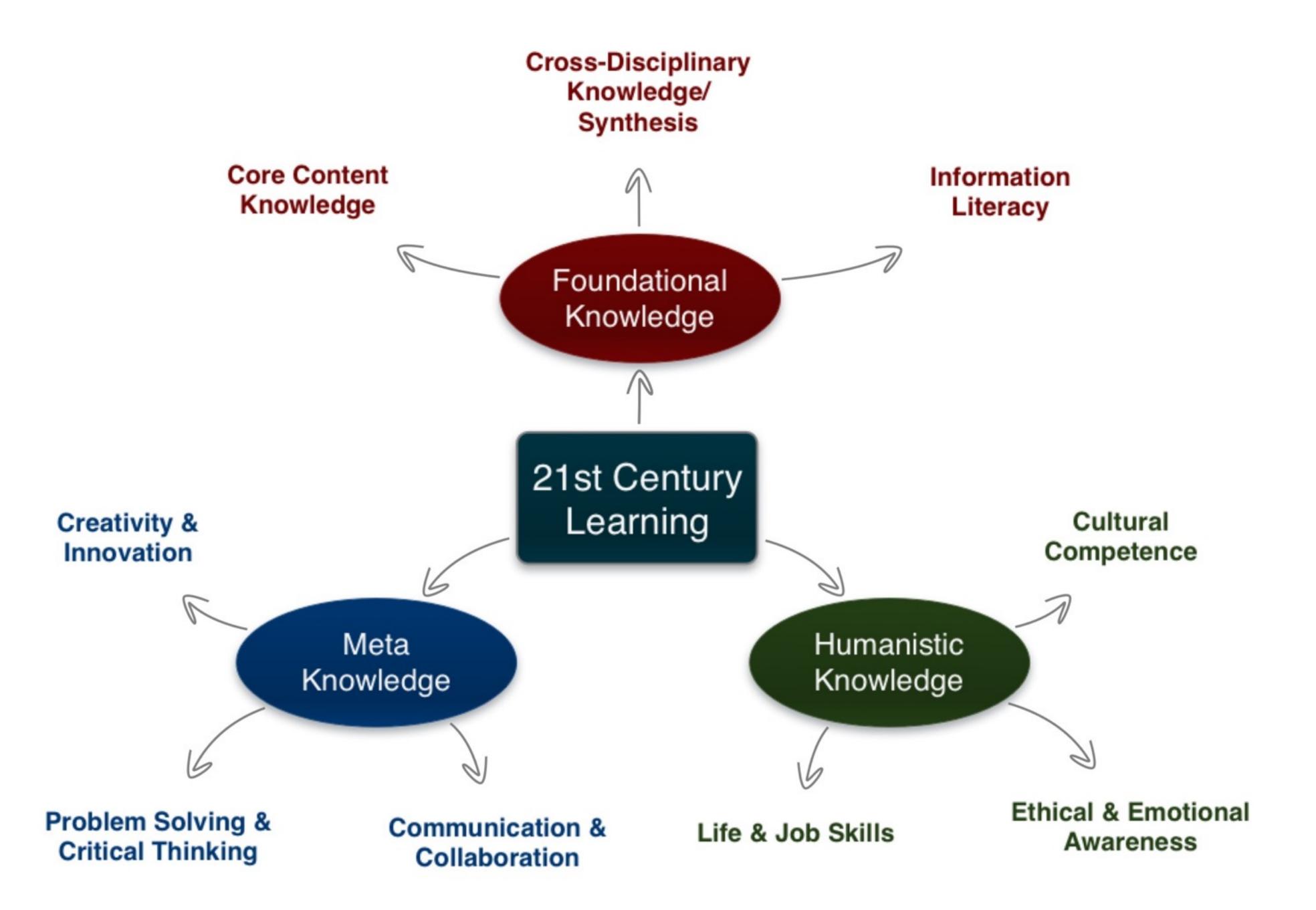
# Education Leadership and the 21st Century Context

Ruben R. Puentedura, Ph.D.



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

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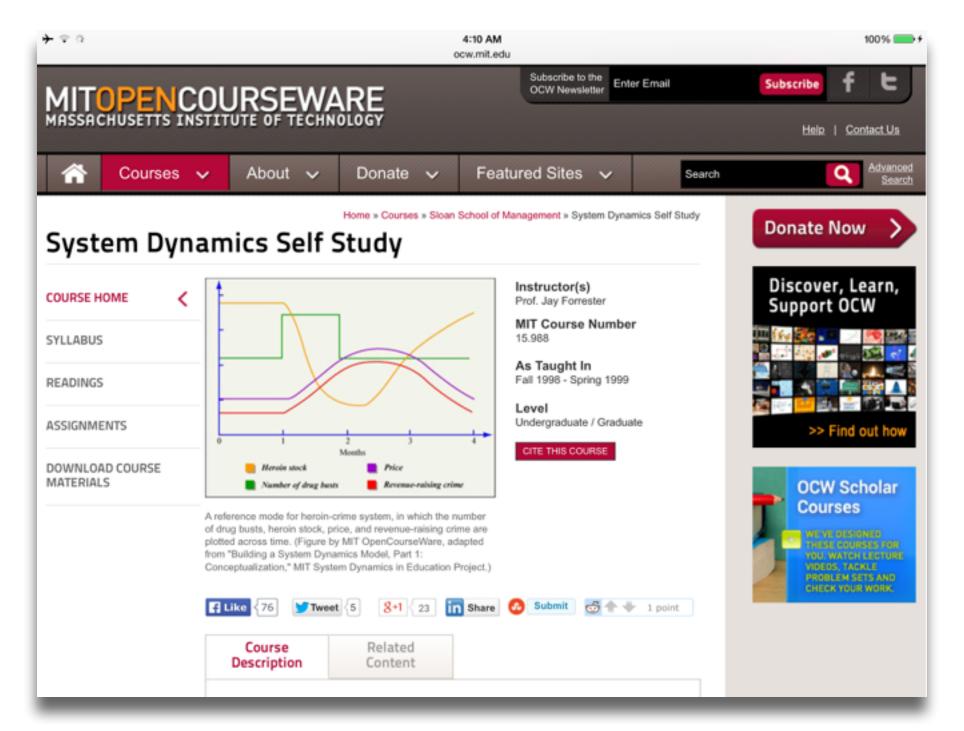
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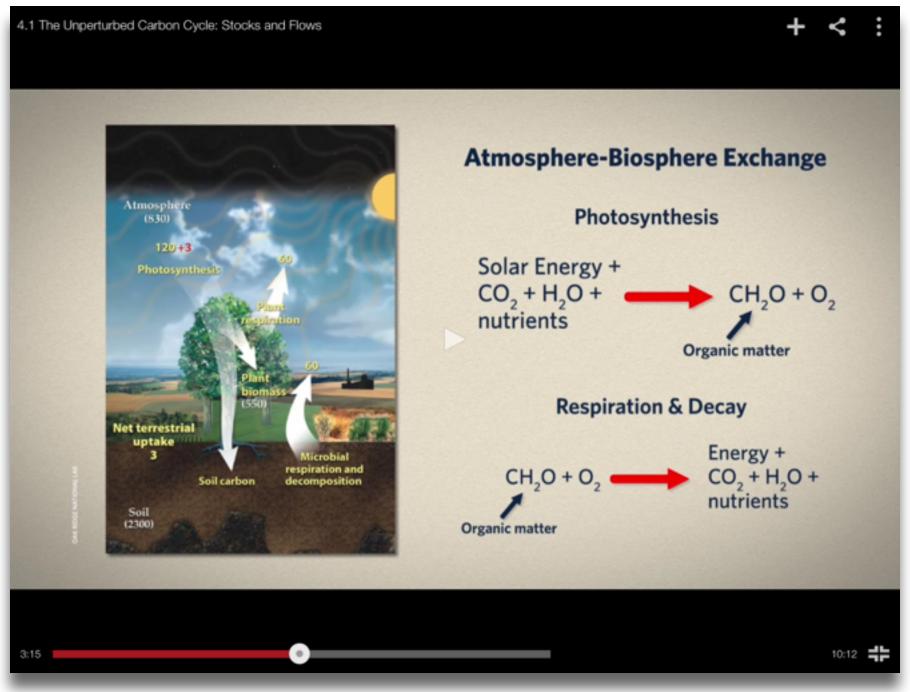
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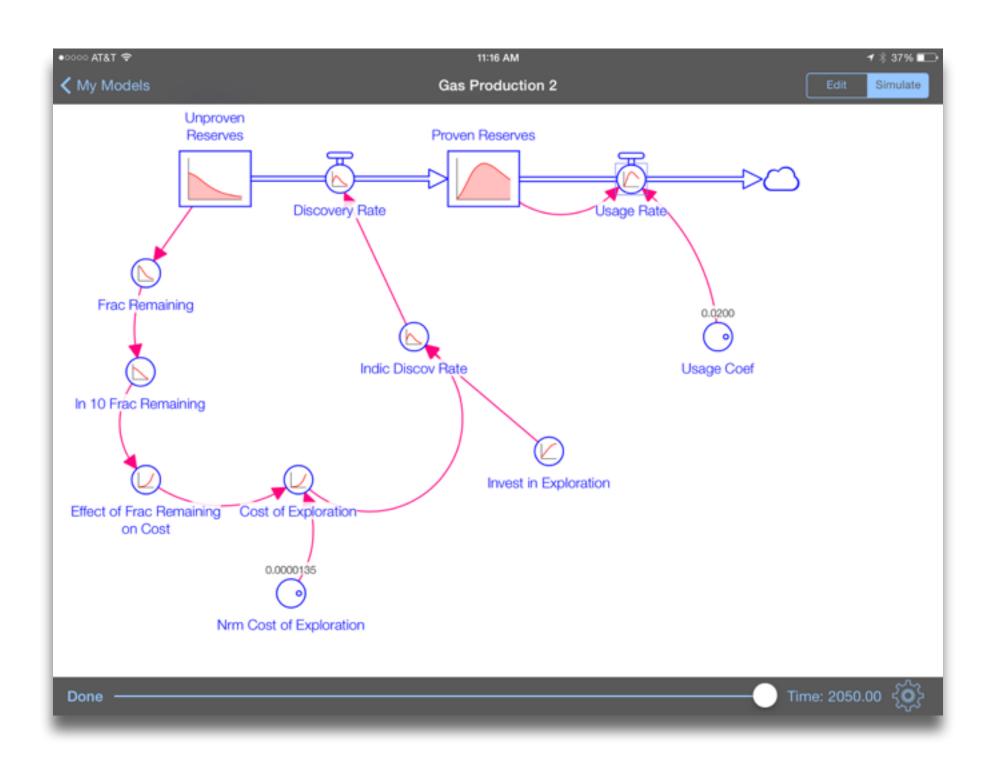
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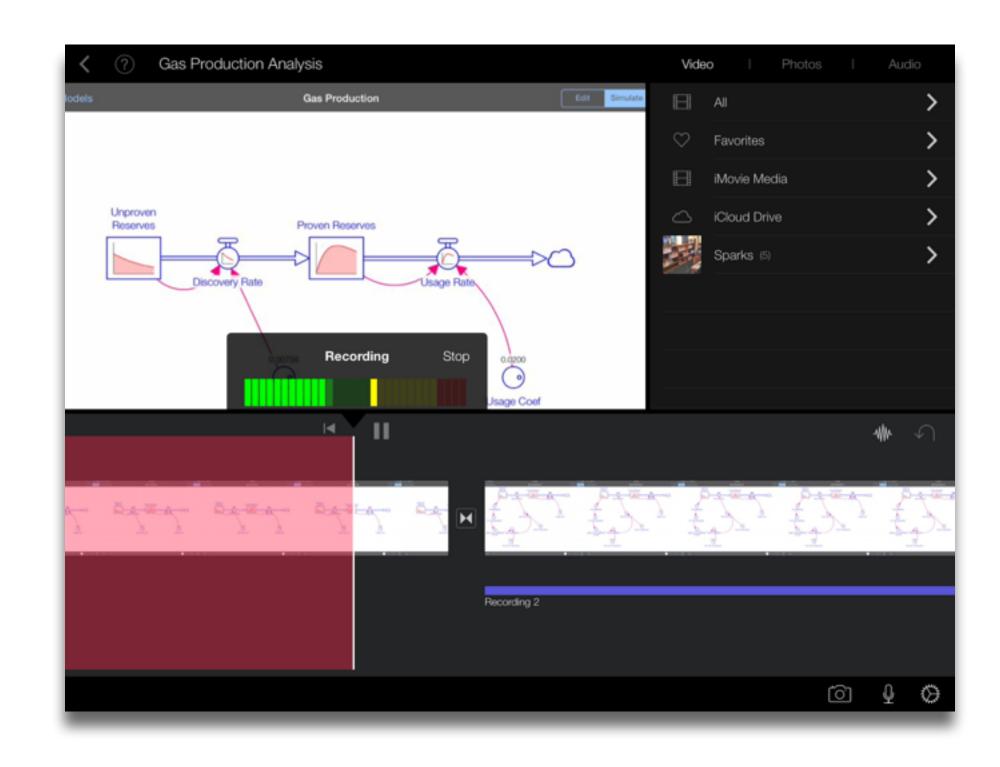
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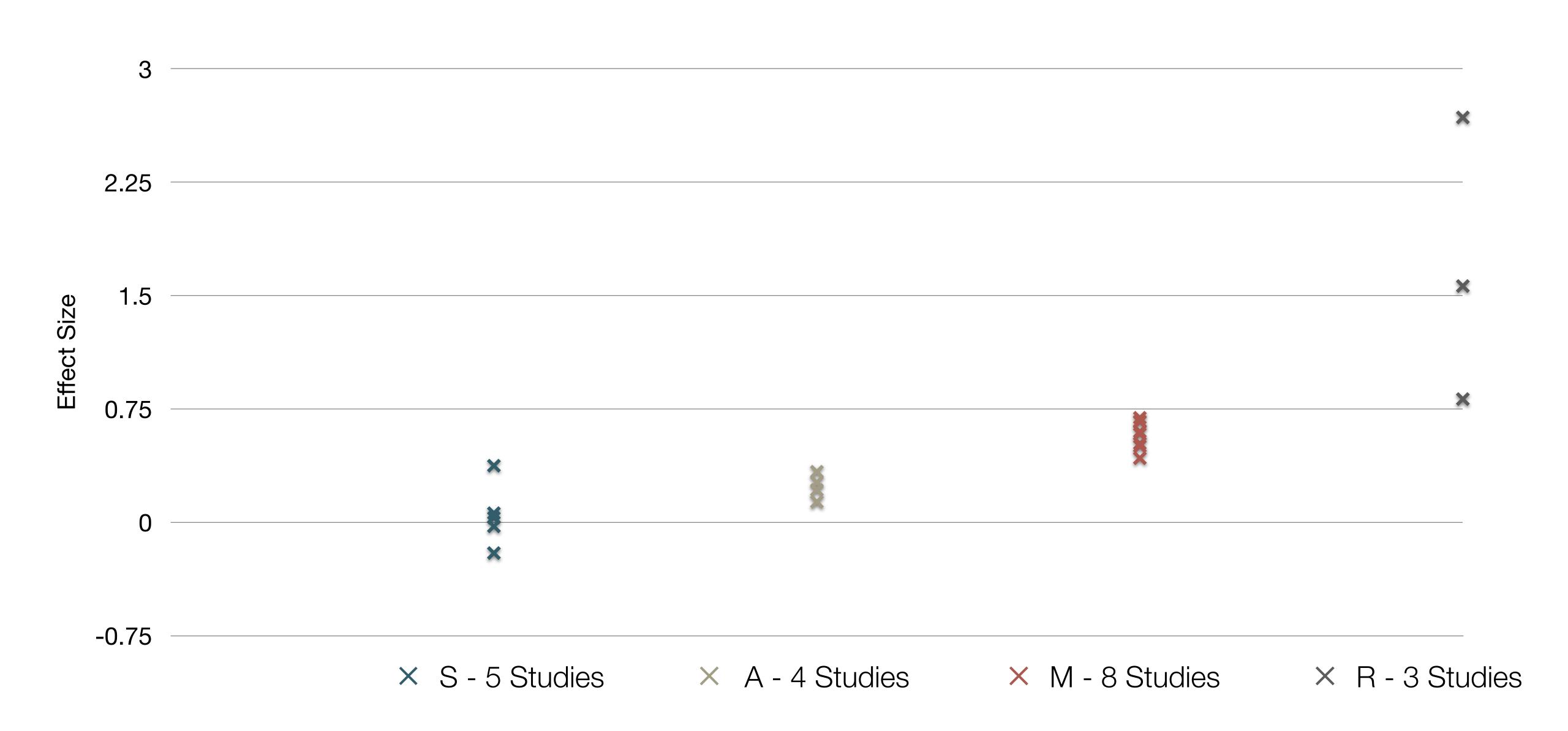
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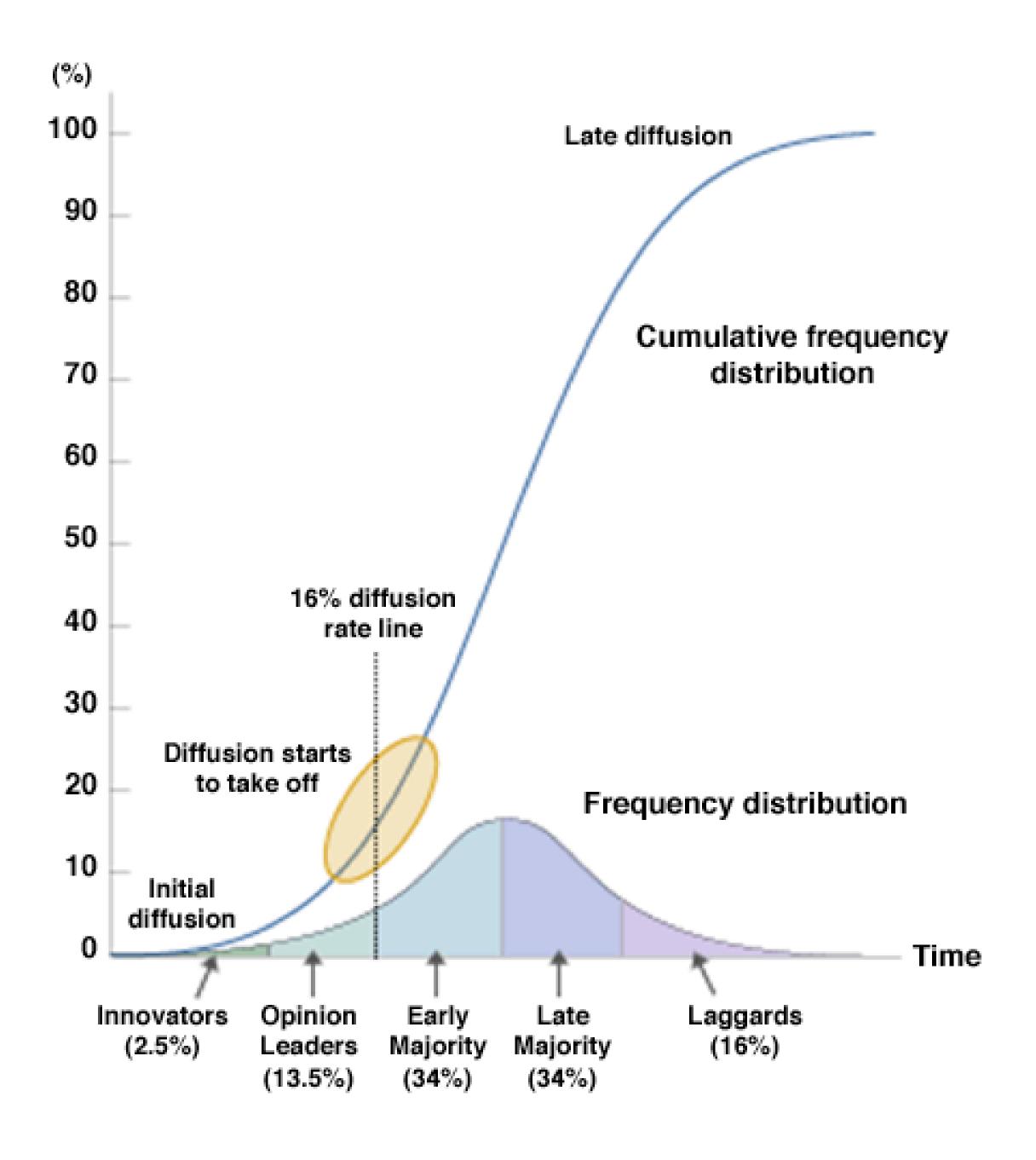
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# Key Trends Driving Ed Tech Adoption

Fast (1-2 yrs.)	Rethinking the Roles of Teachers Shift to Deeper Learning Approaches
Mid-Range (3-5 yrs.)	Increasing Focus on OER Increasing Use of Hybrid Learning Designs
Long-Range (5+ yrs.)	Rapid Acceleration of Intuitive Technology Rethinking How Schools Work

# Important Ed Tech Developments

Adoption: 1 yr. or less	BYOD Cloud Computing	
Adoption: 2-3 yrs.	Games and Gamification Learning Analytics	
Adoption: 4-5 yrs.	The Internet of Things Wearable Technology	

# Significant Challenges Impeding Ed Tech Adoption

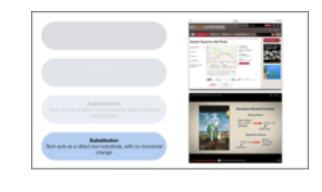
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	Solvable	Difficult	Wicked
	understand and know how to solve	understand but solutions are elusive	complex to define, much less address
	Authentic Learning Opportunities Integrating Personalized Learning	Complex Thinking & Communication Safety of Student Data	Competition from New Models of Ed Keeping Formal Education Relevant

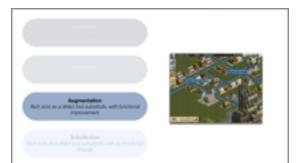
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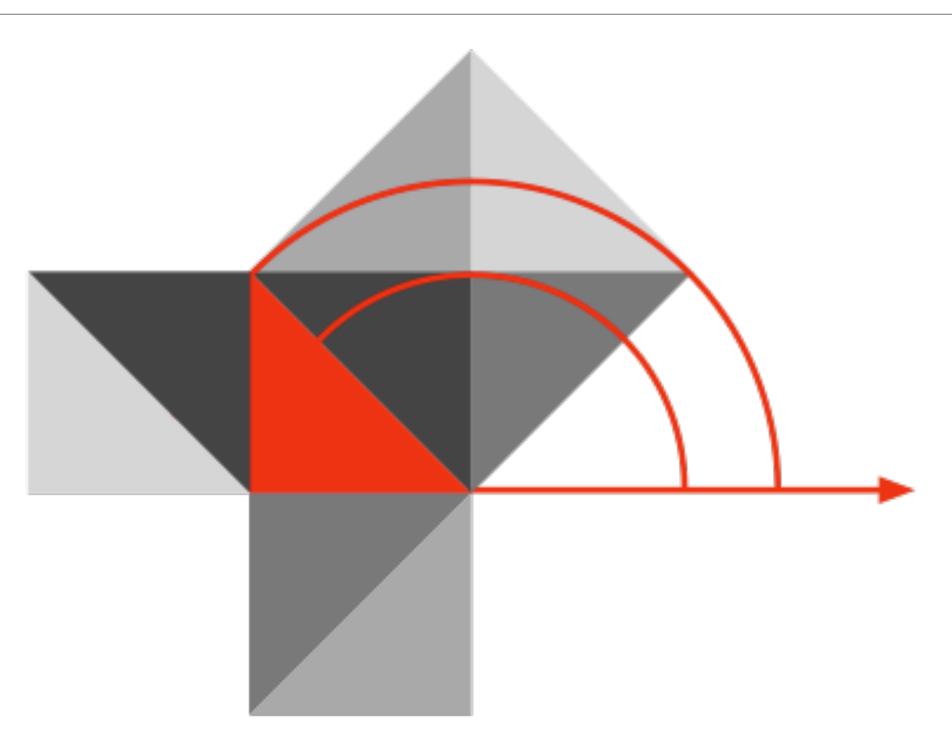




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