### **REACH ME TO TEACH ME:** PLUG INTO THE 4 C'S FOR LEARNING

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# OBJECTIVE

### WHAT ARE WE LEARNING TODAY?

The objective of this session is to learn how technology plays an important role in building creativity, critical thinking, collaboration, and communication for students with disabilities and how teachers can integrate the 4Cs into their instructional practices with confidence.



## WHAT ARE THE 4 C'S?

### TODAY'S AGENDA

- Creativity
- Critical Thinking
- Collaboration
- Communication
- Benefits and Barriers
- From Research to Practice



# WHY NOW??

### SKILLS VS COMPETENCIES

Skill- the ability to perform tasks and solve problems. It may include proficiencies, doing something well, ability to carry out complex activities of job functions, and is a learned ability to bring about the desired results.

Competency-involves the ability to meet complex demands, by drawing on and mobilizing psychosocial resources (including skills and attitudes) in a particular context.

### SCHOOL/WORK/HOME

Identify skills that are needed to progress in school and/or work? What competencies are derived from those skills? How does understanding the 4c's generalize skills to competencies across settings?

### **UNDERSTANDING THE 4 C'S**

### CREATIVITY

the ability to produce new, diverse and unique ideas. Thinking creatively means looking at things from a different perspective and not be restricted by rules, customs, or norms.

### CRITICAL THINKING

involves logical thinking and reasoning including skills such as comparison, classification, sequencing, cause/effect, patterning, webbing, analogies, deductive and inductive reasoning, forecasting, planning, hypothesizing, and critiquing.

### COLLABORATION

occurs when two or more people work together to accomplish a shared, common goal

### COMMUNICATION

expressing thoughts clearly, crisply articulating opinions, communicating coherent instructions, motivating others through powerful speech.



# WHAT SKILLS & **COMPETENCIES ARE NEEDED?**

### COLLABORATION

- Work effectively with different groups of people, including people from diverse cultures.
  - Be flexible and willing to compromise with team members to reach a common goal.
  - Demonstrate responsibility as a team member working toward a shared goal.

### CREATIVITY

- Use a wide range of idea creation techniques (such as brainstorming)
- Create new and worthwhile ideas (both incremental and radical concepts)
- Elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts
- Act on creative ideas to make a tangible and useful contribution to the field in which the innovation will occur

### **CRITICAL THINKING**

- Use different kinds of reasoning, such as deductive and inductive, to understand a situation.
- Analyze complex systems and understand how their interconnected parts support the systems.
- Gather relevant information, and ask important questions that clarify points of view and help solve problems.
- Make decisions by selecting appropriate criteria and identifying alternatives to make reliable choices.

### COMMUNICATION

- Communicate using digital media and environments to support personal and group learning.
- Share information efficiently and effectively using appropriate digital media and environments.
- Communicate thoughts and ideas clearly and effectively to different audiences using various media and formats.

# **TECH TOOLBOX: CRITICAL THINKING**

### **DIGITAL LITERACY**

Skillset - both technical and cognitive - necessary to finding, understanding, evaluating, creating, and communicating digital information in a wide variety of formats.

Comprehension-the ability to extract implicit and explicit ideas from a media.

Interdependence-how one media form connects with another, whether potentially, metaphorically, ideally, or literally.

Sharing-Sharing is no longer just a method of personal identity or distribution, but rather can create messages of its own. Who shares what to whom through what channels can not only determine the long-term success of the media, but can create organic ecosystems of sourcing, sharing, storing, and ultimately repackaging media.

Curation-Elegant curation should resist data overload and other signs of "digital hoarding," while also providing the potential for social curationworking together to find, collect, and organize great information.

A WebQuest is an inquiry-oriented lesson format in which most or all the information that learners work with comes from the web. SOLUTION-FOCUSED

### **WEBQUESTS**

Solution-focused approaches ask us to think in a more divergent way, to open ourselves up to new ideas, to be curious about the multiple perspectives from which any given situation can be seen

### **INFORMAL ASSESSMENTS**

Informal assessments are those spontaneous forms of assessment that can easily be incorporated in the day-today classroom activities and that measure the students' performance and progress. Informal assessments are content and performance driven.

# **TECH TOOLBOX:** CREATIVITY

### **PROJECT-BASED LEARNING**

Solving highly complex problems requires that students have both fundamental skills (reading, writing, and math) and 21st century skills (teamwork, problem solving, research gathering, time management, information synthesizing, utilizing high tech tools). With this combination of skills, students become directors and managers of their learning process, guided and mentored by a skilled teacher. \*Multi-disciplinary Instruction

\*Classcraft

\*Scratch

\*NASA

\*Minecraft

\*Nancy Drew

#### **VIDEO-GAME DESIGN**

Incorporating video games into your classroom can motivate students and provide another way to reinforce learning. And since video games are so popular, they're probably not going away anytime soon (if ever). \*Teaches Decision Making Skills

\*Models Appropriateness

\*Twitch



## TECH TOOLBOX: COMMUNICATION

### POWTOON

Powtoon is the visual communication platform that gives you the freedom to create professional and fully customized videos your audience will love.



#### FLIPGRID

Flipgrid is a simple, free, and bu accessible video discussion te experience for PreK to PhD educators, learners and families. Create a Topic and engage your community...together!



BLOG

Kidblog provides K-12 teachers with tools to safely publish student writing. Teachers can monitor all activity within a community of authors. Posts can even be public, but nothing goes live until a teacher approves it.



### VOICETHREAD

Ed.VoiceThread is a platform where students develop critical thinking, communication, collaboration, and creativity skills. VoiceThread is an interactive collaboration and sharing tool that enables students to build online presentations by adding images, documents, and videos, and other media to which other users can add comments for discussion.



# **TECH TOOLBOX: COLLABORATION**

#### **GLOBAL PLC'S**

- What do we want to know and be able to do?
- How will we know if we have generalized it?
- How will we respond when we do not learn?
- How will we extend our learning?



### VYEW

VYEW allows students to meet and share content in real-time or anytime. Upload images, files, documents and videos into a room. Students coordinate anytime to access and contribute.



Create & Collaborate Anywhere in the World with Padlet. Padlet allows for creative collaboration using a range of different mixed media sources. In real-time or across time zones, students can contribute videos, images, comments on a virtual corkboard. Each student can comment or reply to the work of another student or add a new strand on the topic that is introduced. CEC MISSISSIPPI 2021





### **GOOGLE DRIVE**

Collaborate on multimedia projects, share files, collaborate on documents, etc.

#### PADLET

# **BENEFITS—BARRIERS**

Common Benefits and Barriers In Integrating Techonology Across Learning Settings

## Benefits

- Creates a More Engaged Environment.
- Incorporates Universal Design Learning
- Improves Collaboration
- Prepares Children for the Future
- Connects You With Your Students



- Students misusing technology.
- Teacher knowledge and professional development.
- Keeping students safe online
- Cost of new technology.Keeping up with changes.



### Barriers

# BLOOM'S AGAIN??

Bloom's taxonomy was developed to provide a common language for teachers to discuss and exchange learning and assessment methods. Specific learning outcomes can be derived from the taxonomy, though it is most commonly used to assess learning on variety of cognitive levels.



### **Bloom's Digital Taxonomy**

# FROM RESEARCH TO PRACTICE

Barriers to TechnologyCOVID 19Benefits to TechnologyCritical Thinking SkillsCreativity and Collaboration21st Century Skills



#### HTTPS://EDTECHMAGAZINE.COM/K12/ARTICLE/2020/08/WHEN-VIRTUAL-LEARNING-BARRIERS-COLLAPSE-INCLUSION-EXPANDS

HTTPS://WWW.GSTIC.ORG/INSPIRATION/HOW-COVID-19-HAS-EXPOSED-THE-CHALLENGES-FOR-TECHNOLOGY-IN-EDUCATION/

HTTPS://WWW.DIGITALLEARNINGCOLLAB.COM/BLOG/2019/1/16/USING-TECHNOLOGY-TO-TEACH-CRITICAL-THINKING-SKILLS HTTPS://EDTECHMAGAZINE.COM/K12/ARTICLE/2020/03/HOW-IMMERSIVE-TECHNOLOGY-CHAMPIONS-FOUR-CS-LEARNING

HTTPS://WWW.GETTINGSMART.COM/2017/09/TEN-STRATEGIES-TO-HELP-CHILDREN-BUILD-21ST-CENTURY-SKILLS/

### THANK YOU FOR JOINING TODAY'S SESSION

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