Classrooms and Libraries for the Net Generation

Doug Johnson

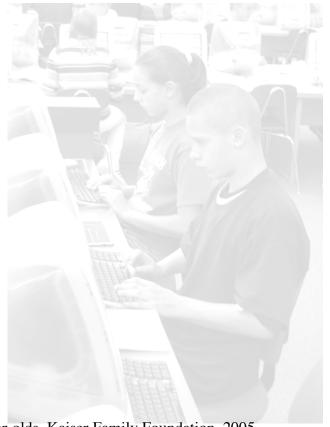
E-mail: dougj@doug-johnson.com Web: www.doug-johnson.com Copyright 2007

The complete set of handouts can be downloaded from http://www.doug-johnson.com/

Bibliography and Attributes -> Implications chart	p. 2
Libraries for the "Net Generation" text	p. 3
The Importance of Bricks	p. 7
Policies 2.0: Rules for the Social Web	p. 9

Classrooms and Libraries for the Net Generation

Schools and libraries will be more effective if educators acknowledge the unique attributes and preferences of the Net Generation and adapt educational environments to suit students instead of trying to change their basic natures. This session looks at the unique attributes of today's students and proposes a Net Gen learning environment.



Bibliography

- Generation M: Media in the Lives of 8-19 Year-olds. Kaiser Family Foundation, 2005 http://www.kff.org/entmedia/entmedia/030905pkg.cfm
- Howe and Strauss, *Millenials Rising*. Vintage, 2000
- Lorenzo and Dziuban Ensuring the Net Generation Is Net Savvy EDUCAUSE, 2006
- Oblinger and Oblinger, *Educating the Net Generation*, EDUCAUSE, 2005 www.educause.edu/educatingthenetgen
- Pew Internet & American Life Project (various reports) www.pewinternet.org/
- Tech-savvy students stuck in text-dominated schools, education evolving, 2005 www.educationevolving.org/studentvoices/student_opinion_papers.asp

Attri	butes	Implications for schools
As a dis	stinct demographic	-
1.	Born 1982-2000 - AKA Millenials	
2.	36% of population/31% minority	
3.	Racially and ethnically diverse (20% have one	
	immigrant parent)	
4.	Eventually larger group than Baby Boomers	
	Valued (Play dates, NCLB, SAT prep) and	
	Sheltered (Helmets, Metal Detectors, V-Chips and	
	NetNanny)	
Relatio	nship with Technology	
1.	Fascinated by new technologies	
2.	Grown up with tech - immersed	
	96% have gone online	
	Spend more time with digital media than TV (3.1	
	hours vs 3.5 hours)	
5.	Access primarily through home and amount varies	
	by race and economic level	
Relatio	Relationship with Information	
1.	Ubiquitous - mobile	
2.	94% have use the web for school research	
3.	Taggers/folksonomy users	
4.	Satisfice - snip-its	
5.	Information = conversation = authority?	
Learni	Learning Styles	
1.	Teachers are vital - computers can't replace humans	
2.	Building social skills is a part of school	
3.	Social learners / informal learners	
4.	Re-mixers - Share - 57% content creators	
5.	Minds shaped by technology and media	
	Hypertext minds	
	Read visual images	
	Inductive discovery (games?)	
	Learn by doing	
	Shift attention Expect fast responses	
	Text literacy less well developed	
	Tech understanding shallow	
Values	and Views	
1.	Achievement oriented - Want rules, schedules and	
	agendas - Believe it is cool to be smart - Focused on	
	grades	
2.	Work on "things that matter"	
3.	Identify with parents' values	
4.	Busy with extra curricular activities	
5.	Unaware of consequences of their tech use	

As a Net Genner, here's my proposed change for your classroom or library...