A dark grey background featuring a collage of white, chalk-like sketches of educational icons. These include a globe in the upper left, a large letter 'V' in the top left, a microscope on the left side, a stack of books at the bottom left, a cross symbol, an open book with the word 'calculus' written on it, and mathematical symbols like a percentage sign and an equals sign on the bottom right.

Humans, from infants to the elderly, learn in their own style, in their own time, driven by curiosity. Jacki Gerstein, Ed.D.

The Future of Ed Tech – 4 Ps

Jennifer Malone, Loudon County Schools
January 18, 2016

THE 4 Ps

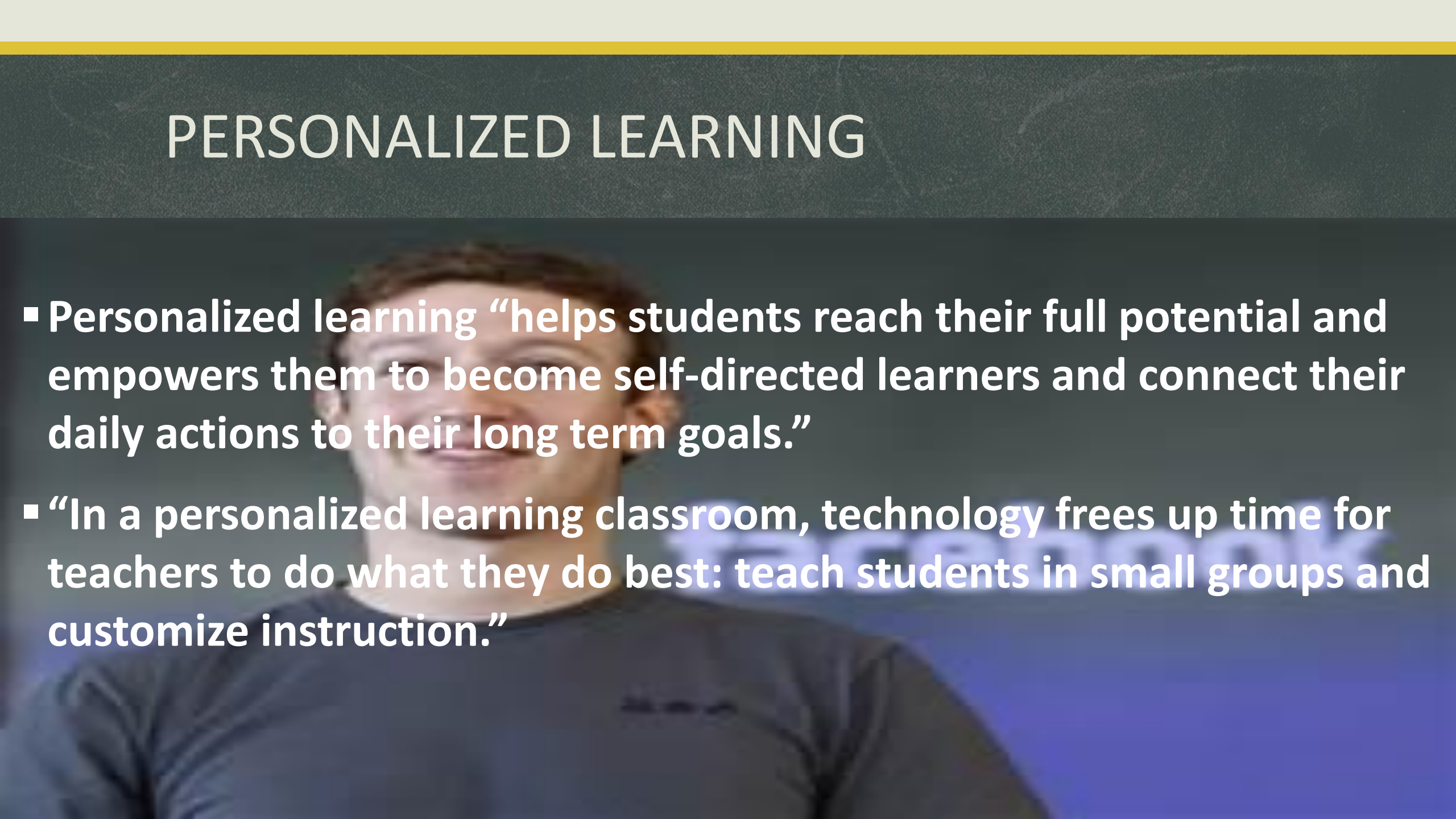
Personalized
Programmable
Predictive
Participatory

FUTURE OF ED TECH

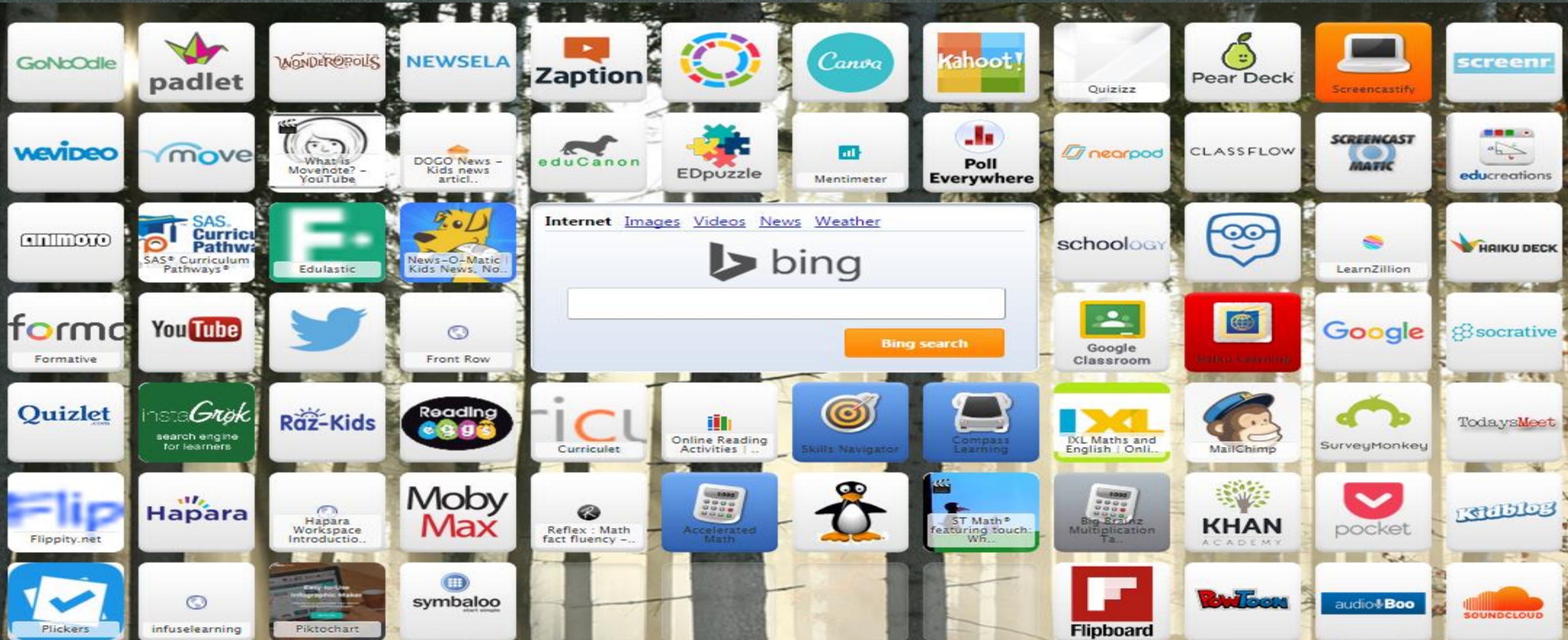
- **These trends are inspiring curiosity, spreading good pedagogy farther and faster, and changing the very way we think about education. It's easy to forget that we're living and teaching in amazing times. Embrace the changes that are happening and remember the power of technology to help you shape the future. Adam Bellow**



PERSONALIZED LEARNING

- 
- A smiling man with short brown hair, wearing a dark blue long-sleeved shirt, is positioned in the center of the frame. Behind him is a blurred background featuring the Facebook logo in its characteristic blue and white colors. The overall lighting is soft, and the man's expression is positive.
- Personalized learning “helps students reach their full potential and empowers them to become self-directed learners and connect their daily actions to their long term goals.”
 - “In a personalized learning classroom, technology frees up time for teachers to do what they do best: teach students in small groups and customize instruction.”

Personalized Learning IS NOT the digitization of traditional teaching. It is Blended, Flipped, Mobile, Student Choice & Ownership. Dr. Hope Nordstrom – Lipscomb University



PERSONALIZED LEARNING

PROGRAMMABLE

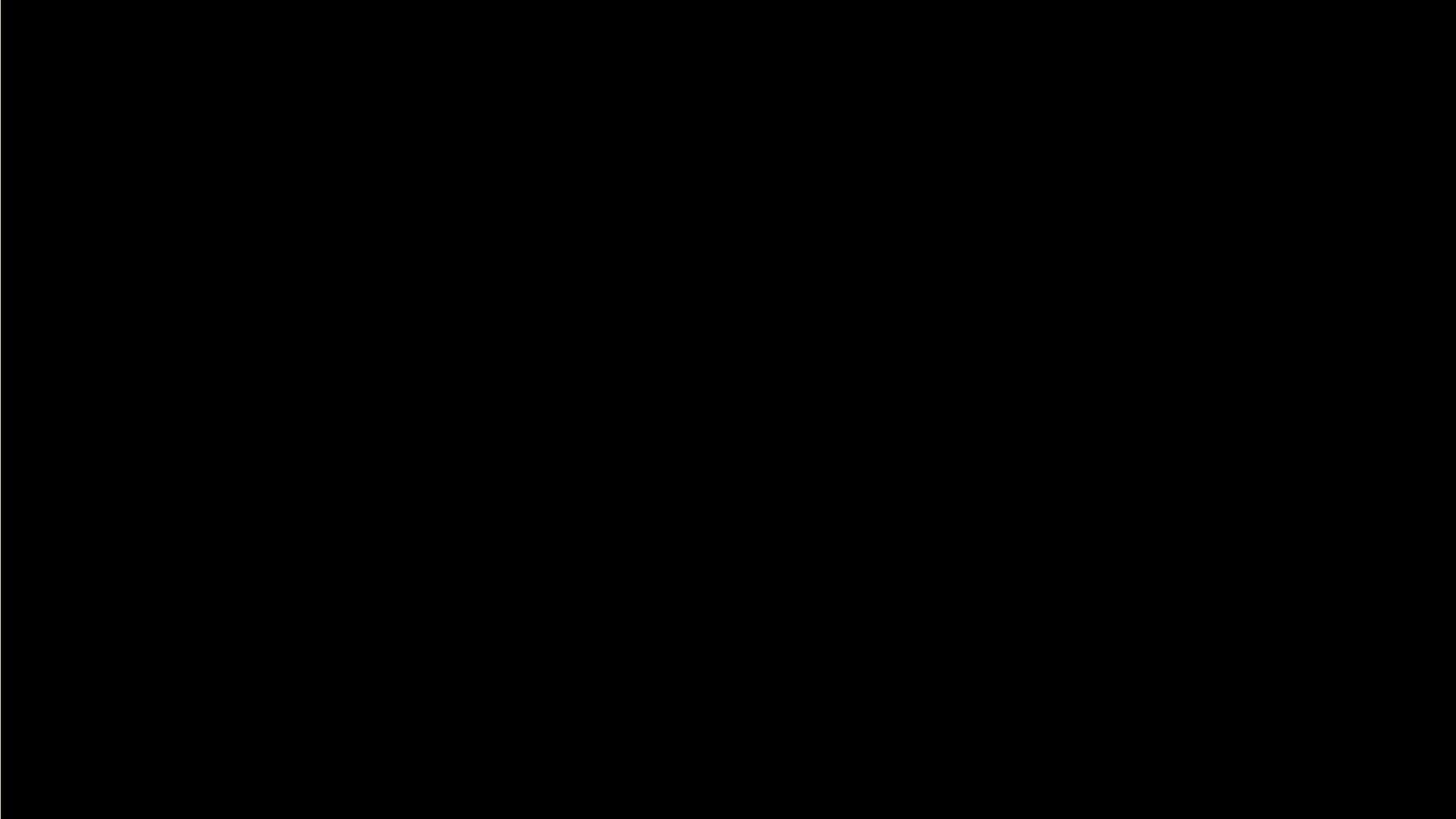


*“Everyone
starts
somewhere.”*

#HOUROFCODE

PROGRAMMABLE

LCBOE HOUR OF CODE 2015



PROGRAMMABLE

7. Code-a-pillar

When are children old enough to learn to code? Fisher-Price introduced the Code-a-pillar at CES that gives children the building blocks of coding in a toy designed for children from three to eight years old.



This caterpillar blinks colorful lights and moves according to the order in which the pieces are arranged.

The Code-a-pillar is due in June and will cost about \$50. You can find out more at the [Fisher-Price website](#).

PROGRAMMABLE



PREDICTIVE



PREDICTIVE



PREDICTIVE

9. Prizm

Prizm is a smart music player that streams from music services Deezer and Soundcloud. Instead of using a smartphone to stream music, users can connect Prizm to a sound system and log into their music service accounts.



Songs will be played according to what time of day, who is in the room and the mood it senses. Prizm has a heart button that can be pressed to let it know that the song being played is a favorite.

You can request an [invitation to buy Prizm](#) from the website. The Prizm is due in early 2016 and will cost 149 €.

INTERNET OF THINGS

amazon echo

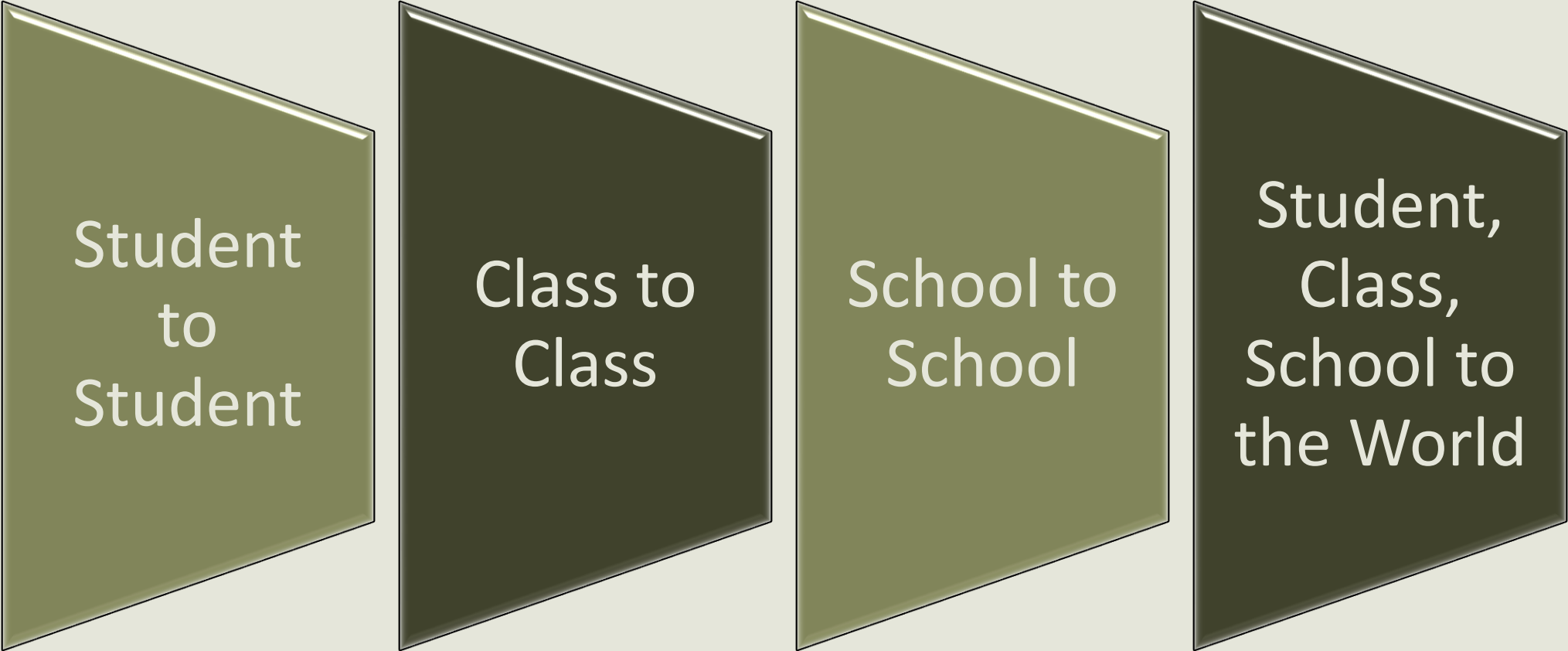
Always ready, connected, and fast. **Just ask.**



PARTICIPATORY



PARTICIPATORY



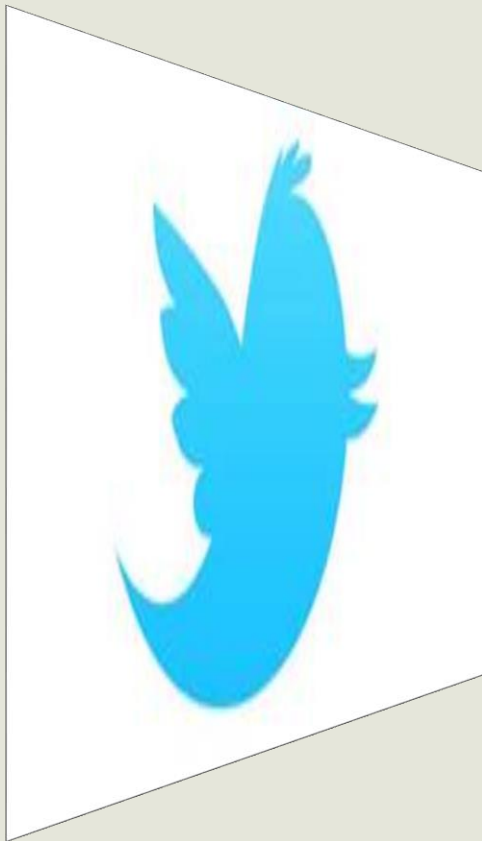
Student
to
Student

Class to
Class

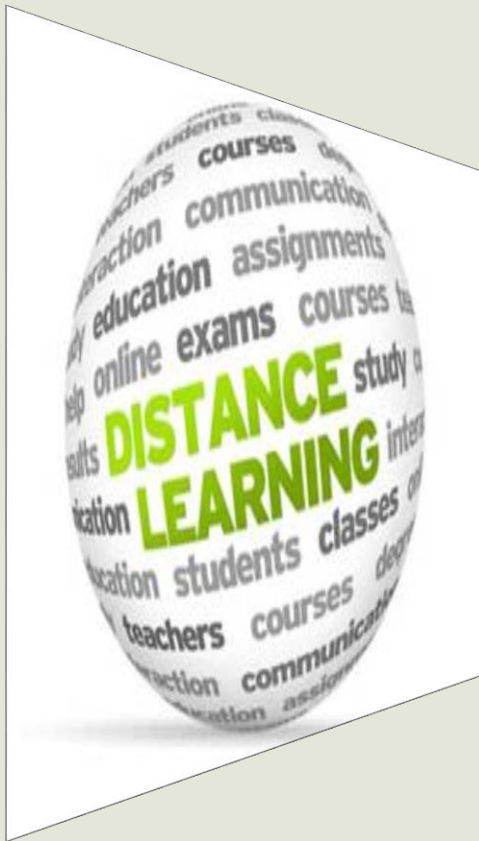
School to
School

Student,
Class,
School to
the World

SOCIAL MEDIA



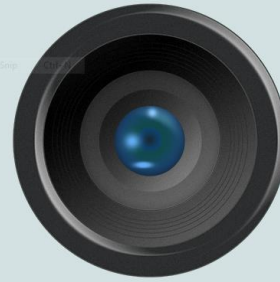
Participatory



4Ps AND 1 VR – VIRTUAL REALITY

BUILD

Oculus Rift Is Opening Up To The Masses,
Ushering In The VR Era



Blippar can help us see more



See the world in your language.

Word Lens translates printed words from one language to another with your smartphone's video camera, in real time. No network connection needed!



DAQRI SMART HELMET™

The most powerful augmented reality device on the market will change the nature of work.

DAQRI SMART HELMET™ is the wearable human machine interface designed for the next-generation worker. Equipped with over a dozen sensors delivering synchronized data about the environment and the user, DAQRI SMART HELMET™ is the most advanced device available designed to increase productivity, efficiency, and safety.

[EXPLORE THE PRODUCT →](#)



Get the Development Edition

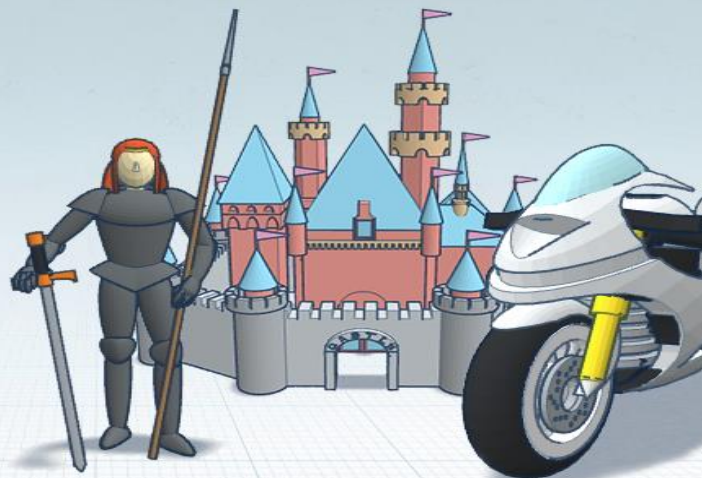
GAMIFICATION



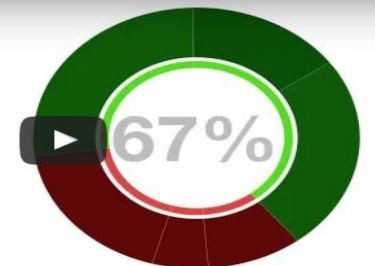
The easiest, **fiercest** 3D design tool around.

Tinkercad is a free, easy-to-learn online app anyone can use to create and print 3D models.

[Start Tinkering now](#)



Student Introduction to ClassDojo



What does the future look like....

2016 National Educational Technology Plan

Future



Ready

Learning

Eliminate gap between technology haves and have-nots

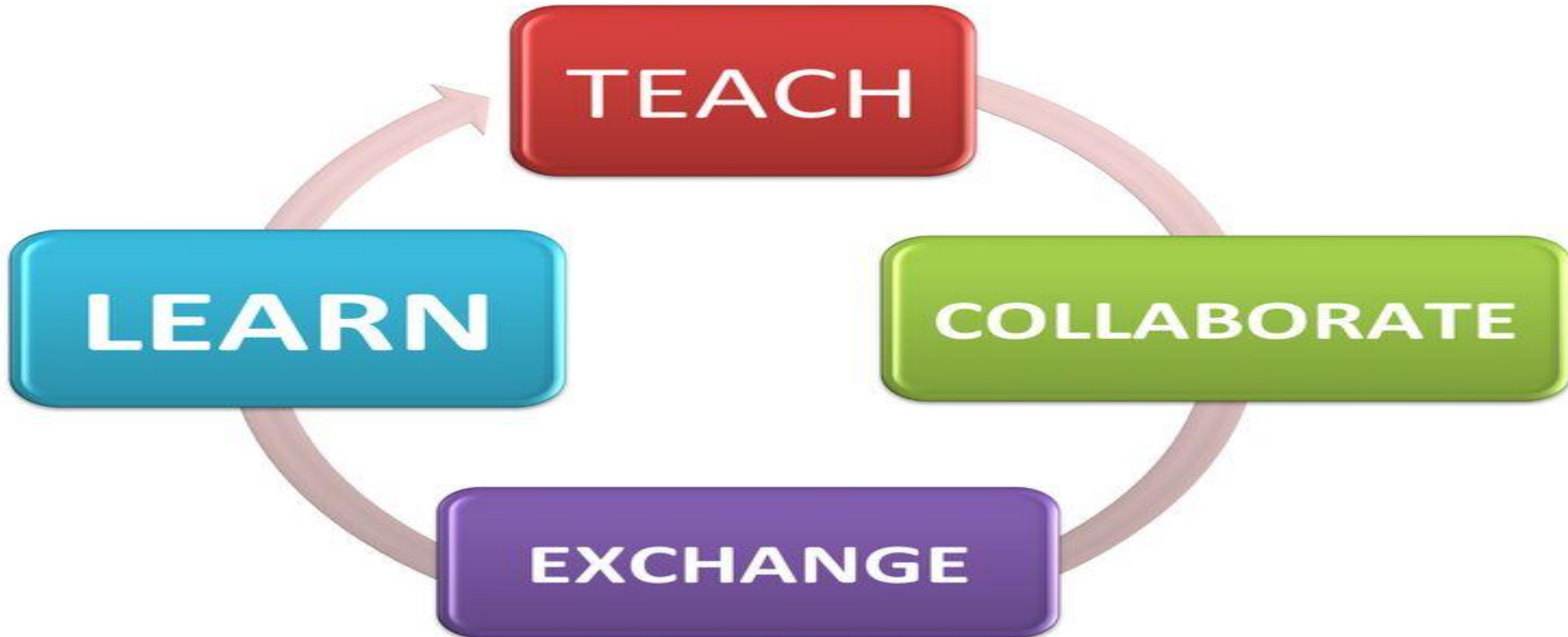


Pathways to learning – classroom, blended, distance



ONE *size...does*
NOT *fit all!*

Teachers connected to people, data, content, resources, expertise

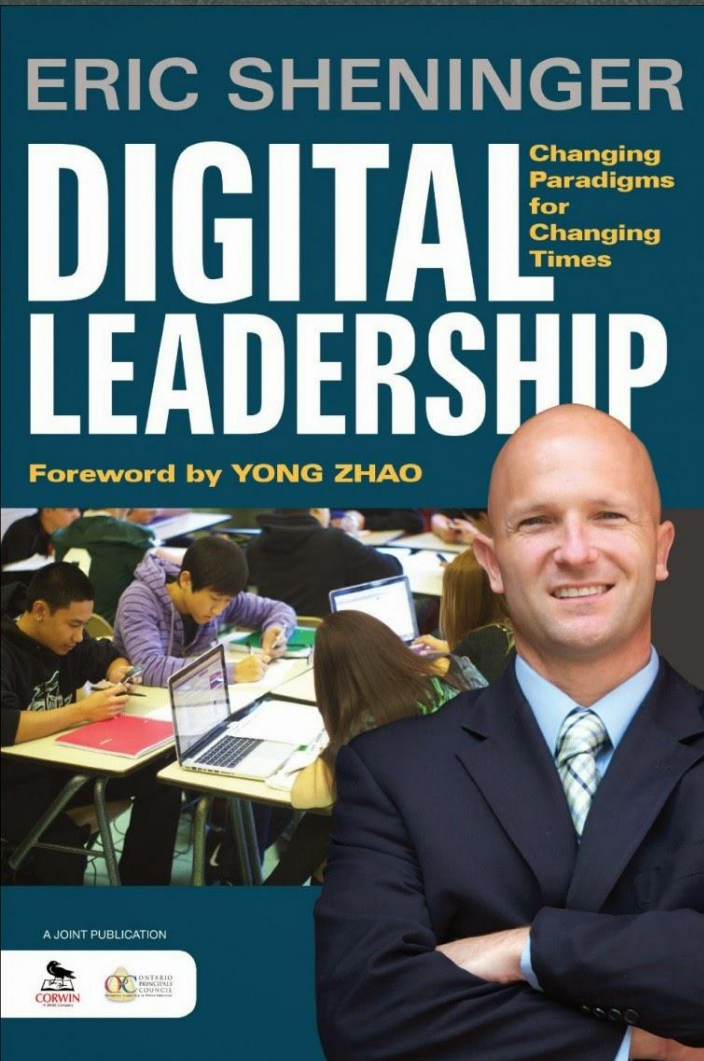


Rethinking Teacher Preparation & PD



how to teach with technology

Future Ready Leaders



Transform Assessment to Improve Learning



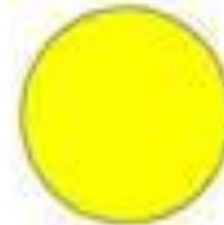
Yes



A

True

B



C

False

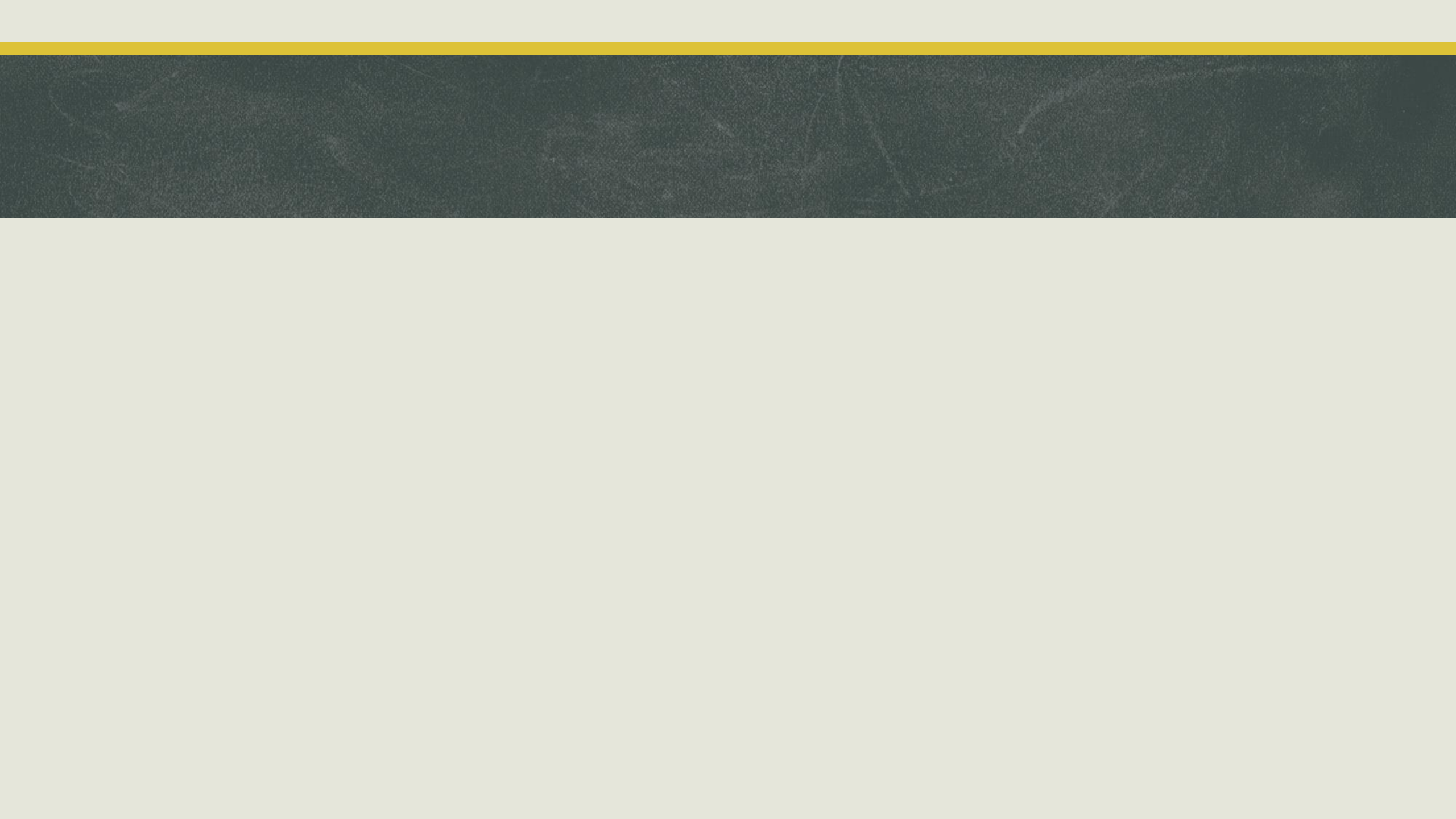
No



D

Infrastructure





What does the future look like in your school?

The Future

