

TECHNOLOGY IN THE LANGUAGE ARTS CLASSROOM

CURRENT TRENDS IN TECHNOLOGY

Current technology trends in the classroom emphasize multimedia presentations, interactive student activities, and social media. Research studies on the efficacy of technology as an instructional strategy have not proven to be any more influential on student achievement than traditional methods (Schipper & Yocum, 2016). The benefit appears to be in the increased motivation that students have to learn when the content is presented in a digital format. Students are generally more enthusiastic about learning when technology is involved; they ask more questions and draw more connections between prior knowledge and the new material (Erbas, Ince & Kaya, 2015).



Seesaw is a digital app for students to complete and share classroom work using various media (photos, videos, drawings, links, PDFs, and text). All social media is teacher-controlled so there is a limited danger to students (Bielefeld, 2018).

FUTURE TRENDS IN TECHNOLOGY

The future of instructional technology is in artificial intelligence (AI), augmented reality (AR), and virtual reality (VR). "Having access to this technology [AR, AI, VR] helps to connect students with learning in more authentic and meaningful ways, especially with some of the possibilities for students to engage with the content through the use of augmented and virtual reality tools" (Poth, 2020).



NESSY

Nessy teaches the fundamental components of reading instruction: phonological awareness, phonics, word recognition, vocabulary, fluency, and comprehension. Nessy uses artificial intelligence (AI) to tailor instruction based on individual needs. Lessons are multisensory, interactive, and fun!



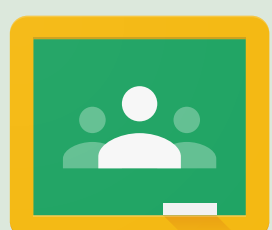
EDMODO

Edmodo is an educational community that connects teachers, parents, and students with posts, hashtags, and discussions. Collaborative discussion boards with a feature similar to a Twitter format allow students to post work and learn social media decorum (Bielefeld, 2018).



AR FLASHCARDS

AR Flashcards uses Augmented Reality (AR) to teach the alphabet to toddlers and preschoolers. Children point their device on printed flashcards, and the letters come to life with 3D animals that pop up on the screen.



GOOGLE CLASSROOM

Students and teachers interact online to create and share assignments. Students collaborate on assignments, brainstorming and allowing others to comment on their work. All content is stored in the cloud (Bielefeld, 2018).



TOUR CREATOR

Students create their own virtual reality (VR) tours to share with their classmates. They can pull images from Google Maps' Street View and add background music, text, and points of interest. Students can create literature trips, following the events and characters of a book by creating a VR tour with touchpoints for locations from the book (Nieves, 2019).

ADVANTAGES OF SOCIAL MEDIA FOR CLASSROOM USE

- Sharing tools and resources with their peers encourages students to do better work (Niehoff, 2019).
- Collaborating with peers gives students an opportunity to reach out for help and support on challenging assignments (Niehoff, 2019).
- Students showcase their work by creating digital portfolios (Niehoff, 2019).
- Implementing social media in the classroom is an opportunity to train students on proper digital citizenship (Bielefeld, 2018).

DISADVANTAGES OF SOCIAL MEDIA FOR CLASSROOM USE

- The use of student data and pervasive surveillance is concerning (Fournier, Molyneaux, & Kop, 2018).
- Social media can create problems when students are allowed to communicate in "secret." When inappropriate communication happens after school hours, is it the responsibility of the school to monitor it? (Bielefeld, 2018)
- Deciding which tools to use and learning new technology can be overwhelming (Poth, 2020).

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