Marc Prensky

**Digital Native**
- Young X-Y generation, born before 1980s
- Daily access with digital technology
- Fast results, quick results, multitasks, social networking, graphics, liberal

**Digital immigrant**
- Middle Age, Baby Boomers, born after 1960
- Limited or no access
- Detailed results, single task, face to face, prints, conservative,
Digital Natives
Digital Immigrants

Elizabeth Caddell
Maricela Diaz
Phuong Tran
There aren't any icons to click. It's a chalkboard.
Winkey's views

Article 1
- Change in Teaching Methodology
- Promote using learning software as games
- Use technology in all subjects, levels

Article 2:
- Students choose not to pay attention
- Change learning habits or build new skills takes time, practice, new learning ways
- Digital learning game based benefits
Where can a 10 years old have an impact on the world?
"In a Virtue World"

"Why Educators Should Care About Games", Sasha A. Barab, Melissa Gresalfi and Anna Arici, Creators of Quest Atlantis, Teaching for the 21st Century, September 2009 | Volume 67 | Number 1, Pages 76-80
Quest Atlantis (QA)
-An International learning and teaching project that uses a 3D multi-user environment to immerse children, ages 9-16, in educational tasks
- "Transformational play" Theory
  (1) Passive recipient  >  Empowered
  (2) Memorize         >  Apply
  (3) Future knowledge >  Present reality
- Project-based curriculum
  Students = Game Players = Avatars
"Digital Game-Based Learning"
Promote learning Games benefit students:
- Increase academic testing skills
- Promote fun learning ways
- Build new skills for students
- Increase students participation, self-learning time

Require teachers' attention and cooperation
Digital Experience = WONDERFUL

Old Ways = WORTHLESS
Generalization: stereotype of the kid glued to the computer or the television 20 hours a day.

Much more diverse: different backgrounds, no computers, disabilities, not interested, etc.
Titles more specific than "digital native"

* Explorer
* Innovator (Marc Zuckerberg, Shawn Fanning)
* Addict
The computer may be an effective trainer, but is it an effective teacher? According to our textbook the computer is a tool to learn "with" rather than something we learn "from". Learning is a something that is "constructed, not transmitted."
Digital Waste Land

- Poor substitute for the rich flavors, smells and touches of the real world.
- Poor substitutes for face to face communities and the playground.
Digital Waste Land

cnettv.cnet.com/.../9742-1_53-50061053.html
The value of hands-on learning, child-development experts believe, is that it deeply imprints knowledge into a young child's brain, by transmitting the lessons of experience through a variety of sensory pathways. "Curiously enough," the educational psychologist Jane Healy wrote in *Endangered Minds: Why Children Don't Think and What We Can Do About It* (1990), "visual stimulation is probably not the main access route to nonverbal reasoning."
Body movements, the ability to touch, feel, manipulate, and build sensory awareness of relationships in the physical world, are its main foundations." The problem, Healy wrote, is that "in schools, traditionally, the senses have had little status after kindergarten."
"The ‘digital natives’ debate:  
A critical review of the evidence"

Digital Natives are used to quick gratification and "right there" answers that they will choose one of the first links given from a search engine.

They are lacking the use of critical thinking skills and the knowledge to decipher credible sources.
Education does need to adapt and evolve with time, and teachers need to understand the learning styles of their students, but we do not have to assume that our students are incapable of learning from or communicating with the digital immigrants.
**During a study about the brain, students were more actively engaged while searching on the internet than reading printed text.**

**This was also true with adults.**

**The internet brings new experiences, and new experiences alter cognitive capabilities.**
**Putting students at a disadvantage if we are not promoting technology for all students, especially those who have less access**

**Wikis and Blogs can allow for Collaboration**

**Shy or reluctant students become more willing to participate when they can express themselves through an output they agree with**

**Graphics, Sounds, and Colors help engage students in learning**


• Quest Atlantis, http://atlantis.crlt.indiana.edu/
• Video My Quest Atlantis http://www.youtube.com/watch?v=lhF0J9WAlvQ