Education Nation:
6 Leading Edges of Innovation in Schools

Learning Int’l Networks Consortium (LINC)
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Milton Chen, Ph.D.
Senior Fellow
George Lucas Educational Foundation
San Francisco Bay Area
milton.chen@edutopia.org
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
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
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.
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
Virginia
Age 14 | Georgia
Blogger, Social Networker, Teacher

“I’m teaching young elementary kids how to stay safe online.”

EDUCATION: Digital Generation Project

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.

edutopia.org/digital-generation
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.”

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 Hillshom Planning Department

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