

# Digital Leadership

Educational Demands of the New Economy

The Times They Are A-Changin'

The Rise of the Creative Class

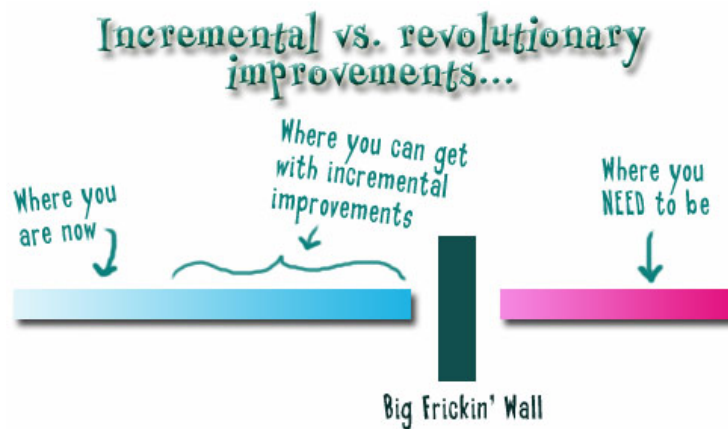
The Not-So-Hidden Revolution

*This is about our way of life. An historical analog would be the Industrial Revolution, but compressed into 15 years - not played out over a century. Hang on - this will be quite a ride. - Joseph S. Kraemer*

# Brain-Rotting Games or High-Octane Learning Environments?

Okay, Time to Put 'Em On the Table

Avoiding Irrelevance



# Gaming, Cognition, and Education

Please put *Often*, *Sometimes*, or *Rarely* in each blank.

	SCHOOL CLASSROOMS
a. Encourage active rather than passive learning	
b. Are places where students can safely take risks	
c. Are mentally-engaging and -compelling learning environments where participants will try repeatedly despite possible and/or actual failure	
d. Give learners a lot of output for just a little input	
e. Provide, from the very beginning, both intrinsic and extrinsic rewards for learning	
f. Allow learners opportunities for non-boring practice within meaningful contexts and on self-selected learning goals	
g. Allow participants to continually learn, unlearn, and relearn at higher levels	
h. Allow students to work at their own pace and individualized levels of challenge	
i. Foster active, reflective investigation	
j. Allow students to travel their individualized and unique learning paths	
k. Create embodied, authentic learning experiences that are not decontextualized or overgeneralized	
l. Facilitate multimodal learning (i.e., sights, sound, movement) as the dominant pedagogical model	
m. Create safe but authentic subsets of real learning domains	
n. Help students invisibly learn important skills from the "bottom up"	
o. Allow students to gain information only when they need it (i.e., when it can best be understood and put into practice)	
p. Facilitate discovery (i.e., inquiry-based) learning	
q. Facilitate learning transfer to new situations that are both similar to and/or different from prior learning situations	
r. Allow students to be producers and insiders, not just consumers, of learning material	

## Thoughts for the Technology Advisory Team

- In 5 to 10 years, what do we hope to see Edina students doing in their classrooms?
- What should we be doing P-12 (or maybe P-16) to prepare kids for their technology-infused, globally-interconnected futures?
- How do we get there?