

Failure to Disrupt: Why Technology Alone Can't Transform Education

failuretodisrupt.com

Free online book club teachlabpodcast.com

Justin Reich

Mitsui Career Development Professor Massachusetts Institute of Technology **Director, MIT Teaching Systems Lab** <u>tsl.mit.edu</u>

Why Technology Alone Can't Transform Education



Three Genres

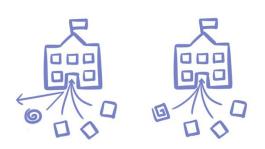


Who guides the sequence of learning activities?

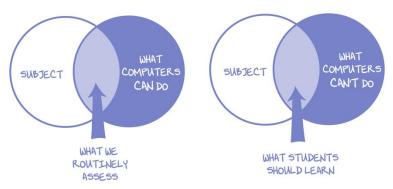
Why Technology Alone Can't Transform Education



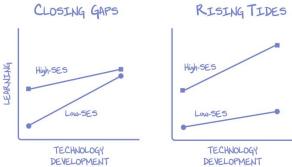
Four "As-Yet Intractable Dilemmas"



Curse of the Familiar



Trap of Routine Assessment



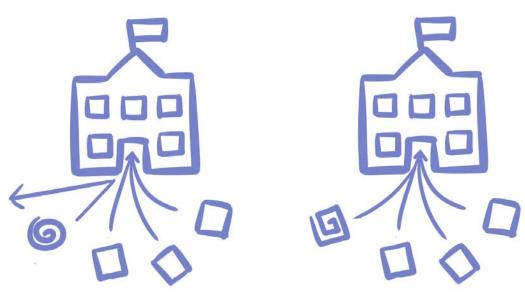
EdTech Matthew Effect



Why Technology Alone Can't Transform Education



Curse of the Familiar

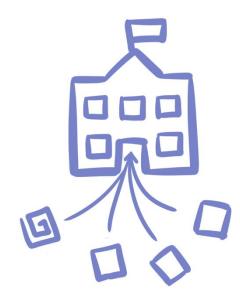


Why Technology Alone Can't Transform Education



Curse of the Familiar

Digitizing Existing Routines





Subjects ~

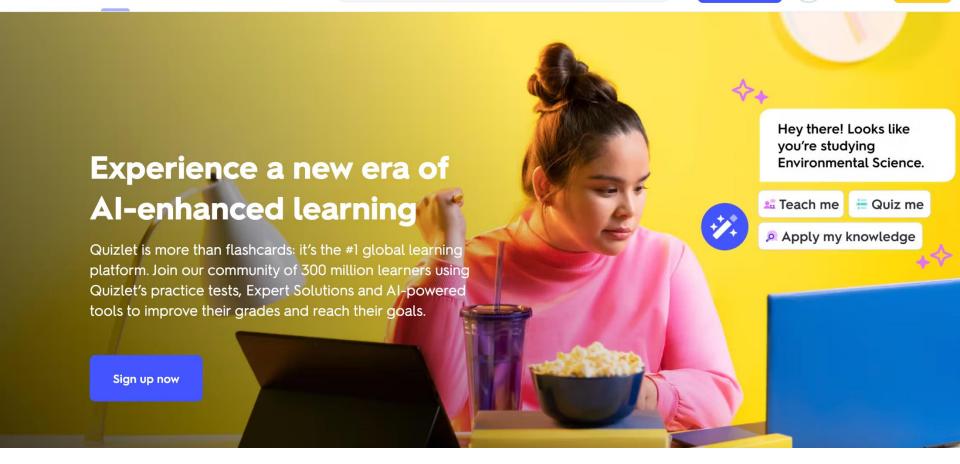
Expert Solutions

Q Search for anything



Log in



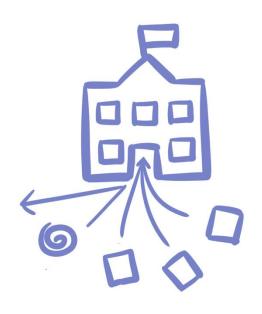


© Quizlet, Inc. All rights reserved. This content is excluded from our Creative Commons license. For more information, see https://ocw.mit.edu/help/fag-fair-use/

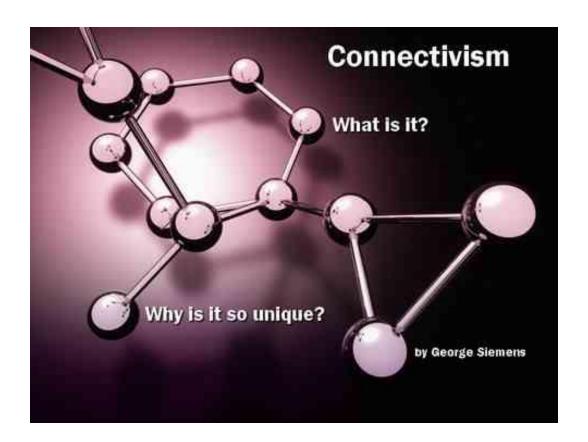
Why Technology Alone Can't Transform Education



Curse of the Familiar



Rejecting Novel Approaches





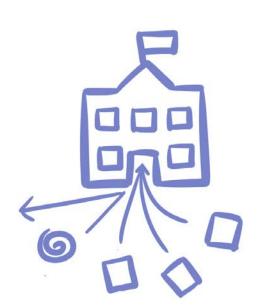
George Siemens

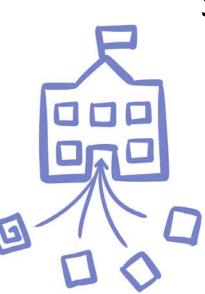


Stephen Downes

Why Technology Alone Can't Transform Education

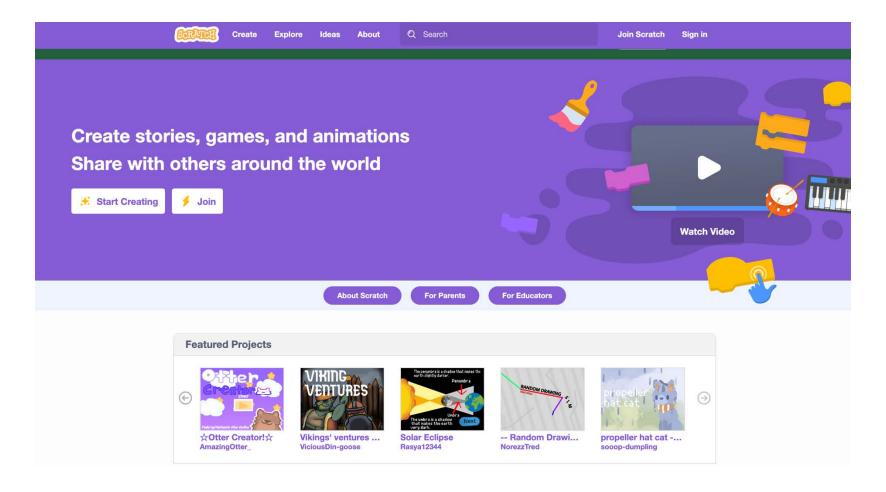


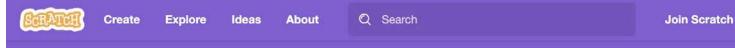




Start with the familiar then go new places

Cultivate professional communities





Scratch for Educators

Your students can use Scratch to code their own interactive stories, animations, and games. In the process, they learn to think creatively, reason systematically, and work collaboratively — essential skills for everyone in today's society. Educators are integrating Scratch across many different subject areas and age groups.



Sign in

Resources

Connect

News

Teacher Accounts



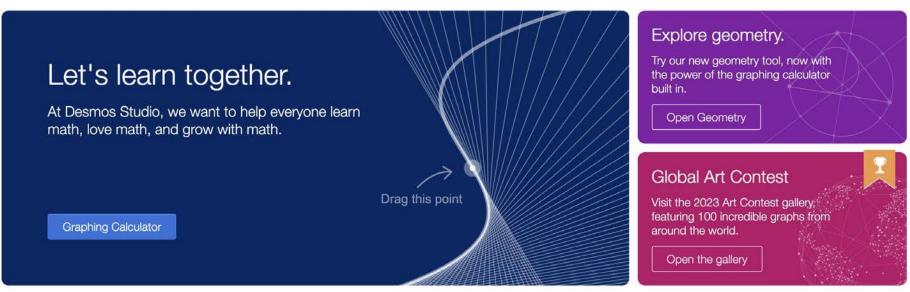
How Educators Are Using Scratch

Scratch in Practice (SiP) shares ideas and resources from Scratch Team and educators around the world. Each month, the SiP website

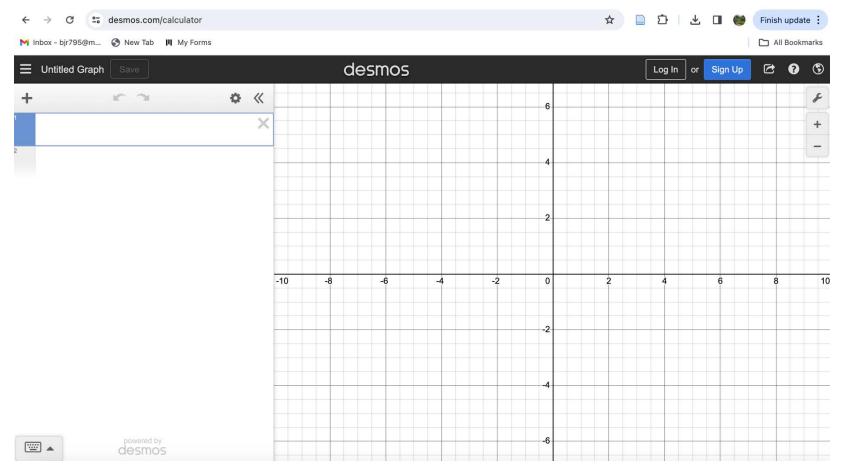


Introducing Desmos 3D (Beta) Jump into a new dimension of math. <u>Try it now!</u>

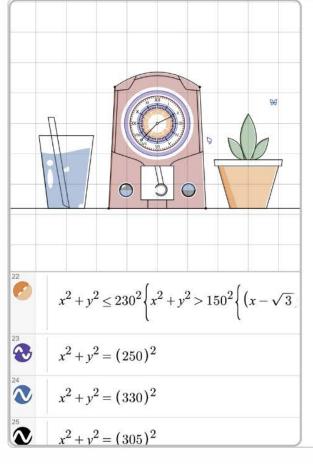


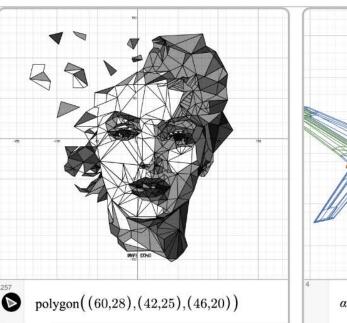


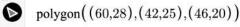
© Desmos Studio, PBC. All rights reserved. This content is excluded from our Creative Commons license. For more information, see https://ocw.mit.edu/help/faq-fair-use/



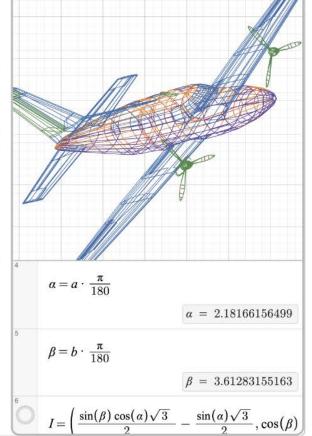
© Desmos Studio, PBC. All rights reserved. This content is excluded from our Creative Commons license. For more information, see https://ocw.mit.edu/help/faq-fair-use/







- polygon((65,24),(69,20),(60,23))
- polygon((67,29),(74,29),(82,14),(73,16)
 - polygon((37,22),(42,25),(46,20))

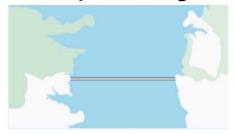


3 ACT MATH

Want to learn more? <u>Take the free workshop</u>.

All 3rd 4th 5th 6th 7th 8th Alg 1 Geom Alg 2 Stat Calc

Bumps on a Bridge



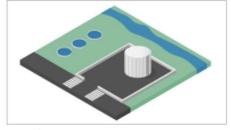
How many bumps?

Moon Rise



How long will it take?

Water Leak



Will service arrive in time?

Timer



How much time is left?

Dominoes



How long will it take?

Calculator Countdown



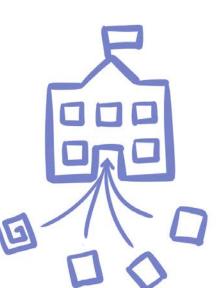
How many times?

[©] Dane Ehlert. All rights reserved. This content is excluded from our Creative Commons license. For more information, see https://ocw.mit.edu/help/faq-fair-use/

Why Technology Alone Can't Transform Education







Start with the familiar then go new places

Cultivate professional communities

MIT OpenCourseWare

https://ocw.mit.edu

CMS.595 Learning, Media, and Technology Spring 2024

For information about citing these materials or our Terms of Use, visit: https://ocw.mit.edu/terms