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Addressing Digital Technology Use in 21st Century Schools

Primary Considerations

These are the major considerations of smartphone and social media use to understand when developing school policy as it pertains to 21st century learning.

Social-Emotional

Health

Academics

Disconnection not Connection

- Two Lives v. One Life Approach to the student experience. (Ohler)
- Decreases in empathy, connectedness, and quality of relationship associated with smartphone presence (Gupta, Lepp, Ives).
- 1/3 reduction in discussion networks and paralleled loss of diversity, lonelier & more depressed than ever before (Emanuel, Ives).
- Increases in family communication problems with smartphone use (Arslan).
 - Fear of solitude, time with our own thoughts (Emanuel)

Cyberbullying

- Students who cyberbully are often rewarded with increases in popularity and social clout (Wegge).
 - Need to educate about definition, develop consequences, and a practice in prevention (Hinduja).
- Development of mentorship program (Hinduja).
 - Leads to depression, poor academic performance, anxiety, social alienation for victim of cyberbullying (Ives).
- Anonymity is key factor in increasing bullying:
"88% of American teens have witnessed cruelty on social networks, and 13% have felt nervous about going to school the next day" (Dickey).

Community

- "...regular users of social media sites—about 17 million teens—were five times more likely than non-users to use tobacco; three times more likely to use alcohol; and twice as likely to use marijuana" (Teens).
- No separation between school and home, constantly involved (Dickey).
- With limited freedom to roam, teens still need to socially congregate (Ives).
- Students who have social media relationships with teachers tend to have increased motivation, affective learning, and positive classroom climate (Mazer)
 - Greater sense of global community.

Health Issues

Some of the health issues digital technology presents can be measured and managed; others are harder to see and the long term effects are still to be determined.

Addiction-Dependency

- Anxiety & stress level increases leading to depression. (Ivers)
- More than 60% "text phone" of all "time" (Estroff)
- Decreases in average hours of sleep/night:
 - 7.5 an average (Ivers)
 - As of 2007, 1/4 of dating teens communicate hourly between 12:00-5:00am (Almouzni)

Cognitive-Reasoning & Brain Development

- More than 40% of post-9/11 births happen in low stress times.
 - Task switching and attention issues (Ivers)
 - Parents perceive a correlation between technology use and lower social competence and behavioral problems, often seen locally (Ivers)
 - "Brain development which is changed with increasing the complexity of one's actions and differentiating between goal and habit, dual task, time and space, etc" (Ivers)
- The brain needs size to see and retain in order to develop memory and reasoning capabilities (Ivers)
 - Time online has correlations with brain atrophy (Ivers)

Musculoskeletal Development

- Less of time spent outdoors correlates with anxiety and stress increases (Ivers)
- Correlation between media and obesity (Ivers)
 - Increased cell phone use translates to an increase in sedentary lifestyle and as such less time being active and reduces cardiorespiratory fitness (Lupp, 2013)

Addiction- Dependency

- Anxiety & stress level increases leading to depression (Ives).
 - More than 65% "need phone at all times" (Emanuel).
- Decreases in average hours of sleep/night:
 - 9-7.5 on average (Ives)
 - As of 2007, 1/4 of dating teens communicate hourly between 12:00-5:00am (Alexander).

Cognitive-Reasoning & Brain Development

- Move from family to peer-based beliefs happen in teen years (Ives).
 - Task-switching and attention issues (Ives).
- Parents perceive a correlation between technology use and lower social competence and behavioral problems, often times hostile (Moawad).
 - "Brain development which is charged with foreseeing the consequences of one's actions and differentiating between good and bad, don't fully form until one's 20s" (Dickey).
- The brain needs time to rest and restore in order to develop memory and reasoning capacities (Ives).
- Time online has correlations with brain atrophy (Ives).

Musculoskeletal Development

- Loss of time spent outdoors correlates with anxiety and stress increases (Louv).
- Correlation between media and obesity. (Ives)
 - Increased cell phone use translates to an increase in sedentary lifestyles and as such less time being active and reduces cardiorespiratory fitness (Lepp, 2013)

Academic Performance and Perception

"In this new media age, the ability to negotiate and evaluate information online, to recognize manipulation and propaganda and to assimilate ethical values is becoming as basic education as reading and writing" (Jenkins as cited in Ives).

Academic Scores Harmed

- Schools with increased mobile phone access experience improved outcomes (Khan)
- Time spent on SNS instead of doing homework or studying (Gask)
- Increased CPSU, i.e. iPhon, and social media use translate to reduction in CPSU (Lynn, 2014)
- Data, projects, and exam grades adversely affected (Khan)

Academic Improvement

- Exposure to broader connectivity and networks
- Content creation provided CPSU in 2007, and 30% above average results (Gask)
- Structured use for positive aspects (Khan)
- Increased participation and homework completion (Khan)
- Support personal experiences and career effectiveness
- Flipped classroom applications (Gask)
- Improved math skills through app use (Gask)

21st Century Readiness

- Opportunities to discuss ethical uses for technology
- Demonstrate effective use of devices
- Inform students about value of assessment in viewing online media
- Teach about privacy rights
- Digital platform for collaboration and business design

Academic Scores Harmed

- Schools with restricted mobile phone access experience improved outcomes (Beland).
- Time spent on SNS instead of doing homework or studying (Gok).
- Increased CPU, Cell Phone, and Social Media use translates to reduction in GPA (Lepp, 2014)
- Quiz, project, and exam grades adversely affected (Kuznekoff).

Academic Improvement

- Exposure to broader accessibility and content.
- Content creation potential: 64% in 2007, and 39% share creative works (Ives).
- Structured use has positive impacts (Tossell).
- Increased participation and homework completion (Norris).
- Learner centered experiences and easier differentiation.
- Flipped classroom applications (Kiger)
- Improved math skills through app use (Kiger)

21st Century Readiness

- Opportunities to discuss ethical uses for technology.
- Demonstrate effective use of devices.
- Inform students about value of discernment in viewing online media.
- Teach about privacy rights.
- Digital platform for collaboration and limitless design.

What are the Options?

With so many issues contradicting one another, it is essential for schools to consider multiple options on policy before defining their approach.

Zero-Phone

- One option is to remove phones from the academic environment altogether. This practice is believed to benefit students by reducing digital distractions.
- Better time to addressment gaps and improve student.
- Students required to make work assignments. (30%)

Zero-Awareness

- Minimizing of awareness gaps between students.
- Students empowered to handle online environments.
- Increased level of distractions for students.
- Lowest level of student engagement.
- Used and true for more students.

Zero-Phone

- One option is to remove phones from the academic environment all together. This practice is however insufficient to prepare students to be effective digital citizens.
- Reduction in achievement gaps and inequalities (Beland).
- Students respond to rules with compliance. (Ives)

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Zero-Awareness

- Maintaining of achievement gaps between students.
- Students unprepared to handle online environments.
- Increased level of distraction for students.
- Lower levels of student engagement.
- Tried and true for many students.

Finding the "Sweet Spot"

Schools achieving the "Golden Mean of Educational Technology."

Chart Created by David J. Pearson

Deficient

- Technophobia
- Removing all technology
- Disallowing access to technology
- Refusing to use computers as educational tools

Golden Mean

- Balanced view of technology
- Proper use of technology with "old school" techniques of [instruction]
- Allowing access to technology at appropriate times, disallowing at others
- Using computers as educational tools, with books, nature, field trips, face-to-face conversation

Excess

- Technophile
- Using nothing but technology
- Letting children use technology without parameters
- Replacing real world experiences with technologically mediated activities

Deficient

- Technophobia
- Removing all technology
- Disallowing access to technology
- Refusing to use computers as educational tools

Goal

- Balanced
- Proper use of technology
"old school"
- Allowing appropriate use
- Using computers as educational tools, with trips, face

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An Option to Serve All

"Rather than sleepwalking into this we should be the masters and not the slaves of technology and harnessing it in ways that we could do exciting and fulfilling things with it" (Ives).

**Understand Your
School's Needs:
Gather Data**

**Give Teachers,
Parents, and
Students the
Research and
Justification**

**Teacher Training
and Professional
Development,
Collaboration**

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