

The Digital Natives, or Millennials

EDU 420
Computers in the Classroom

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Digital Natives

- Native speakers of technology
- Fluent in the computer operations, video games, and the Internet.
- Attention shifts frequently, and attention span is not long on one particular issue
- Adapted to multi-tasking, being busy with sets of digital gadgets
- Being impatient to attending a long structured lecture
- Fully engaged by their 21st century digital lives outside school
- Tend to get the direct answer from the instructor rather than engage in Socratic discussion
- Tend to obtain instantaneous feedback with different tries and without isolated deep thinking

Millennials

- The Millennial Generation was born between 1977 and 1998, or between 1982 and 2000.

Digital Immigrants

- **Immigrant Accents:**

- Being afraid of getting contaminated with computer virus
- Read a manual before operating on the machine
- Read on print outs instead of reading on screen
- Ask “experts” for help instead of search solutions within the program or from the Internet
- One task at a time
- Think PPT presentation is the most powerful tool for teaching and learning
- Believe things on the Internet are not dependable

Web1.0 Natives

- communicating (instant messaging)
- sharing (blogs)
- buying and selling (eBay)
- exchanging (peer-to-peer technology)
- creating (Flash)
- meeting (3D worlds)
- collecting (downloads)
- coordinating (wikis)
- evaluating (reputation systems)
- searching (Google)
- analyzing (SETI)
- reporting (camera phones)
- programming (modding)
- socializing (chat rooms)
- learning (Web surfing)

Web2.0 Natives

- Communicating (Texting, Twitter)
- Socializing & sharing (MySpace Wikis, Youtube, Flickr, blogs)
- buying and selling (eBay)
- Collecting & Archiving (Delicious, Google Doc)
- Creating (Flash)
- Meeting (Skype, ePal, Second Life)
- Coordinating (Wikis, ePal)
- Searching (Google, subscribed search)
- Reporting (camera phones, Youtube)
- Learning (searching, gaming, multi-tasking)

What are the New Basics for the 21st Century

- Is programming *the* key skill necessary for 21st century literacy?
- What are the ICT literacy for 12st century students and teachers?
- What are the hidden curricula students have after school?

What Educators Need to Do?

- Teacher must abandon, in many cases, our own pre-digital instincts and comfort zones.
- Teachers must practice putting engagement before content when teaching.
- Teachers need to research, experiment, and practice ways to engage students to learn contents with all kinds of technologies popular among the learner
- Teachers – Facilitators – Co-learners

Questions

1. Are young learner's brain has really been changed?
2. Does the Internet environment provide more distractions or leaning opportunities?
3. Is information explosion a great challenge to human information processing capacity?
4. How to increase ICT fluency and learning efficiency?
5. How to take advantage of the current popular technology for real learning?
6. Is informal learning becoming formal?
7. Are teachers the co-learners of students?
8. Can "plagiarism" be substantially avoided in a cut-and-paste culture?
9. Are students today dumber or smarter?

Many are still struggling with--

- Information Technology Literacy
- Information Technology Fluency

Reference

- Learning in the Digital Age, by Marc Prensky