

Student Voice and Connected Learning

Dr. David Walsh and Erin Walsh



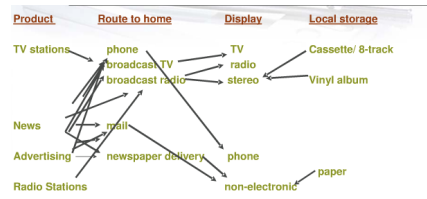
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NATIONAL INSTITUTE ON
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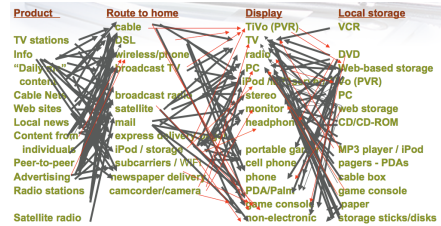
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Digital technologies are
not inherently good or
bad; they are powerful.



Tom Wolzien, Sanford C. Bernstein & Co.

* Borrowed from Les Rainie, *Pew Internet and American Life*, "The Rise of the Networked Individual"



Adapted from Tom Wolzien, Sanford C. Bernstein & Co



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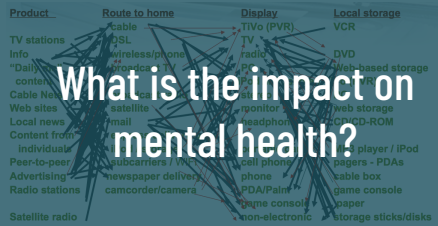
COVID-19



You are in the right place if:

- + A. You are profoundly grateful for technology right now.
- + B. You are profoundly resentful of technology right now.
- + C. Both.

What is the impact on mental health?

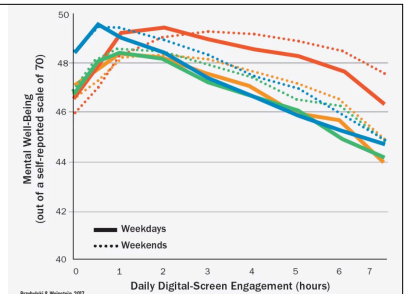


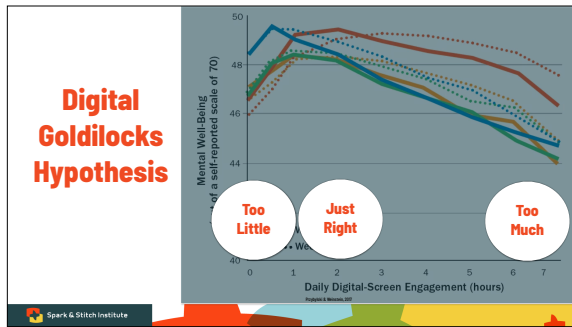
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Reminder:

"Screen time" isn't always a useful concept.

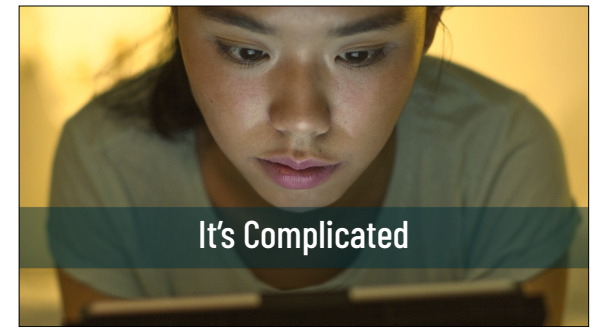
Digital Goldilocks Hypothesis





Overall, do you think technology is helping or hurting?

- ✦ A. Helping
- ✦ B. Hurting
- ✦ C. It depends



Why Pandemic Screen Time

Instagram is even worse than we thought for kids. What do we do about it?

As parents, we're all trying to figure out how to help our kids navigate the world of social media. Posting to Instagram, TikTok, Snapchat, and other social media sharing and messaging platforms, new UC Berkeley research has some enlightening news to share.

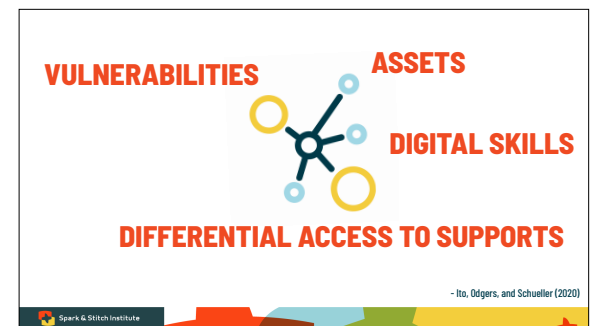
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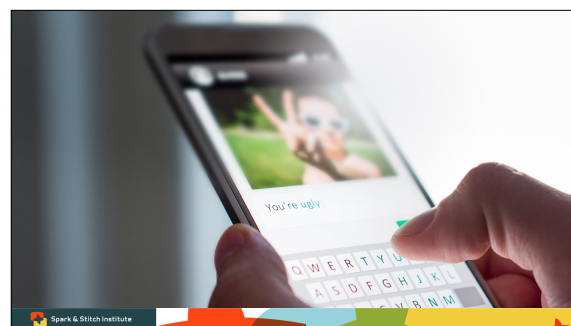
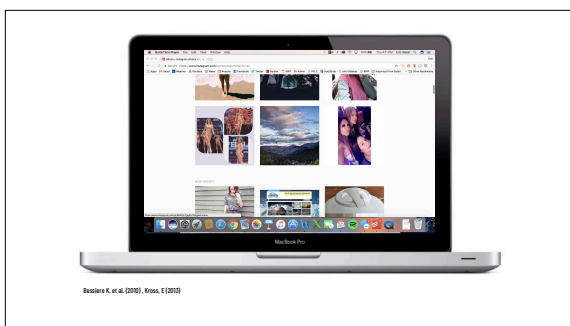
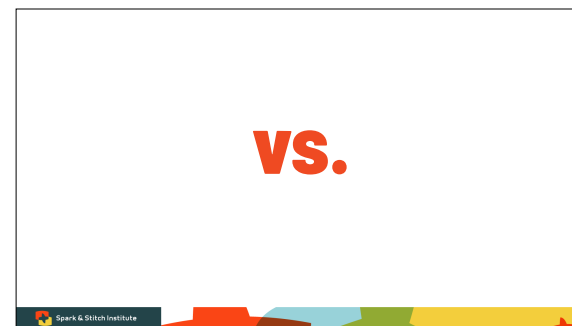
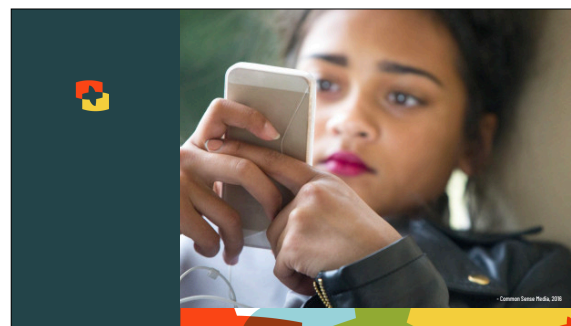
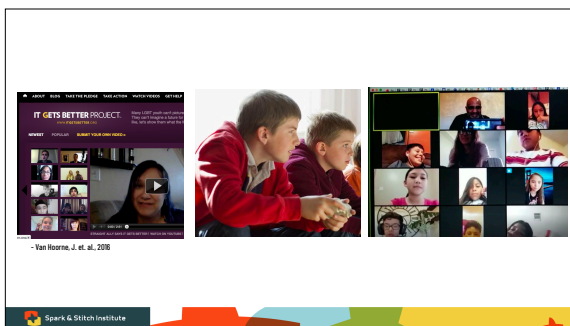
It's Complicated

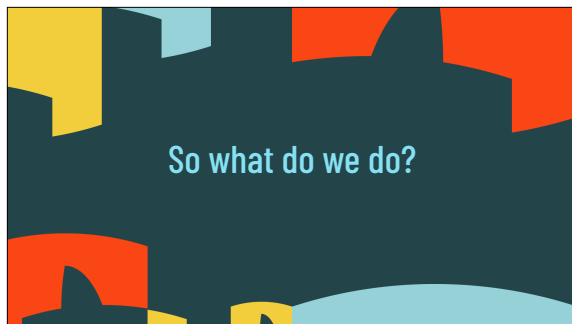
How and why are you using it?

How do you feel about it?

How much and when do you use it?









Students need:

Peer Connections

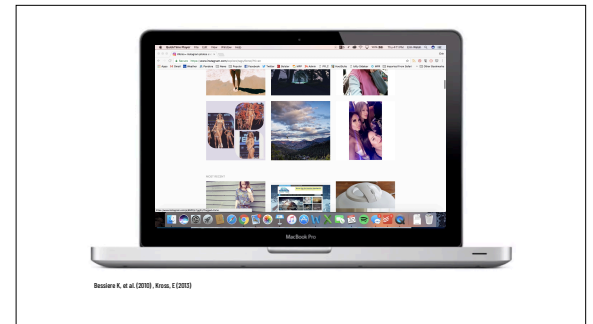
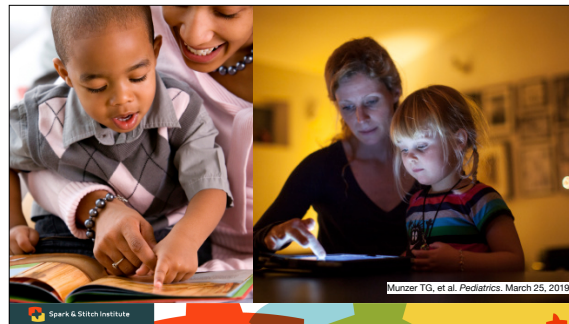
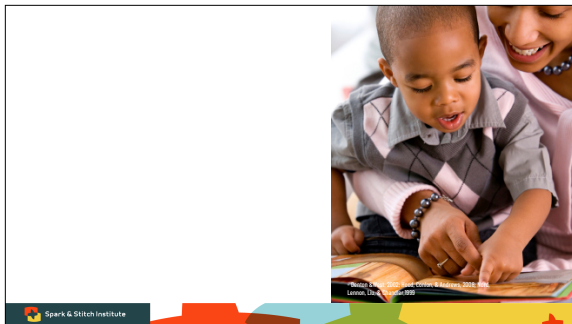
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Playing games to escape
your real life
vs.
playing games to make
your real life better.

Dr. Jane McGonigal







We can build bridges informally:

- ✦ What are you most proud of in this game so far? How did you do that?
- ✦ What makes this game hard? What strategies do you use? How did you come up with those?
- ✦ What keeps you going on this level? Where do you find motivation to not just give up?
- ✦ What else do you think this game makes you good at? Can you think of where you could apply gaming skills?
- ✦ I read today that gamers are better at collaborative problem solving than non-gamers. Do you think that is true for you?

- Dr. Jane McGonigal, Super Better



Closing the Opportunity Gap

- ✦ Hanging out is the on-ramp. Open, welcoming, student-centered, and relationship-based.
- ✦ Opportunities to "mess around." Opportunities for hands-on, interest-led exploration of STEAM tools. End product is not the goal.



Students need:

OPPORTUNITY

Young People Are Looking For Connected Spaces That Are:

- | | |
|-----------------|-----------------|
| ✦ Collaborative | ✦ Participatory |
| ✦ Experimental | ✦ Safe |
| ✦ Social | ✦ Empowering |


- Berkeley's Digital Youth Project





Learn more about Createch: <http://www.youthmediareporter.org/2014/01/09/visit-and-make-it-big-growing-partnerships-with-libraries-and-community-based-organizations-2/>


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Getting to Geeking Out: Example FUSE

- ✦ Student choice
- ✦ Interest drive
- ✦ Teachers as facilitators
- ✦ Peer Learning
- ✦ Failure is OK

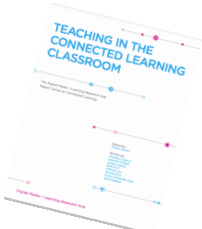


level up.
FUSESTUDIO.NET


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Resource:

- ✦ Connected Learning Alliance Teacher Networks and Communities: <https://clalliance.org/connected-learning-in-teaching-practice/>
- ✦ FUSE: fusestudio.net



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• CONNECTED •

How to Show Up for Your Kids
in the Digital Age



By Erin Wain

Downloaded from 

sparkandstitchinstitute.com/connected-enroll-now

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