Workshop Outline: Entertain, Engage, Educate

Students in our secondary schools today, are faced with a rapidly changing, technologically based world; a world of instant gratification and information overload.

In this workshop we will take the current research surrounding learners in the 21st century and apply it to the behaviors we are finding in our secondary classrooms, leading participants through a ‘hands on’ experience with freely available online software.

Students are electing to do visual arts subjects for entertainment, as a career path or both. The increasing use of the visual image in our technology rich world does not make this surprising. We need to present our material in a visual engaging manner. Research indicates that in some classes teachers talk for up to 80% of the lesson. (Hattie, 2011) No wonder they get bored easily. Our students’ like us to know them, building a relationship is an important key to the next step of learning. (McQueen, 2007) We need to know what they know. It has been suggested that 40% of what we teach them they already know. (Hattie, 2009) They don’t like doing repetitive tasks unless they can see a reason for it but they will sit and play computer games for hours, even during class. They are very social beings they like to work in groups and they will email, facebook, text and tweet, even during class. They learn new software quickly and easily, using their peers and friends as a resource and we have never had to teach them how to use their new mobile phone. They will teach each other and will happily teach themselves. Our students will learn what they want to learn. (Mitra, 2010)

This workshop will lead participants through:

• The use of technology to know their students, using online polling, creating avatars and blogging or journaling.
• The use of virtual space to engage and entertain students as part of the learning process.
• The use of technology to deliver content and skills.
• The use of technology to help students develop ideas and their creative responses.
• The use of technology to provide feedback, which can have one of the greatest impacts on individual student learning. (Hattie, 2009)
• The use of technology to publish and share student work. For a generation that is “connected”, not using online sharing of ideas and work is to ignore one of the greatest opportunities for student engagement.

References quoted in workshop outline:

