TEACHNOLOGY

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“My challenge to you is to think about how to place the evolution of learning technologies in comparison with the progress from technology – aided theater to cinema and beyond. It’s almost inevitable that a new technology would be first used by grafting it onto existing practices. Thus, the computer gives rise to computer assisted teaching and the Internet to online teaching. In principle, these concepts are equivalent to technology – aided theater quoted by a mathematician and is internationally recognized as the seminal thinker regarding computers and pedagogy for children” – Seymour Papert (2012)

The K to12 program aims to have learners who have 21st century skills. These skills are to be used to have globally competitive learners. Learners who can cope with what the world wants and needs.

But what does 21st century skills really mean?

According to DepEd it is the information and media literacy skills, communication skills, and life skills, among others. And they want to embed it in different grade levels and different learning areas. And one of these skills is the use of technology in our daily lives as individuals and as educators.

Teaching with the use of technology, providing materials and giving information with the use of technology is already a necessary thing for us. If we want learners with 21st century skills we must also be 21st century educators.

This was quite challenging for a teacher to know how to use the computers, to know how to work with spreadsheets, processors and slides. Learning how to do it and
teaching the students to do it. These are problems before that we are now being solved. These skills in technology must be learned not only because they are needed to be followed but also because of the passion for teaching and the eagerness to have quality education for the learners.

These changes include blended learning and digital learning materials:

BLENDING LEARNING

According to mindflash.com, “blended learning is a term increasingly used to describe the way e-learning is being combined with traditional classroom methods and independent study to create a new, hybrid teaching methodology. It represents a much greater change in basic technique than simply adding computers to classrooms; it represents, in many cases, a fundamental change in the way teachers and students approach the learning experience. It has already produced an offshoot – the flipped classroom – that has quickly become a distinct approach of its own.”

An approach wherein teachers and students will still have in-person activities inside the classroom and also have online learning materials, usually recorded video instructions by the same teacher. And the traditional “teacher” was changed to the word “facilitator”, bringing with it a slightly different focus. The facilitator points on empowering students with the skills and knowledge required to make the most of the online material and independent study time, guiding students toward the most meaningful experience possible.
DIGITAL LEARNING MATERIALS

Digital learning materials are study material that are in digital format such as e-textbooks, e-workbook, educational videos, learning games and applications, etc. that can be used to enhance the knowledge with enjoyment and multisensory engagement.

MH Lin, 2017 concludes that digital learning presents better positive effects on learning motivation than traditional teaching does, shows better positive effects on learning outcome than traditional teaching does, and that learning motivation reveals significantly positive effects on learning effect in learning outcome, and appears remarkably positive on the learning gains and learning outcomes.

Teaching and learning can be fun and easily done with the help of technology. And for us have enjoyment out of it, we must learn to accept that teaching with the technology is now part of actual learning process – it easily gives information and can make traditional teaching and learning process more enjoyable.

References:


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