teaching naked

How Moving Technology out of your College Classroom will Improve Student Learning

José Antonio Bowen

Key Ideas
Value of Classroom Education = Faculty Interaction
Technology is a tool, not a strategy
Learning is about **change**

A new 3Rs: Relationships, Resilience and Reflection
Smart is the ability to change your mind
Thinking, Design and Integration are now more important

New Digital Landscape: Technology = three major changes:

1. **Relationship to Knowledge**: More abundant but less reliable
   Digital Content for First Exposure: Google, YouTube, Khan, OpenYale,
   Podcasts: *Teach to the many, not to the middle*.

2. **Social Proximity**: assumptions about access and support
   GenZ is DIFFERENT
   Laptops vs. Phones
   Create more class time & Email as a teaching tool
   Virtual Office Hours (Skype, Google+Hangout, Spreecast, Join.me, ooVoo)
   Facebook Basics: Profile (friend); Page (like); Group (join)

eCommunication Policy
  • The best way to contact me is: _____ (email, FB, Google+, LinkedIn)
  • I will respond to e-mail (or FB chat, messages etc.) within _____ hours,
      except on ____ or between _____ (9pm and 9am etc.)
  • I am online (FB/Skype/Twitter) _____ on ____days and also available for _____
  • If you want an individual (physical/Skype/chat) appointment _____ me
  • I accept/do not accept Skype/Facebook/LinkedIn friend requests (until graduation).

3. **Customization and Gaming**: Learning as "pleasantly frustrating"
         Urgency, Focus, Curiosity, Optimism

2. Learning is S. W. E. E. T. Sleep, Water, Exercise, Eating and Time
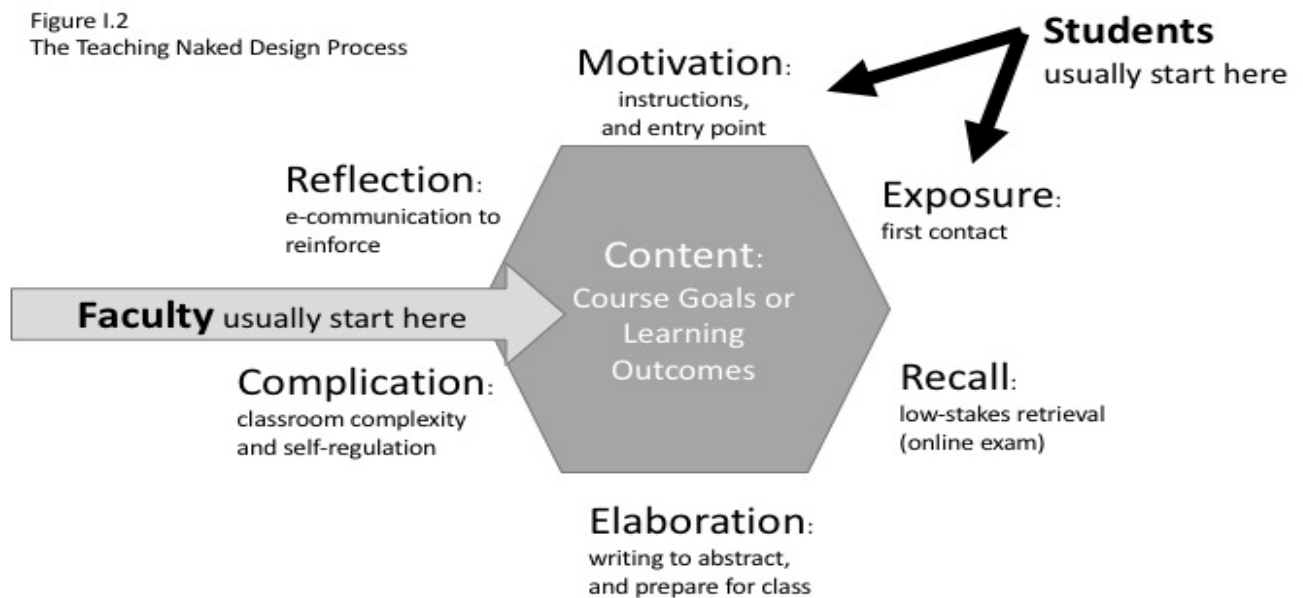
The one who does the work, gets the benefit.
Teachers are really "**cognitive coaches**"
Teaching is a DESIGN problem: to motivate, inspire and guide

Make It Stick: The Science of Successful Learning. (Brown, Roediger & McDaniel (2014)
- **Concrete and Personal** (matters to me, examples)
- **Knowledge is Necessary** (but not sufficient)
- **Retrieval and Self-Testing** (online exams, games)
- **Elaboration** (connections, analogies, writing)
- **Abstract** (extracting rules, larger context, mental models)
- **Failure** (add difficulty, attempts before solutions, feedback)
- **Interleaving** (varied practice, space out practice)

Teaching Naked Design Process

Figure I.2
The Teaching Naked Design Process

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New Technology Means
Thinking is more important
Course design is more important
Integration is more important
Teach Naked. Change a Mind.

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