1:1 Computing

By Kathy Fuller

1:1 Computer Placement

- The risk of ignoring technology & change is far more risky than the risk of being overwhelmed.

  - Many schools are going to open source software to save money (like we have for the operating system-Ubuntu and Open Office)

Eleven Tips for Better Laptop Learners

1. **Make students responsible and accountable**
   - Assign computer#-mishaps are easier to trace
   - Impress importance of careful treatment
2. **Make the activities authentic**
   - Issues that affect their community
   - To be authentic the final product needs to be "used," not merely "turned in."

Tips-continued

3. Embrace your surroundings

- ➢ Laptops mean mobility so move the students around in the classroom
- ➢ Laptops also promote more peer revision with the simple trading of machines

4. Make sure the technology extends the learning

- ➢ NEVER use computers just to use them.
- ➢ Learning accomplished with the technology could not be replicated without it.

Tips-continued

5. Model desired behavior

➢ Take students through the steps of the procedures so they see exactly what they should do.

➢ Be patient with students who may not be tech savvy. (We've all then there!)

Tips-continued

6. Use Web 2.0 tools

- ➢ Use computers as a typewriter
- ➢ Surfing to find information
- ➢ Utilizing collaborative tools
  - ✓ Blogging as a revision tool
  - ✓ Wikis as collaborative documents
  - ✓ Podcasting
  - ✓ Social bookmarking

Tips-continued

7. Provide frequent opportunities

➢ Not once a semester for three weeks instead once a week for a semester

➢ Supplements to curriculum will result in far more learning than 1 mass project

➢ Then colleagues can follow your lead-more exposure for students

Tips-continued

8. Develop structure & framework for lessons

➢ The laptop is merely a tool

➢ Give students specific expectations, due dates, & rubrics (in the form of hard copies or accessible online or both)

Tips-continued

9. Encourage collaboration in both creation & publication

➢ Hallmark of Web 2.0 is collaboration-in class, across town, on the other coast, or around the globe

➢ Thousands of places on the web to publish work and talk about feedback!

Tips-continued

10. Focus on activities that include sight & sound

➢ Include images, both still and animated

➢ Voice-over narration, music

➢ Examples: Digital Storytelling, Scrapblogging, voicethread, & screencasts

Tips-continued

11.A computer for every student?

➤ Sometimes or pairing students on a computer

➤ Teacher needs to make sure both get a chance to "drive."

➤ Warning: 2 is usually the limit! 3 on one station usually results in one getting nosed out.

1:1 Since 2002

- There is quite a bit of research on their use. All of the articles I read supported their use. The only drawback I found was the financial issues of supporting the program. All of the research stress Teacher training and collaboration to make this type of program work.