



**MONTCLAIR
STATE
UNIVERSITY**



Learning 2.0: From Preschool to Beyond

MSU Conference Center

May 17, 2008

9:30 am - 5 pm

Sponsored by:

the College of Education and Human Services

the Department of Early Childhood, Elementary, and Literacy Education

the Center of Pedagogy, and the

Improving Teacher Quality Partnership

Many thanks to -

Dr. Susan Cole, President
Dr. Richard Lynde, Provost
Montclair State University

Dr. Ada Beth Cutler, Dean
College of Education and Human Services

Dr. Tina Jacobowitz, Chair
Department of Early Childhood, Elementary, and Literacy Education

Dr. Jennifer Robinson, Director
Center of Pedagogy

Ms. Cheryl Hopper, Director
Montclair State University Network for Educational Renewal

Ms. Debra Ward-Whitlock, Project Coordinator
Improving Teacher Quality Partnership

Dr. Dana Wilber and Dr. Michele Knobel
Conference Coordinators

Ms. Carla Engstrom
Visiting Professor

Will Kochis
Graduate Assistant

Conference Keynotes

Michele Knobel

is Professor of Education at Montclair State University (USA), where she co-ordinates the graduate and undergraduate literacy programs, and an Adjunct Professor of Education at Central Queensland University (Australia). She has worked in teacher education in Australia, Mexico, Canada and the USA. Michele's research interests include school students' everyday literacy practices and digital technology use. Her recent books include *New Literacies: everyday practices and classroom learning* (with Colin Lankshear, second edition, Open University Press), an edited collection called *A New Literacies Sampler* (with Colin Lankshear, Peter Lang Publishing), and *A Handbook for Teacher Research* (also with Colin Lankshear, Open University Press). She is joint editor (with Julie Coiro, Colin Lankshear and Don Leu) of *The Handbook of Research on New Literacies* (2007).

Colin Lankshear

is Professor of Literacy and New Technologies at James Cook University in Australia and a Visiting Scholar at McGill University, Canada. His current research, writing and teaching interests are mainly in the area of social practices mediated by new computing and communications technologies. He is the author and editor of numerous books, chapters, and articles in the areas of literacy studies and educational appropriations of new technologies. His books include *Literacy, Schooling and Revolution* (1987/1989), *Changing Literacies* (1997), *The New Work Order: behind the language of the new capitalism* (with James Paul Gee and Glynda Hull, 1996), *Teachers and Technoliteracy* (with Ilana Snyder, 2000), and several books with Michele Knobel, including *A Handbook for Teacher Research* (2004), *New Literacies* (2003, second edition 2006) and *A New Literacies Sampler* (2007). He also joint edits book series for Peter Lang Publishing ('New Literacies') and Paradigm Press ('Interventions').

Dana Wilber

is an Assistant Professor of literacy and coordinator of the Associate Library Media Studies Program at Montclair State University in New Jersey, USA. She received her doctorate in communication and education, with a focus on new literacies, from Teachers College, Columbia University in 2005. Her research interests include the new literacies practices of adolescents, particularly high school and college students as well as the specific uses of collaborative technologies like blogging, wikis, and social networking sites. She has written about new literacies research and theory in a variety of publications including the forthcoming *Handbook of Research on New Literacies*, the second edition of the *Handbook of Literacy and Technology*, *Educational Technology* magazine, *INNOVATE* online journal, and *Theoretical Models and Processes of Reading*. She is hard at work on a book tentatively titled *iWrite: Understanding Writing in a Networked World* for Heinemann Books.

Conference Schedule

Registration 9-9:30 am

Conference Center, University Hall -- Seventh floor

all keynotes and lunch also will be in the Conference Center

Welcome 9:30-9:45 am

Dr. Tina Jacobowitz, Chair, Department of Early Childhood, Elementary, and Literacy Education

Opening Keynote 9:45-10:15 am

Dr. Dana Wilber, Department of Early Childhood, Elementary, and Literacy Education

Closing Keynote 3:15 - 4 pm

Dr. Michele Knobel, Department of Early Childhood, Elementary, and Literacy Education

Dr. Colin Lankshear, School of Education James Cook University (Cairns Campus, Australia) and Faculty of Education, McGill University (Montreal, Canada).

Simultaneous sessions

Session 1: 10:30-11:15 am

Digital Backpacks: The Tools for Teaching the NExT Generation of Learners

Donna DeGennaro, Gregg Festa, Joe Russo, Montclair State University

Teachers from East Orange School District

ADP Center, UN1143

Digital Backpacks is an innovative professional development program for East Orange Middle School Teachers. The professional development is organized around digital tools (laptop, doc cam, cameras, projectors, etc.), educational resources, and professional support to assist in educating the next generation of learners. In this session, teachers from the program will describe their experience with the program, and the challenges and successes of the implementation of these tools in their classrooms.

Second Life: Virtual Environment as Pedagogical Tool

Laura Nicosia and AJ Kelton, Montclair State University

ADP Center 1145

With the rapid changes in technology and their impact on our culture comes the need to look at new and evolving ways to reach those we teach. Multi-User Virtual Environments (MUVEs), such as Second Life, can allow learning to occur in ways that were previously not possible. This session will present a brief introduction to Second Life, provide examples from actual implementations at the college level, and will examine potential uses in education.

Virtual worlds are not new. In the past, most of the more popular tools have had a “gaming” focus, meaning there were specific rules and goals. Second Life is different in that the user creates and owns the content and has a degree of self-determination with how one interacts with everything in the virtual world.

We are all familiar with the learning styles of the generation tagged with the name “millennials” —those highly social multi-taskers who have always known the internet, video and computer games, laptops, notepads, cell phones, PDA’s and iPods. These ubiquitous tools have cultivated learning dispositions that demand engaging visuals and cutting-edge technologies and have created the need for 21st Century skills that are founded upon multi-modal literacies rather than those solely dependent upon print.

There is a large and growing educational community involved in Second Life and Linden Lab, the creators of Second Life, has gone to great lengths to make this virtual environment education-friendly. We invite attendees to ponder the virtual possibilities.

Multimedia Sportswriting for Middle-School Students

Erik Jacobson, Montclair State University
UN1040

This presentation will focus on Write on Sports, a program for middle-school students that uses sportswriting as a way to increase students’ writing skills and their sense of themselves as writers. As part of the project students learn about different genres of sportswriting and work in a variety of media – print, video broadcasting, and blogging. The presentation will include an overview of the program and examples of the students’ work. This will lead to a discussion of how working across formats on the same topic (in this case, sportswriting) improved students’ knowledge of how each format provides distinct opportunities and requires certain skills.

Session 2: 11:30 - 12:15 pm

“TECHNOLOGY!!” It’s not just computers anymore

Vince Walencik, Christine Apostolatos, Marisa Bianco, Audrey Grossman, Victoria Keating, Vanessa Milin, Michelle Osorio, Liliana Ruiz, Adrienne Spano, Mary Morrow, Montclair State University

UN3002

The word “technology” is one of the most misunderstood words in education. This session will focus on how children create “technology” and how educators can incorporate Children’s Engineering Pre-k to 5th grades.

Google Sketch-up and Design in a Technology Classroom – Free Applications

Lauren Shohen, John H. Walker Middle School

ADP Center 1143

See how students utilize Google Sketch-Up, a free computer aided design program, to quickly make a 3 dimensional design for projects they will build in class. Discover other ways to use this program in your classroom. The West Point Bridge Design is a free simulation software where students design and then test out different bridge designs. Students compete to get the lowest cost bridge that can withstand forces.

We can all be stars: Video from production to resource

Nicole Tufano and Kelly Mitchell, Montclair State University

UN1040

In this session we present video projects we have completed recently using a number of different techniques to produce or locate video material, and ways of stitching these materials together into a single video. The session will include practical demonstrations of how to make videos, convert video files into compatible formats, and how to access a range of free resources well-suited to classroom use.

Why it’s OK to kill your Sim: Video Games, Simulations, and Learning

Laurence Chandonnet, Debra Geis, Connie Liristis-Wilson, Montclair State University

UN1030

Video games are one of the most important media many children and teenagers interact with each day. While games can be stereotypical and violent, they also present an excellent model of how learning plays out. This presentation discusses learning theories and video games from the perspective of three teachers who learned a video game over the course of a semester and documented that learning on a blog, for a graduate media course. The factors of games that contribute most to learning -- i.e. differentiation, feedback, challenge, user control, and literacy will be discussed.

Lunch and point/counterpoint discussion
Learning 2.0: Raising some questions
Rich Wolfson, Erik Jacobson, Montclair State University
12:15 - 1 pm Conference Center, Seventh Floor, University Hall

Session 3: 1:15-2 pm

Teaching to Learning Styles: A Study of Outcomes for the Adult Learner

Patty Kahn, Montclair State University
UN3008

Conflicting viewpoints about whether instructional strategies that complement different learning styles yield improved learning. At Montclair State University, a study was conducted addressing this conflict. This presentation will show the online learning environment and instructional activities that complemented specific learning style paths. Findings show that students who participated in the activities that complemented their learning style paths demonstrated better learning outcomes as opposed to those who did not.

It's Not Rocket Science:

How to Easily Incorporate Video Podcasting into Your Pedagogy

Edina Renfro-Michel, Montclair State University
UN1030

As an assistant professor of counseling, I am continuously challenging myself to develop new ways to improve classroom time management, increase classroom discussion and collaboration without reducing course content. Additionally, it is important to address a variety of learning styles, while working with students who have a variety of technological competence. One of the ways I address these issues in my courses is to provide video podcasts of my PowerPoint lectures. This presentation will address the use of video podcasting, the effects it has on time management, pedagogy, and student learning. The presenter will encourage participants to share their knowledge of podcasting during an open discussion of technology use in education.

Facebook and the College Experience

Rinam Shah, Ryan Buchmiller, Tiffany DeAlves, Maulik Sadhara, Dana Wilber, Montclair State University
UN3006

This presentation will show Facebook from the perspective of students at MSU who use it daily. We will describe how the site works, the kinds of things we do with it, and some of

the positive and negative aspects of Facebook as a part of our college experience. A faculty member who is also on Facebook will contribute her perspective on using the site to communicate with students.

Session 4: 2:15-3 pm

Online Learning and Motivation

Suzanne McCotter, Montclair State University
UN1040

A key aspect of learning, for students of all ages, is becoming intrinsically motivated to learn the material and become engaged in the process. This study compares the various aspects of motivation for students in both hybrid and face-to-face classes. Surveys and open-ended responses provide insight into students' perceptions about key characteristics of motivation such as pressure/tension, interest/enjoyment, perceived competence, and value. The presentation will also describe the strategies used to effectively facilitate motivation and engagement in online learning.

Broadcasting and Making Games from SCRATCH

Norm Sutaria, Glenfield Middle School
UN1030

Wouldn't it be great to deliver a computer-based lesson and have students access an "instant replay" so they could review step-by-step directions when needed? Jing, a free cross-platform application, allows educators to create screenshots and screencasts that can be delivered via a class website or CD-ROM. This workshop will profile one middle school educator's use of Jing to compliment, reinforce and differentiate instruction in his classroom. <http://www.jingproject.com>

Middle school students are incredibly sophisticated and savvy when it comes to the videogames they play when the school day ends. What many of them don't realize, however, is that they have the ability to create games while simultaneously honing their logic, programming, storytelling and math skills. Attend this workshop to learn about how to program with SCRATCH, a free, cross-platform program from M.I.T. where students create characters, backgrounds, games and presentations. <http://scratch.mit.edu>

WebKidz: Strengthening school-family ties through classroom blogging

Traci Weston and Innes Borstel

ADP Center 1145

The unique nature of a blog—the immediacy of posting, pithy digital images, multiple perspectives, and ubiquitous access through the net—has truly changed the nature of communication in the 21st century. Presenters will show and discuss their blogs from their infant and toddler classrooms. These blogs have helped build a sense of community within their classrooms by providing an open window into the classroom, and a forum for dialogs between parents and staff. The presenters will talk about the practical aspects of setting up a blog, including: setting permissions to limit access, posting pictures and video clips, monitoring posts, and other cool stuff. They will discuss how to engage and involve parents and other staff to make the blog truly interactive.

Session 5: 3:15-4 pm

Students as Content-Creators, Podcasting as the Curriculum

Chris Shamburg, New Jersey City University
UN1030

This session will present the work done in an online high school English course "Podcasting and Creative Audio" (<http://podcourse.blogspot.com>). It will challenge participants to think of podcasting as a major 'text' in language arts education. Novice and experienced podcasters will have models and lessons for the substantive use of podcasting for English, language arts, and humanities education. Student-generated podcasting was not an isolated unit or add-on but the main focus of the course. And, despite the focus on technology, this was not a technology course but a language arts course. Participants will learn about the pedagogical rationales for the individual projects--projects such as audio tours, media reviews, audio memoirs, and audio dramas. Participants will also see how the projects were developed and sequenced in a way that increased the students' skills at organizing and synthesizing information and media from a variety of sources. The presentation will cover the pedagogical, technical, and ethical issues of this course.

Google Page Creator for the Classroom Teacher or Student

Wayne Rush, Grover Cleveland Middle School
ADP Center 1143

Create your own web pages, quickly and easily. Google Page Creator is a free online tool that finally makes it easy for anyone to create and publish useful, attractive web pages in just minutes. As you edit your page, you're seeing exactly what it will look like when other

people see it. No complex tools to learn. No web designers to hire. This really is a do-it-yourself project that works.

New literacies in old spaces: A transformative relationship

Lalitha Vasudevan, Teachers College Columbia University
UN3008

Definitions of literacy and learning that operate in schools today are often far removed from the actual practices in which children and youth engage. This dichotomy is especially true in urban institutions whose assessment practices are under heavy surveillance and regimentation. However, cultural narratives such as the "digital divide" and the "literacy crisis" are being challenged by the participatory, engaged, and multimodal communication practices of the current web 2.0 cultural revolution. This presentation will draw on examples from multimedia storytelling research to respond to the question: How can we push past "old" meanings of literacy so that we might transform existing educational contexts into meaningful literacy and learning spaces?

Key to Locations

UN = University Hall

ADP Center = Computer and Resource Center, first floor University Hall

Conference Center = Seventh floor University Hall