

teachingnaked

How Moving Technology out of your College Classroom will Improve Student Learning

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Key Ideas

Value of Classroom Education = Faculty Interaction

Technology is a tool, not a strategy

Learning is about **change**

A new 3Rs: Relationships, Resilience and Reflection

Smart is the ability to change your mind

Thinking, Design and Integration are now more important

New Digital Landscape: Technology = three major changes:

1. Relationship to Knowledge: More abundant but less reliable

Digital Content for First Exposure: Google, YouTube, Khan, OpenYale,

Podcasts: *Teach to the many, not to the middle.*

2. Social Proximity: assumptions about access and support

GenZ is DIFFERENT

Laptops vs. Phones

Create more class time & Email as a teaching tool

Virtual Office Hours (Skype, Google+Hangout, Spreecast, Join.me, ooVoo)

Facebook Basics: Profile (friend); Page (like); Group (join)

eCommunication Policy

- The best way to contact me is: _____ (email, FB, Google+, LinkedIn)
- I will respond to e-mail (or FB chat, messages etc.) within _____ hours, except on ___ or between _____ (9pm and 9am etc.)
- I am online (FB/Skype/Twitter) _____ on ___ days and also available for _____
- If you want an individual (physical/Skype/chat) appointment _____ me
- I accept/do not accept Skype/Facebook/LinkedIn friend requests (until graduation).

3. Customization and Gaming: Learning as “pleasantly frustrating”

Urgency, Focus, Curiosity, Optimism

2. Learning is **S. W. E. E. T.** Sleep, Water, Exercise, Eating and Time

The one who does the work, gets the benefit.

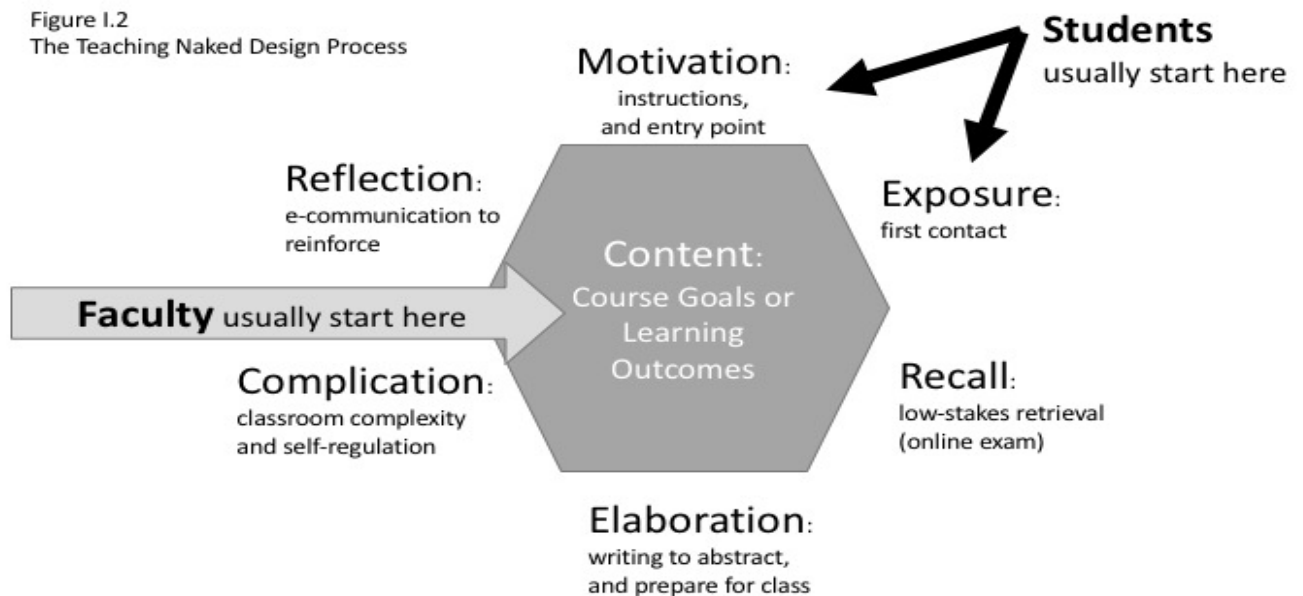
Teachers are really “**cognitive coaches**”

Teaching is a DESIGN problem: to motivate, inspire and guide

Make It Stick: The Science of Successful Learning. (Brown, Roediger & McDaniel (2014))

- **Concrete and Personal** (matters to me, examples)
- **Knowledge is Necessary** (but not sufficient)
- **Retrieval and Self-Testing** (online exams, games)
- **Elaboration** (connections, analogies, writing)
- **Abstract** (extracting rules, larger context, mental models)
- **Failure** (add difficulty, attempts before solutions, feedback)
- **Interleaving** (varied practice, space out practice)

Teaching Naked Design Process



Socratic.com

New Technology Means

Thinking is more important

Course design is more important

Integration is more important

Teach Naked. Change a Mind.

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