

## Greetings From ICE

You may have noticed that issue 3.7 of the Tech Trainer is arriving late to your inbox. Last Thursday and Friday I attended the Indiana Computer Educators (ICE) conference in Indianapolis and talked with other tech trainers about issues in technology and schools. I would like to share with you some things I have taken from this year's conference; I will be touching on a few in more depth in the coming months.

1. The key focus of the conference stemmed from the way children learn today versus yesterday. It was implied that all of the technological innovation has led to student's brains being wired in different ways and how this affects teaching. Students are used to having answers at their fingertips so we should provide open access to the tools they already use on a daily basis.
2. Digital textbooks are becoming more popular and adapting to the way children are wired to learn, through exploration. Major companies are beginning to revise and provide digital textbooks, but a digital textbook needs to be more than just an electronic version of a physical book. Digital curriculum and text should foster self-directed learning through non-linear presentation of materials.
3. One particular session that I attended was focused on "building playgrounds," and again centered on student learning patterns. The underlying idea of this session was that using multiple resources, whether physical or digital, leads to greater student engagement and learning. Really this ties directly to differentiation. There is a really great little video [here](#) that shows how creating play can motivate individuals to change their habits.
4. We live in a multimedia based world which engages people at a faster pace. Our teaching needs to adapt and be more dynamic to attain the attention of our students.

Other topics were covered, but I feel the ideas listed above inform the main theme of the ICE conference. You will see these ideas resurfacing in future issues of the Tech Trainer as I explore the deeper implications of our shifting pedagogy. Technology changes very quickly, but the concepts of how to use it in the classroom stay relatively the same. We need a transformation in the way we teach students and the way we perceive learning. We need to create interest and self-direction to prepare students for the world in which they live.

# THE TECH

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*"If we teach today as we taught yesterday, we rob our children of tomorrow."* –John Dewey

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## Tech Tip of the Week

Using electronic resources with students can be time consuming, especially if you are trying to figure out an efficient way of disseminating electronic documents and website links to students. While email may be a choice, there are other means to allow students 24/7 access to such resources which do not require an email address. Last year we began teacher web pages, and a number of individuals took advantage of the feature on our new website. Consider updating your web page to share information with your students and their parents instead of simply emailing out links or documents you want them to have. If you post links on your website and make documents available for download you only have to inform the students of where to go to reach those resources. After a one-time walkthrough they will remember and then you need only update materials on the site when you want them to be available to your students. This gives students quick access to these resources without having to login and find the communication in email.

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## Co-Teaching Opportunities

Are you interested in seeing a different take on integrating technology into your classroom? I would love to participate in your class and work with you to develop a lesson or series of lessons that push the boundaries of technology use. If you are interested in forming such a relationship and working together on something for your class or a series of classes, email me and we can schedule a time to discuss and plan.

## App of the Week

*Cut the Rope HD* and the free lite version are an example of problem solving at play. The game itself revolves around feeding a creature candy that is attached to different lengths of string. You cut the string to feed the candy to the creature. Each level adds a bit more complexity to the problem, resulting in a progressive elevation of cognitive skills required to complete the level. (pd. Version \$1.99/lite version free)