

Come to the Edge

Andrew Chicoine

SUNY Cortland

"Come to the Edge" is a project that tested and expanded my knowledge of the world of technology. During the processes of completing this project, which was done for EDU 315, I picked up new technological skills that will help me in my effort of becoming a teaching candidate. Students today were brought up with more technology than we were so as a teacher, if I cannot evolve with technology or find new ways to relate with them I will be an ineffective educator. "Today's children are growing up in a rapidly changing digital age that is far different from that of their parents and grandparents" (NAEYC, 2014, p. 1). "Come to the Edge" allowed me to gain the tools necessary to continue to find new applications as technology continues to develop and change.

This project forced me to search the web and find new tools that I did not even know existed. I developed a new positive perspective about technology. The new technological advancements that are being made in society have a place in the classroom and can be used to make educating fun and effective. The five tools that I find to be most effective are Videolicious, Pinterest, Class Dojo, Quizlet, IMovie and Picstitch. All five tools can be used as either projects or interactive classroom activities. These are good because they incorporate the ISTE standards which are essential. Some of the products use more than one. By creating different products, I found new creative ways to incorporate technology in class. This will help get children excited to come to school. My favorite application was IMovie. By having students create an IMovie, the teacher is trying to inspire a student's creativity. Every individual product meets certain standards but the overall project of "Come to the edge" satisfied Standard 1 which states "Facilitate and inspire student learning and creativity Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments" (ISTE). All of

these technological tools have a place in the classroom and they follow the key components of learning and deepen a students understanding.

The increase in technology in classrooms will have students excited to learn again. Many teachers grew up in a time when all these resources didn't exist. By completing "come to the Edge" I realize that with the correct instruction and guidance, us as educators can utilize these different online tools and improve the way we teach.

Reference:

ISTE standards teachers. (n.d.). ISTE Standards. Retrieved September 13, 2015,

from <http://www.iste.org/standards/iste-standards/standards-for-teachers>

National Association for the Education of Young Children [NAEYC] and the Fred Rogers

Center for Early Learning and Children's Media at Saint Vincent College. (2012,

January). *Technology and interactive media as tools for early childhood programs*

servicing children from birth through age 8. Retrieved September 13, 2015

from http://www.naeyc.org/files/naeyc/PS_technology_WEB.pdf