# Enhancing Self-Directed and Collaborative Learning through the Use of 1-to-1 Computing

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## **OVERVIEW**

- Demands of the 21st CC learner
- 21st CC skills targeted in using 1:1 Computing
- SAMR Model
- Tools used in lessons

## TOPIC OF DISCUSSION

Are our teaching methods and strategies on par with the changing demands of the 21st Century learner?



#### DEMANDS OF A 21<sup>ST</sup> CENTURY LEARNER

- Independent (Self-directed learners)
- Information at their finger tips
- Tech-savvy
- Visual learners
- Shorter attention span
- More interactive content

#### WHAT DOES IT MEAN FOR TEACHERS?

- Facilitate self-management and scaffolding for students' learning
- Creating conducive environment for students
- Creating opportunities through multiple platforms for students to develop necessary skills

## S.A.M.R MODEL

Developed by Dr. Ruben Puentedura



## TOOLS EXPLORED

- iBook
- Pages
- iTunesU Course
- Keynote
- iMovie



## ITUNES U COURSE

- Filled with countless learning resources
- Platform for educators to:
  - > Deliver material(s)
  - > Create assignment(s)
  - > Submission of assignment(s)



## PAGES

- Substitution tool for note-taking
- Modified Journal with tasks

#### **iMOVIE**

•End product / assessment that was previously inconceivable with paper and pen





#### Direct substitution, no functional change

Uploading chapters of textbook onto iTunes U Course.



#### Direct substitution, functional improvement

Adding videos / links relevant to the chapters into iTunes U Course.



#### Significant task re-design

Using Pages as a form of production booklet, adding photos and videos as part of the reflection process.



Creation of new tasks, previously inconceivable

iMovie trailer as a term project.



## **iBOOKS**

Flipped Classroom (Self-Directed Learning)

