

The logo for edutopia, featuring the word "edutopia" in a white, lowercase, serif font on an orange rectangular background.

THE GEORGE LUCAS EDUCATIONAL FOUNDATION

Education Nation: 6 Leading Edges of Innovation in Schools

**Learning Int'l Networks Consortium (LINC)
MIT, Cambridge, MA**

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THE GEORGE LUCAS EDUCATIONAL FOUNDATION

Imagine an Education Nation, a learning society where education is the highest national priority, on par with a strong economy, high employment, and national security.

Where resources from public and private sources fund a “ladder of learning” from “preK through gray” ...where learners take courses through formal institutions and take advantage of informal institutions of museums, libraries, youth groups, parks, and the media.

School Life = Real Life

“From the standpoint of the child, the great waste in the school comes from his inability to utilize the experiences he gets outside the school...within the school itself while, on the other hand, he is unable to apply in daily life what he is learning at school.”

John Dewey, The School and Society lecture,
University of Chicago, 1899

Look to the Edges

“We must regrind our lenses to monitor the periphery, the edges of our business. At these edges lie the richest opportunities...where one company interfaces with another entity ... geographic edges...emerging economies of China and India...edges between generations, younger consumers and employees learning and collaborating. The edges will reshape and eventually transform the core.”

John Hagel III & John Seely Brown,
The Only Sustainable Edge, 2005

MILTON CHEN

Foreword by GEORGE LUCAS

EDUCATION NATION



SIX LEADING EDGES
of INNOVATION *in our* SCHOOLS

edutopia™

THE GEORGE LUCAS EDUCATIONAL FOUNDATION

6 Leading Edges of K-12 Innovation

- 1. Thinking**
- 2. Curriculum & Assessment**
- 3. Technology**
- 4. Time/Place**
- 5. Co-Teaching**
- 6. Youth**

1. The Edge of Our Thinking: Ending the Education Wars

From Either/Or to Both/And Hybrids

- Phonics vs. Whole Language
- Tests vs. Authentic Assessment
- Learning in Nature vs. Technology
- 21st C. Skills vs. Core Curriculum

2. The Curriculum Edge

- Physics First, Then Biology
- Project-Based Learning in AP
- Globalizing the Curriculum
- Bilingual Education for All
- Authentic Assessment from Abroad



WALTER PAYTON COLLEGE PREP

MATH, SCIENCE, & WORLD LANGUAGE ACADEMY

[Sweetness Day! 3/4!](#)

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[Parents](#)

[Students](#)



Web Announcements

Humanities Fest

Posted: Monday, March 08, 2010

Sponsored by Payton's English department and open to the entire Payton

Design your program here: [Sound Program](#)



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Core Concepts ▾

Videos

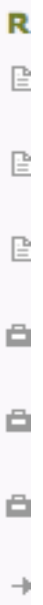
Blogs ▾

Groups

Education Takes on a Global Dimension

New doors open as students at Chicago's [Walter Payton College Prep](#) learn an international perspective reinforced by four years of language study, global videoconferences, and travel abroad.

✉ Forward ↻ Share 💬 Comments(17) 📡 Comment RSS



3. The Technology Edge

- Weapons of Mass Instruction, 1:1
- iPod, iListen, iRead
- Wiki-Based 8th-Gr. US History
- Intelligent Text
- Assistive Technology/
Universal Design
- Serious Games

4. The Time/Place Edge

- Schools as “Prisoners of Time”

www2.ed.gov/pubs/PrisonersOfTime/Prisoners.html

- A New Day for Learning, Beyond the Bell

www.newdayforlearning.org

www.edutopia.org/new-day-for-learning

- School Gardens

- Place-Based Learning: Museums, Parks

- Placing New Schools

5. The Teaching Edge: Co-Teaching

- Reading, Writing & Rossini
- Aviation High, Seattle, Boeing
- Parents as Co-Educators
- Linking Home & School

6. The Greatest Edge: Today's Youth

- 95% of Stakeholders
- Digital Learners Carrying Change in their Pockets
- Generation YES: Students as Teaching Assistants (genyes.org)
- Edutopia's Digital Generation
www.edutopia.org/digital-generation

Dive into
the future
of learning



Enter your kids' digital world

DIGITAL
GENERATION
PROJECT



- Home
project overview
- Youth Portraits
explore their digital worlds
- Educators
see how learning is changing
- Parents
providing support at home
- Common Themes
ways youth use digital media
- Features
in-depth articles
- Library
quick access to all DG content
- Share
make an impact

Explore Youth Profiles



Cameron, Age 11
Indiana
Video Producer, Gamer



Nafiza, Age 18
New York
Video Producer, Activist,
Social Networker, Gamer



Luis, Age 18
Oregon
Video Producer, Teacher

The Digital Generation Project is produced with support from the John D. and Catherine T. MacArthur Foundation.

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WHAT WORKS IN PUBLIC EDUCATION

Core Concepts

Special Reports

Blogs

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Magazine



•• Virginia
Age 14 | Georgia
Blogger, Social Networker, Teacher

"I'm teaching young elementary kids how to stay safe online."

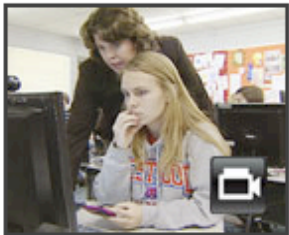
▶ WATCH HER STORY NOW

DIGITAL GENERATION PROJECT



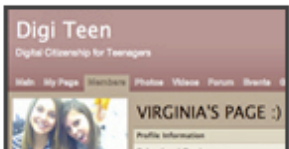
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Explore Virginia's Digital World



Harness Your Students' Digital Smarts

Innovative teacher Vicki Davis leverages wikis, blogs, digital storytelling, podcasts, virtual worlds, and other digital tools to connect students in rural Georgia to the world.



Student Work: Digiteen Blog

As part of the many collaborative projects in Vicki Davis's ninth-grade class, Virginia writes posts and communicates with students around the world through the Digiteen blog.

The Digital Generation Project is produced with support from the John D. and



•• Luis
Age 18 | Oregon
Video Producer, Teacher

"I really enjoy technology because it's a better way to find out information and use that information for my community, not just for myself."

▶ WATCH HIS STORY NOW

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Explore Luis's Digital World



4-H Goes Digital

The Tech Wizards after-school program uses technology to introduce Latino students to careers and educational pathways in science, technology, engineering, and math.



Student Work: Street-Tree Inventory

Luis and his peers in the 4-H Tech Wizards program used personal digital assistants (PDAs) and geographic information system (GIS) technology to collect tree data and generate computerized maps for the City of Hillsboro Planning Department

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