

CHAMPIONS OF THE DIGITAL FRONTIER: USING NEW MEDIA TO REACH TODAY'S LEARNERS

A Collaborative Study

The world has changed. Considering the scope of human history, this change occurred practically overnight. Suddenly, our schools, designed for a bygone Industrial Age, are struggling to keep learners engaged. There is a disconnect between the learning that occurs in school and the media rich environments our students immerse themselves following the closing bell. All hope isn't lost, though. Across the country, school-based media specialists are emerging as champions of new ways of learning in the digital frontier, supporting teachers and students to foster relevant and engaging learning.

Over the next few weeks, we'll tap the minds of three visionaries who call on us to change education and champion the new, digital frontier for the sake of our learners. I look forward to learning with you.

-Lucas



Digital Natives

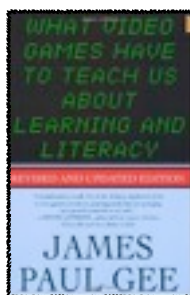
"Today's students - K through college - represent the first generations to grow up with this new technology. They have spent their entire lives surrounded by and using computers, video games, digital music players, video cams, cell phones, and all the other toys and tools of the digital age. Today's average college grads have spent less than 5,000 hours of their lives

reading, but over 10,000 hours playing video games (not to mention 20,000 hours watching TV). Computer games, email, the Internet, cell phones and instant messaging are integral parts of their lives. ...today's students think and process information fundamentally differently from their predecessors." -**Marc Prensky**

Prensky



Read Introduction, Ch. 1, Ch. 3, Ch. 8, and Conclusion
Online Chat Date _____



Read Introduction, Ch. 2, Ch. 7, Conclusion
Online Chat Date _____



Read Ch. 1, Ch. 10, and Chapter of your choice.
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