21ST CENTURY TRENDS: A DEMAND FOR EMERGING CONTEMPORARY LEARNING MATERIALS

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The Philippine educational system no longer adheres a traditional way of teaching where students are merely recipients of knowledge. For the sake of fulfilling the needs of the newly-implemented basic curriculum, modernized learning materials were conceptually designed in order to gauge students with the skills needed in globalization. Undoubtedly, technology continuously conquers the world of education that provides channels for the teachers for innovating outdated devices and thinking rationalized teaching strategies.

The 21st Century trends sought a wider scope of technology utilization; they also emphasized the significance of letting the students experience their desired way of learning. Moreover, the kind of learners today was extrinsically motivated in schooling if the teacher would provide activities with the nature of technology. Many educators perceived these trends as springboard to design learning materials appropriate to the instructional demands. In line with this, many researchers presented various learning tools that can be applied at all times, some of them are presented below.

Cloud Computing

The New Media Consortium Horizon Report: 2013 K-12 Edition mentioned that this learning tool will become an integral part of the educational system within the next months; it surely surmounts a great shift in storing data needed for schooling. This learning material encompasses internet-based tools that can be retrieved in other electronic devices. Its flexibility allows the students to access reading materials,
worksheets, and supporting data which are stored on a cloud anytime and in any place. Students who are using cloud computing can practice independent learning as well as collaborative work when storing files and interacting virtually with other users. Dropbox and Google Drive were examples of sharing devices.

**Mobile Learning**

Due to the proliferation of wireless devices and internet connection, the demand of using mobile devices in students’ learning was increased tremendously. These handy gadgets were powerful in making the students to be actively engaged in the learning process. Furthermore, they are portable were students would feel the sense of ownership and independence because of their controlling features as well as optimal in technological advancements. The use of mobile applications was urged to use by the teachers in order for the students to naturally experience exploration while discovering knowledge. Certainly, this kind of learning would sustain the attention span and would boost interest of the learners through navigation of education mobile applications. Teacher’s talking would be lessened because the monitor already provided the needed skills and instructions.

**3D Printing**

An imagination that can be a reality is not a totally impossible dream through a 3D printer. This device is currently used in several sectors such as engineering, architecture, and industrial design due to its affordability. In addition, it can be used in a STEM discipline where students’ concepts and ideas can be seen genuinely. It served as a bridge for students’ dreams—which requires their imaginative mind and creativity. The government should give this a consideration for the betterment of students’ learning. A nation which believes to its builders would absolutely achieve its vision.
In a general notion, change is not a product of human’s greed; it is a big step in achieving success. To achieve this success, it should be started in honing the youths holistically where they will be armed with the knowledge and skills in the future. Teachers must be able to identify the needed trends to design learning materials to aid their teaching. Moreover, a digital-based learning is predominantly a great shift in the educational system because of its accessibility in providing innovative teaching and learning materials. The 21st Century trends were undeniably opportunities in the advent of contemporary learning materials to produce globally-competitive students.

References: