CAPTURING DIGITAL NATIVES THROUGH ICT

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Living in the 21st century is indeed more interesting compared to previous ones. The upgraded trains in transportation, easier means of communication, the robots and artificial intelligences makes life extra exciting. Teaching-and-learning process also takes part in the phenomenal changes present because of technology. With the different advancements, people, especially the digital natives, are ecstatic to witness the things technology offers.

Nowadays, it is no wonder that Information and Communication Technology or commonly known as ICT had made its way into the educational system as technology flourishes. Curriculum demands students must be taught to use computers early on so as they progress to higher education, they are then adept in utilizing both software and hardware and communicating information in a meaningful way. Since the learners of today are digital natives, capturing and maintaining their attention is a challenging task. So, ICT is used in all of the subjects that the students are taught, whether it be English, Science, Math, MAPEH, Filipino, Social Science and others. Its aim is to improve and increase the quality, accessibility and cost-efficiency of the delivery of instruction to students according to Albirini (2006).

Managing a classroom of various attitudes and interests also affects the teaching-and-learning process in ways that may deter the learning of the students. However, since they are no longer bounded to the limited curriculum and resources, despite the differences they all agree on one thing: they are very-well acquainted with the different functions of ICT. Thus, they are more on hands-on activities in a technology-based subject
which stimulates their understanding, making them more focused and well-behaved. According to Finger and Trinidad (2002), ICT offers various interesting ways including educational videos, mind-mapping, storage of data, stimulation, the usage of databases, guided discovery, brainstorming, music, World Wide Web (www), brainstorming, music, that will make the learning process more fulfilling, meaningful and thus, satiating the needs of the digital natives.

With the effective utilization of ICT in the curriculum, an active learning environment is more likely to be interesting and effective for students as compared to the traditional ones. David Wong, as mentioned by Hopler (2018), new technology is not good or evil in and of itself; it’s all about how people choose to use it. If we are to increase the competencies of our digital natives effectively and efficiently, as well as helping them be more focused and well-behaved, ICT integration is a vital thing we need to consider.

References: