

TO LEAD CALIFORNIA ADULT EDUCATION IN THE INTEGRATION OF TECHNOLOGY INTO THE EDUCATIONAL PROCESS, ULTIMATELY EMPOWERING LEARNERS TO MEET THEIR ACADEMIC, EMPLOYMENT AND CIVIC GOALS.

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PRESENTATION TITLE

USING TECHNOLOGY TO AMPLIFY STUDENT VOICE

TECH TOOLS TO SUPPORT VOICE

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TODAY WE WILL....

AGENDA



- VIEW AND DISCUSS STUDENT VOICE CONTINUUM
- DIFFERENTIATE AND DEFINE THE LEVELS OF STUDENT VOICE
- DISCUSS APPROPRIATE TECHNOLOGY TOOLS TO AMPLIFY STUDENT VOICE IN THE CLASSROOM SETTING



OUR STUDENTS

"SOME STUDENTS ARE MORE THAN READY TO SAY
WHAT'S ON THEIR MINDS. OTHERS ARE RELUCTANT AND
EVEN AFRAID TO SPEAK OUT... STUDENTS MAY NOT BE
AWARE THAT THEY EVEN HAVE A VOICE... AND/OR HOW TO
MAKE THEIR VOICES HEARD... SCHOOL STAFF MUST
CONTINUOUSLY FOCUS ON ENABLING STUDENT VOICE
AND PARTICIPATION."



STUDENT VOICE

THOUGHTS, VIEWS AND OPINIONS OF STUDENTS ON AN EDUCATIONAL JOURNEY¹

ANY EXPRESSION OF ANY LEARNER ABOUT ANYTHING, ANYWHERE, ANYTIME RELATED TO LEARNING, SCHOOLS OR EDUCATION²



WHY

CREATE A STRONGER SENSE OF:

- Membership (being a part of something)
- Respect and self-worth (who am I how do I fit in)
- Self as learner (manage learning)
- Agency (impact things that matter)

IT ALSO ASSISTS WITH THE INVOLVEMENT OF DISENGAGED AND UNDERACHIEVING STUDENTS¹



STUDENT VOICE CONTINUUM

THE SPECTRUM OF STUDENT VOICE ORIENTED ACTIVITY

Students articulating their perspectives	← → Students involved as stakeholders ← →	Students directing collective activities
Students as data sources	← → Students as collaborators ← →	Students as leaders of change

Expression	Consultation	Participation	Partnership	Activism	Leadership
Volunteering opinions, creating art, celebrating, complaining, praising, objecting	Being asked for their opinion, providing feedback, serving on a focus group, completing a survey	Attending meetings or events in which decisions are made, frequent inclusion when issues are framed and actions planned	Formalized role in decision making, standard operations require (not just invite) student involvement, adults are trained in how to work collaboratively with youth partners	Identifying problems, generating solutions, organizing responses, agitating and/or educating for change both in and outside of school contexts	(Co-)Planning, making decisions and accepting significant responsibility for outcomes, (co-) guiding group processes, (co-) conducting activities

Most student voice activity in schools/ classrooms resides at this end of the spectrum.

The need for adults to share authority, demonstrate trust, protect against co-optation, learn from students, and handle disagreement **increases** from left to right.

Students' influence, responsibility, and decision-making roles **increase** from left to right.

- Expression
- Consultation
- Participation
- Partnership
- Activism
- Leadership



EXPRESSION

 In the expression phase, students begin creating a personalized learning plan with a shared resource between the teacher and student.





TECH TOOLS SUPPORTING EXPRESSION

RESPONSIVE TOOLS OR TEACHER DRIVEN DISCUSSION TOOLS





Kahoot, Nearpod, Plickers, Socrative

- •Real time feedback given to adjust instruction on the spot
- •Prior knowledge determined through pretests
- •Fast responses, grading, and data can be graphed



Teacher-Driven Discussion Tools: <u>Google Classroom</u>, <u>Padlet</u>, <u>Flipgrid</u>, <u>Microsoft</u> <u>Teams</u>

Allows teachers AND students to communicate and discuss

- •Two way communication with teachers and peers
- •Rich student discussions allow the use of accountable talk

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- •Students exposed to others' point of view
- •Allows explanation of thinking rather than right or



CONSULTATION

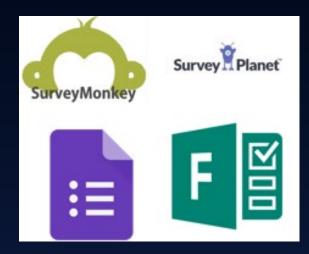
 During the consultation phase, conversations begin to occur between teacher & student to identify strengths, interests, and learning challenges. This set of digital tools allow teachers to manage many students at various levels.





TECH TOOLS SUPPORTING CONSULTATION

SURVEYS OR ADAPTIVE LEARNING TOOLS



Surveys:

<u>SurveyMonkey</u>, <u>SurveyPlanet</u>, <u>Google Forms</u>, <u>Microsoft Forms</u>

- •Develop personal learning plans for students
 - Ask about interests, strengths, and challenges that they may face
- •The information will be sorted and can customized and searchable
- •Surveys fit specific standards and strategies



Adaptive Learning

Freckle, Zearn, iXL, LearnZillion

- Progression in these programs will identify
 - areas of strength
 - remediation needs
- •Progress through different standards at different levels
- •Analyze data in the programs
- •Show data when discussing and identifying next steps
- Can continue working on growth standards and



PARTICIPATION

 THE PARTICIPATION STAGE BEGINS TO MOVE INTO A MORE LEARNER CENTERED PHASE WHERE STUDENTS ARE PLANNING AND MAKING DECISIONS BASED ON PERSONAL GOALS AND INTERESTS. LEARNERS ARE TAKING ON ROLES IN DECISION MAKING IN THE LEARNING COMMUNITY.





TECH TOOLS SUPPORTING PARTICIPATION

BLOGGING OR CREATIVITY TOOLS



Blogging Tools: 365Project, Edublogs, Seesaw, Weebly

- •Can share ideas and have a choice on their writing style
- •Share in many different formats such as drawing, video, notes, or audio
- Can give a polished look
- •Share with class or beyond
- •Express learning or ideas daily
- Reflect on personal learning, articulate thoughts, feelings, and contributing ideas to the world



Creativity Tools:

Lego Stop Motion App (<u>iOS/Google</u>), <u>Do Ink Green</u> <u>Screen iOS App</u>, <u>Microsoft Sway</u>, <u>Scratch</u>

- •Demonstrate ways in which they have developed mastery of the standards in creative ways
- •Choose which presentation tool they use to share learning
- •Increase motivation and engage
- Creativity tools allow for sharing
- •Meet the needs of several learning styles
- Creation fosters increased ownership
- Can create action plan toward goal

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PARTNERSHIP

 PARTNERSHIP IS WHEN LEARNERS BEGIN TO MAKE PLANS THAT CONTRIBUTE TO LESSONS, LEAD, AND TAKE ACTIONS BASED ON THE WORK WITH PEERS. BRAINSTORMING AND LEARNING COMMUNITY DISCUSSIONS BEGIN TO EVOLVE.





TECH TOOLS SUPPORTING PARTNERSHIP

ONLINE LEARNING COMMUNITIES OR DISCUSSION TOOLS:



Online Learning Communities: <u>Microsoft Teams</u>, <u>ClassDojo</u>, <u>Edmodo</u>, <u>Seesaw</u>, <u>Popplet</u>, <u>Minecraft</u>

- •Tools allow students to share with a partner, a teacher, or parent
- •Allow students to connect with peers in an online community
 - inside and outside the classroom
- •Virtual meetings through Skype in Teams
- •Lend themselves to more social and creative learning
- •Can publish their learning in many different ways and can get feedback from peers



Discussion Tools: FlipGrid, Recap, Zoom

- •Documenting and sharing learning independently for review by peers or with the teacher
- •Use these tools collaboratively
- •Can share learning or teach a concept for peers to view
- •Can record questions and have running conversations with peers or teachers on projects based on items or areas of interest
- •Reserved students can have a voice in the transfer of the stands



ACTIVISM

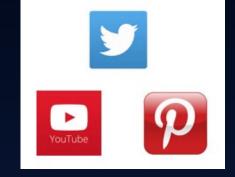
ACTIVISM REQUIRES STUDENTS TO REACH OUTSIDE OF THEIR WORLD AND MAKE CONNECTIONS AND LEARN FROM OTHERS. STUDENTS BEGIN TO REALIZE EACH OTHER'S DIFFERENCES AND THEIR IMPACT ON THE WORLD BY MAKING CONNECTIONS THROUGH SOCIAL MEDIA.





TECH TOOLS SUPPORTING ACTIVISM

SOCIAL MEDIA OR GLOBAL EXPLORATION TOOLS:



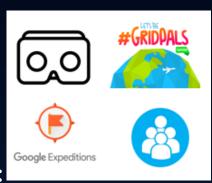
Social Media: Twitter, YouTube, Pinterest

- •Students reach outside the classroom walls and reaching their peers across the globe
- •Large global reach with twitter, YouTube, and Pinterest
 - Reach a wide range of cultures outside of their own
- •Use video response to create a call for action to solve a problem
 - Help generate solutions world wide
- •Create a call to action to benefit others
- •Can create a personal learning network by choosing who to follow and gain information from

Global Explorations:



- •Visit places without leaving the classroom walls.
- •Venture outside the classroom and explore cultures and areas not previously accessible without technology
- •Identify real world problems they could create and solve projects around that tie to standards
- •Build empathy and consideration for others by discussing issues with others
- •Begin to share ideas and generate solutions to problems they see



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LEADERSHIP

THIS IS THE TOP AND MOST LEARNER DRIVEN STAGE.

LEARNERS ARE SELF-DIRECTED AND ARE CREATING AND

MAKING A DIFFERENCE IN THE WORLD. THE TEACHER

BECOMES THE ADVISER AND PROVIDES FEEDBACK AND

SUPPORT.





TECH TOOLS SUPPORTING LEADERSHIP

GENIUS HOUR OR GLOBAL EXPERIENCES TOOLS:





World Wide Workshop, Scratch, and CREATE-YOUR-OWN Google Lit Trips, Google Expeditions, Google Sites

- •Choose own inquiry based question or problem This is going to be something that interest them and excites them.
- •Collect personal research and drive their own learning in order to find a solution to the problem or answer to the question
- •Any tool could fall into this category if it is student



Global Experiences:

We.org, Global Nomads Group, Skype collaborations to meet Sustainable Development Goals

- •Students connect and have resources globally that are filled with projects, examples, and needs
- •Students are able to find a cause that is local and global that is personally interesting and call to action to help others
- •Students to connect with communities that have specific or similar needs



OTHER STUDENT VOICE RESOURCES

- Discover how students' input and expertise can help shape their classroom, their school, and ultimately their own learning and growth.
 - Edutopia
- 8 ways to empower student voice in your classroom
 - *ISTE*
- COURSE Amplifying Student Voice
 - MS Educator Community
- OTAN News Article



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