

SELF ASSESSMENT

Learning Situation:

In this situation, my Computer Applications class consisting of fifteen 7th and 8th grade students will be completing a WebQuest Activity which I designed in another graduate course. The WebQuest is real though this learning situation is purely hypothetical as I have not yet used the WebQuest with a real class. The students will be learning about the history of modern computing and completing a project to represent their learning.

Dimension of Meaningful Learning	Rating (1=low; 5= high)	Example/ Description
Active Learning	1 2 3 4 <u>5</u>	Using the instructions and resources from the WebQuest, students will be actively engaged in online research. They must determine which people and events from the past 100 years were most relevant to the history of computing.
Constructive Learning	1 2 3 4 <u>5</u>	The students will use their research to create a timeline representing what they have learned. Additionally, they will use their knowledge of the past to make reasonable predictions about how computers will be used 30 years from now.
Intentional Learning	1 2 <u>3</u> 4 5	On their timelines, students will include their reasons as to why each particular person or event was deemed important enough to be included in the project.
Authentic Learning	1 <u>2</u> 3 4 5	Included on the timelines will be a section called "Computers Today" in which students will describe how they use computers on a daily basis and how technology impacts their lives.
Cooperative Learning	1 2 3 4 <u>5</u>	Students will be working in groups of three with each individual assigned a specific task to complete. The roles are clearly defined for both the past timeline portion of the project as well as the future predictions.

Summary and Reflection Questions:

Which one dimension of meaningful learning do you believe is the strongest in the situation you selected? Why? (one paragraph)

I feel that Constructive Learning is the strongest element of my learning situation, particularly in regards to the students having to use their research to make reasonable predictions about the future. The lesson emphasizes that this is not an exercise in creativity to see how wild their imaginations can be. Rather, students have to be able to use evidence from the past to defend their predictions. This process requires a deep level of understanding, reflective thinking, and reasoning skill which leads to meaning-making.

Which one dimension of meaningful learning do you believe is the weakest in the situation you selected? Why? (one paragraph)

The situation needs the most work in the area of Authentic Learning. By describing how computers affect their lives on a daily basis, only a very minimal level of authenticity is achieved. It does not require deep thinking and it does not bring the entire project to relevancy in the students' current lives. Creating a timeline is not a very "real-world" type of situation. Unfortunately, I am a bit stumped as to how this area can be improved.

Which technologies could be used to enhance learning in the situation you selected? How? Why? (two paragraphs)

A great deal of technology is already present. Students are using a computer and the Internet to do their research. The entire lesson content focuses on technology, its history, and its effects on society.

However, some additional technology beyond what is obvious could provide some deeper learning. Students could create their timelines as a PowerPoint presentation with hot links to actual web sites and other references. They could also use PowerPoint to turn their presentations into a game or other challenge for other students. Using Inspiration, students could map out concepts and see how they relate to one another. This would be a great tool in organizing their research. A SmartBoard and projector would provide an excellent way to share and interact with their projects.