Unit 4, Aikaterini Fragkou

**Allan Collins' and Richard Halverson's *Rethinking Education in the Age of Technology* invites us to think about big themes in the history of education against the backdrop of the prospects for schooling. *Edutopia* is a popular website displaying "What Works" in education. Choose one of the eight categories of educational experience as explained by Collins and Halverson in Chapter Six (and listed in 4.6) and write an essay of approximately 750 words showing how it is represented in a selection of resources at *Edutopia*. How many resources constitute a "selection"? Use as many as you need to demonstrate that *Edutopia* offers us something useful--if you think it does--about the category of educational experience you have chosen. There is no need to be exhaustive in a brief paper. The key is showing that you have investigated the website by probing a selection of resources and reporting on them in suitable detail for a particular purpose. We can be critical "readers" of websites--evaluating what they offer--much the way we go about looking into texts.**

Developments in technologies have often played a critical role in bringing about social as well as institutional change (Collins A. Halverson R.: 9). This paper will give me the opportunity to examine the educational experience ‘From Home to School to Anywhere’ as illustrated by Allan Collins and Richard Halverson and how *Edutopia* helped me in defining this issue.

One undeniable truth is that technology does transform any aspect within all sectors of life and in this case the education sector. Reading, interacting, learning, studying, writing are a few aspects of education that are found transformed and some times replaced by newly created digital tools. This shift from the apprenticeship era to the universal schooling era caused alterations in many areas within education.

What I have chosen to examine for this paper is ‘From Home to School to Anywhere’. Choosing to examine the location where education have taken place over centuries is a tool for understanding the extent to which technology has altered education overall. In the apprenticeship era, most work was compromised of household and domestic industries (Collins A. Halverson R.: 99). The main source of education for children was the home and/or the nearby places around it.

On the contrary, nowadays, education is moving into many different venues in which learning materials are available through the Internet. Learning is not restricted any more to home, farm, or school. This engagement with learning activities can occur anywhere and anytime. This connectivity is spreading rapidly (Collins A. Halverson R.: 100). In other words, the location within education takes place has expanded and learning can occur in any social environment where wireless connection is on.

For instance, references of students are available in which they argue that they do not read books. They do not have time to do so, moreover, they use reliable sources like Sparknotes to get their essays done on time (Frontline: video).

The mission of educators is to prepare students to communicate in this emerging world using different media with people who do not share the same cultural assumptions. Students need to learn to communicate in all these different contexts. Educators should work to integrate as well as manage these new communities of interest technologies into their classroom (Collins A. Halverson R.: 13).

Edutopia provides educators lists of articles and videos of the know-how educational leadership. This source proved also quite helpful under the category that I have chosen for this paper on the shifted location of learning. Teacher development, technology, classroom management skills are few among the many links provided to all educators with one click on *Edutopia*.

It is like an immediate learning environment for educators. In the case I have examined above I found a selection of articles that worked as an instructional tool to launch students as smoothly as possible to the ‘anywhere’ learning environment. For example, articles such as ‘Classroom Management in Tech Equipped Classroom’ (Edutopia: online) demonstrating the issue of strategies and how to control distraction by technology is highly related to the category I have chosen above. It provides the educator with discussions and insights on how to handle highly technological classes and to avoid the distraction of students by the powerful tool called the ‘Internet’.

The ‘Common Core Standards’ (Edutopia: online) article was found to be relevant to the dislocation of learning. Internet and wireless connectivity does give to children the opportunity for their voices to be heard. Particularly, this article analyses so-called ‘Abode Voice’ (Edutopia: online) in which children start their story telling using digital storytelling tools. This post demonstrates what Collins and Halverson try to pursue in the above shift from ‘home education to anywhere education’.

At the beginning of the paper I have talked about a selection of articles from *Edutopia* relevant to the ‘Location’ category I have chosen. Edutopia provided me with a selection since I did not find only articles related to my specific issue but rather all the aspects covering education in the 21st century. For example, useful article would be also ‘Deliver Critical Feedback Peacefully’ (Edutopia: online). Under this section, I have found precise instructional strategies to avoid being angry when giving feedback to students.

These complex and multifaceted cases are burdensome for teachers, not only because the circumstances themselves are not easy to get with but also because the nature of the educator is idealistic; he/she has vision of a better world (Kennedy M. M.: 1). Such source as *Edutopia* works, based on my opinion, as a digital help that educators should make use of in order to succeed in their practice setting. The purpose of that paper was to illustrate such argument with the use of the above book. After all, nobody is in charge of the tremendous consequences of children using the Internet (Frontline: video).