

Using Technology to Support
Student Learning: Project SMART
Teacher Professional Development
Model, 1987-2011

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What Does SMART Stand for?

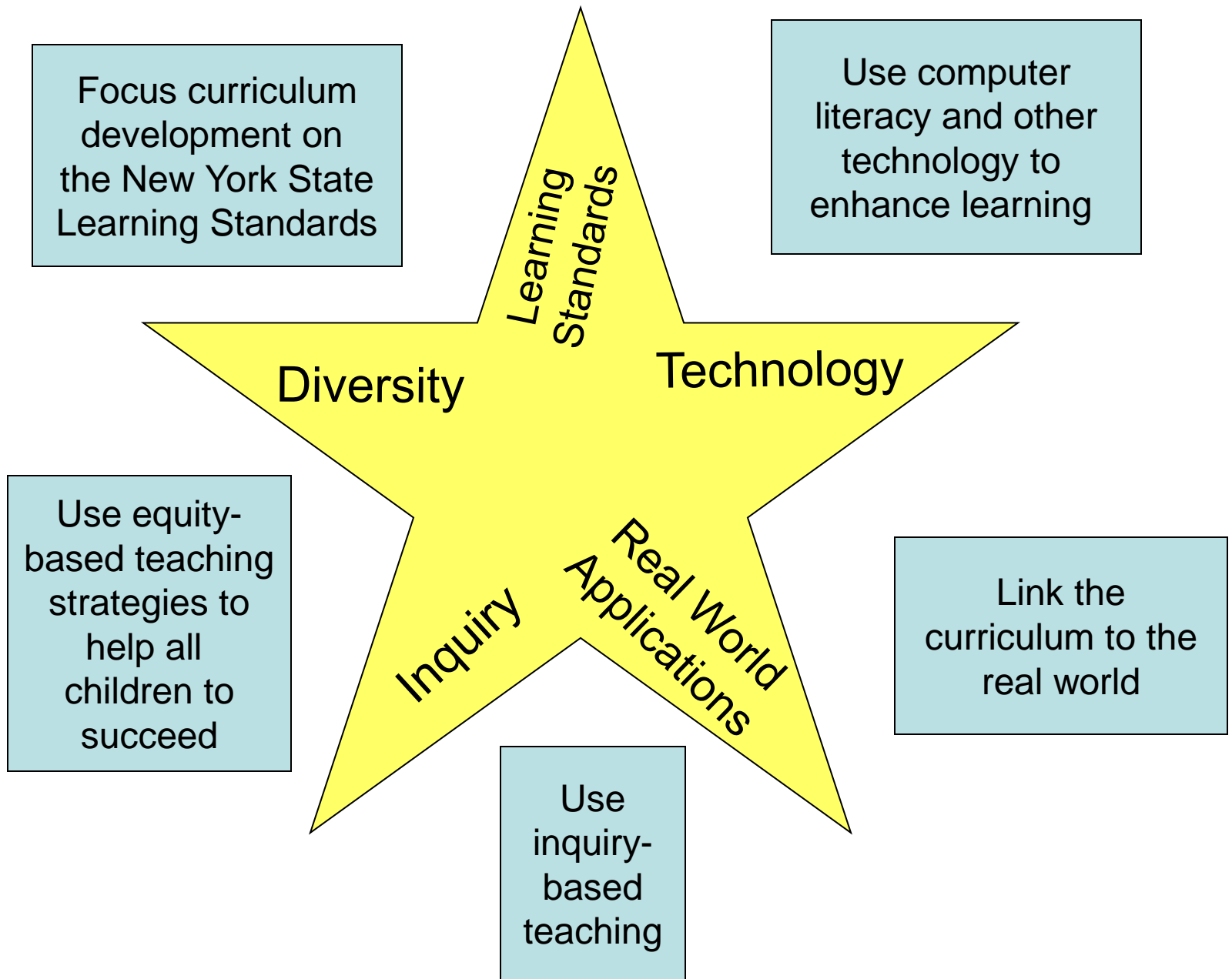
Student-centered,

Multicultural,

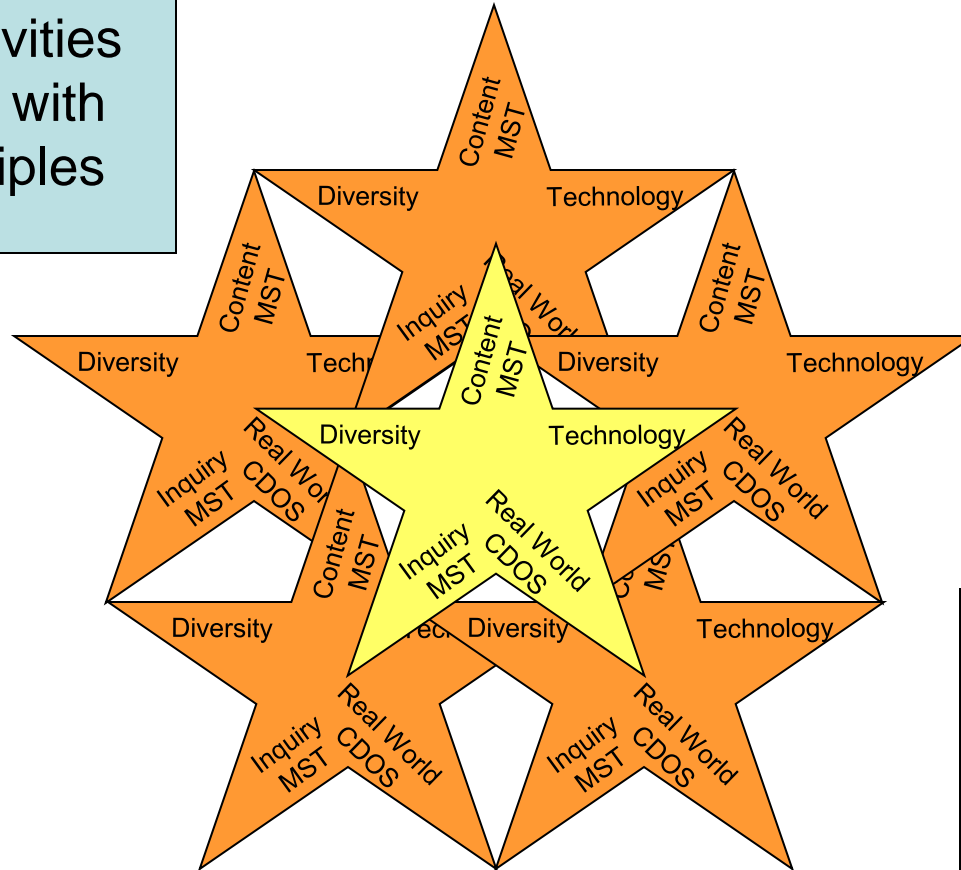
Active,

Real-world,

Teaching

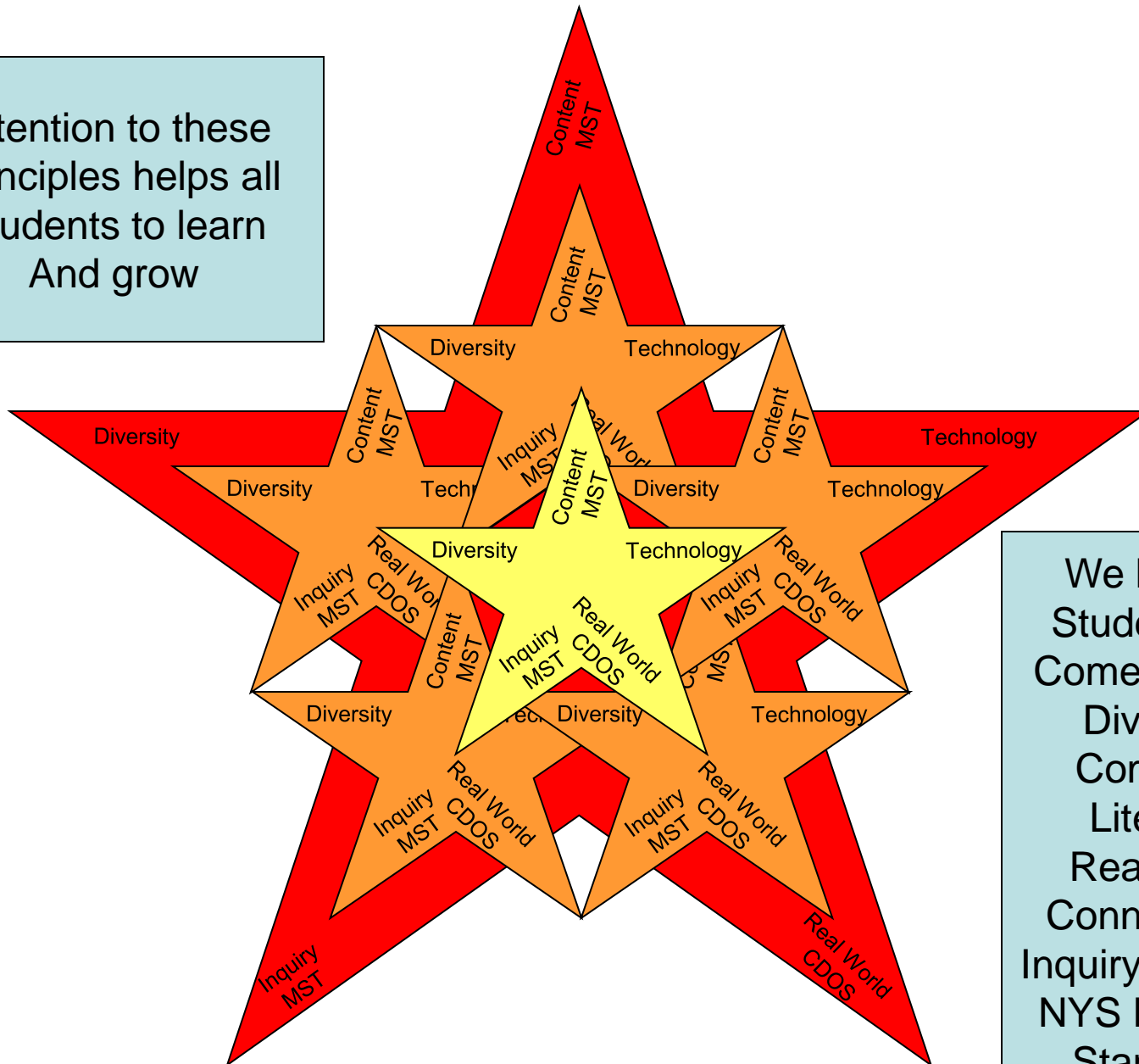


All academic year
and Summer
Institute activities
are infused with
these principles



These principles
are reflected in
the professional
development and
teaching of
Project SMART
teachers

Attention to these Principles helps all Students to learn And grow



We believe Students will Come to value Diversity, Computer Literacy, Real world Connections, Inquiry, and the NYS Learning Standards

SMART WEBSITE

www.oswego.edu/prosmart

Project SMART Summer 1998

Using Computer Technology to
Support a Culture of Inquiry



What Does it Look Like?

Culture of Inquiry

Project SMART Culture

Collaborative

Sustained

Contextual

Research Based

Inclusive

Changes

From

To

Listening



Inquiry

Thinking



Collaborating

Questions



More Questions

Uncertainty



A Plan

Attending



Learning and
Growing

SMART 2009: Overview of Sessions available

1. Assisstive Technology
2. Legos
3. Skype
4. SMART Board
5. Graphing Calculator
6. Facebook/Overview/Twitter/MP3
7. Videotaping
8. Secondlife
9. Internet in the Learning Cycle
10. Web Based Teaching, Blogging
11. Discussion groups with ANGEL

Our Mission:

Produce Technology-Fluent Kids

Within an effective educational setting, technology can enable students to become:

- Capable information technology users
- Information seekers, analyzers and evaluators
- Problem solvers and decision makers
- Creative and effective users of productivity tools
- Communicators, collaborators, publishers, and producers
- Informed, responsible, and contributing citizens, to live, learn and work successfully in an increasingly complex and information-rich society.

Communication and Collaboration in the Classroom

ITC Skills for the 21st Century

* **Standard 3:**

Technology productivity tools

- Students use technology tools to enhance learning, increase productivity, and promote creativity.
- Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

* **Standard 4:**

Technology communication tools

- Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.
- Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

* *Ref. National educational technology standards for students (NETS)*

All Children Must be Ready for a Different World

- **Parents want it!**

Parents want their children to graduate with skills that prepare them to either get a job in today's marketplace or advance to higher levels of education and training.

- **Employers want it!**

Employers want to hire employees who are honest, reliable, literate, and able to reason, communicate, make decisions, and learn.

- **Communities want it!:**

Communities want schools to prepare their children to become good citizens and productive members of society in an increasingly technological and information-based world.

- And most of all... **kids need it!!!**

Using Technology to Support Cultural Understanding

- Video ethnography project with urban and rural middle school children
- Calculator Project in Benin, West Africa and Alagoas, Brazil

Inquiry Oriented Mathematics: The Alagoas Calculator Project



Ramalho Interprets for Burrell



Exploring Mathematics Using the Calculators



Planning Lessons Using the Calculators



Using iPads to Explore Online Resources



Teachers Present and Discuss



Sharing and Critiquing Group Lessons

The image shows a woman standing next to a flipchart. The flipchart contains handwritten text and diagrams illustrating the concept of area models for algebraic products. The text on the flipchart is as follows:

Tema: Produtos Notáveis

Voltando: Cálculo de áreas

$\begin{array}{|c|c|} \hline ab & b \\ \hline a & \\ \hline \end{array}$ $a = \text{base} \cdot \text{altura} = a \cdot b$
 $* a \cdot a = a^2$

Como trabalhar Produtos Notáveis usando cálculo de áreas?

$\begin{array}{|c|c|c|} \hline ab & bb & b \\ \hline aa & ba & a \\ \hline a & b & \\ \hline \end{array}$ $(a+b)(a+b) = (a+b)^2$

Logo,
 $a^2 + 2ab + b^2 = (a+b)(a+b) = (a+b)^2$

Tomemos, $a = 4$ e $b = 2$,
 $4^2 + 2 \cdot 4 \cdot 2 + 2^2 = 36$
 $(4+2)^2 = 6^2 = 36$

$\begin{array}{|c|c|c|} \hline 4 \cdot 2 & 2 \cdot 2 & 2 \\ \hline 4 \cdot 4 & 2 \cdot 4 & 4 \\ \hline 4 & 2 & \\ \hline \end{array}$ 6

Lesson Study Model



Visiting the Research Laboratory



Alagoas Research Lab



SMART 2011: Social Justice Through the Arts

Technology's role in
Social Justice Activism

Using iPads to Support Literacy

Resources

Dream Yard Project:

<http://www.dreamyard.com> The largest arts education program in the Bronx, Dream Yard provides in-and-out of school art education, with a commitment to social justice. In their work, participants collaborate in art projects that are community based and aimed at building social consciousness.



Studying artists' lives and activism:
Judith Baca, Los Angeles artist
activist, engages high school
students in Chicana Mural Project
Read about her work and view
images at www.sparcmurals.org

[100,000 Dreams by Kang](#): Drawings by South Korean Children were matched by drawings by North Korean Children and installed in a vinyl tube in a DMZ between the 2 countries

[The Fundred Dollar Project](#): Children across the US create Fundred Dollars to go to Washington DC to raise real funds to clean lead from New Orleans soil Chicana and

[Chicano Space](#):

http://mati.eas.asu.edu/ChicanArte/html_pages/Protest-home.html

This website is posted by the Hispanic Research Center at Arizona State University. It features art images, analysis, and biographical information, as well as lesson plans of artists

The Feminist Art Project, Rutgers University: <http://feministartproject.rutgers.edu/>

This site is a constantly updated resource of history and images of feminist art.

Facing History and Ourselves: <http://www.facinghistory.org/>

This project uses new media to engage youth from middle school through college in studying history connected to issues in our world today.

Independent Television Services: <http://www.itvs.org/>

ITVS provides many programs for all ages on topical social justice issues from diverse perspectives.

Playing for Change: Musicians from around the world collaborate on this song, displayed on Youtube.

References:

Beyerbach, B., & Davis, R. D. (eds.).(2011). *Activist art in social justice pedagogy: Engaging students in global issues through the arts*. NY: Peter Lang. Beyerbach, B., Walsh, C., & Vannatta, R. (2001).

From teaching technology to using technology to enhance student learning: Preservice teachers' changing perceptions of technology infusion. Journal of Technology and Teacher Education. 9(1), 105-127.