

Reflection to Support Evidence – 3D Technologies Session

Course Learning Outcomes Satisfied:

- Be familiar with common terms, definitions and elements related to emerging technologies.
- Research and identify emerging technologies with educational applications not yet adopted by mainstream education or in early adoption phases.
- Consider potential design/implementation opportunities and challenges of emerging technologies/pedagogies.

OLTD Learning Outcomes Satisfied:

- Plan learning opportunities most suitable to the strengths and challenges of a variety of environments
- Moderation and mediation

For my first piece of evidence for OLTD 509, I chose the 3D Technologies session that I ran during the 4th week, which presented and discussed Virtual Field Trips, 3D Scanning, 3D Printing, and Augmented Reality.

This session stems from my inquiry into emerging technologies through various quests. One technology led to another and I was able to build a web of the four technologies along with their purpose, possibilities, benefits, challenges, and some thoughts about implementation. <https://prezi.com/m/yxj6ot8qjnc/emerging-technologies/> I knew that I had only scratched the surface but wanted to share what I had learned with the others in the cohort. My task was to create and moderate a synchronous session that would not only engage the participants, but also leave them with a better understanding of and a desire to learn more about the technologies discussed independently. The session was done through Collaborate and incorporated a mix of discussion and activities. Participants were able to share their experiences and thoughts regarding the feasibility and sustainability of these technologies in the classroom. I believe that by running this session, I was able to have participants participate fully regardless of their prior knowledge and experience and everyone learned something through this synchronous session. Through this endeavour I became more aware of how to prepare and moderate an online lesson. These technologies also fit within my philosophy of education, as I believe that learning should be hands-on and experiential in order to offer deeper learning. I also think that these technologies will become more and more integrated into classrooms in the near future.

I chose the learning outcomes that I did because I believe that that thoughtful preparation of an online lesson can ensure that students remain engaged and are able to participate at their level. By setting out clear instructions that take into consideration the learners' background knowledge and experiences or lack thereof, it is easier to moderate an online session. In terms of emerging technologies, often terminology and definitions can get in the way of implementation. Getting to know these terms makes emerging technologies far less intimidating and more likely to be brought into the classroom. Exposure to these terminologies is the first step in the battle against "it's too confusing", "I don't understand it", and "I don't have the time to learn about this".

Session plan and link to Collaborate recording below.

Plan for session:
3D Technologies Session

Where: Collaborate

When: Tuesday, Feb. 9th 2016 7:00pm

Length: Approx. 60 minutes (including Prezi beforehand)

Pre-requisite: Peruse Prezi prior to session

<https://prezi.com/yxj6ot8qjnc/emerging-technologies/>

Students will: (Estimated time ~60 mins)

- Read intro to session / look through my 3D technologies overview Prezi before meeting and think about an experience, positive or negative, around one of the 4 technologies (15 mins)
- Introduce topic and session (5 minutes)
 - o There are many 3D technologies, but we will focus on Virtual Tours (Field Trips), 3D Scanning, 3D Printing, and Augmented Reality.
- Students are given 5 minutes to find and a picture that represents their experience with one of the 4 technologies. If they have experienced none, they will give their thoughts as to what one might be like. (5 mins)
- Each participant shares about one of the 4 topics and any possible experiences they may have had with them, positive or negative in relation to their picture, which they will paste on the whiteboard in turn. (15 mins) – at the end we will have a collage of pictures “with stories” .
- Possible Guided Questions (20 mins) – Open discussion
 - o Out of the four technologies, which is the most sustainable? Why?
 - o Out of the four technologies, which fits best with BC’s Education Plan? Why?
 - o Out of the four technologies, which benefits / deepens student learning the most? Why?
 - o How would the usage / sustainability of these technologies change in an online learning environment?
- Wrap-up – closing comments, let them know about Virtual Field Trip quest. (Post Friday?)

I will: (Estimated time ~ 80 mins)

- Provide 3D technologies Prezi as an introduction for participants to read prior to session.
- Record and share with participants
- Use collected pictures to enhance Prezi?

Link to session: <https://ca-sas.bbcollab.com/p.jnlp?psid=2016-02-09.1930.M.1B20DE76195AC4C1AAD589CA6683BD.vcr&sid=7345>