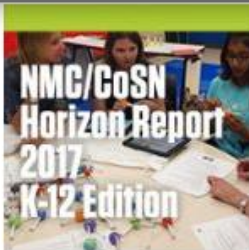




Tendencias actuales en educación. Informe Horizon.

Maite Goñi
euskaljakintza 

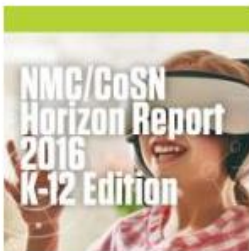




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What is on the five-year horizon for K-12 schools...

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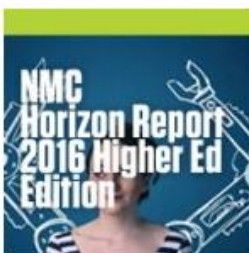
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What is on the five-year horizon for museums? Which trends...

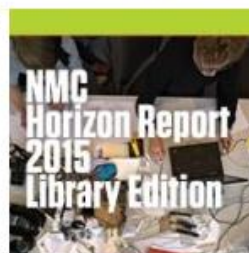
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The NMC Horizon Report > 2016 Higher Education Edition...

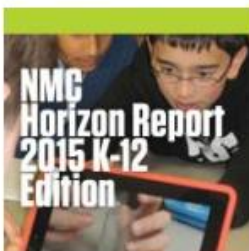
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What is on the five-year horizon for academic and research...

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The NMC Horizon Report > 2015 Higher Education Edition is a collaborative effort between the NMC and the EDUCAUSE

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**Tendencias
clave que
aceleran la
adopción de la
tecnología**

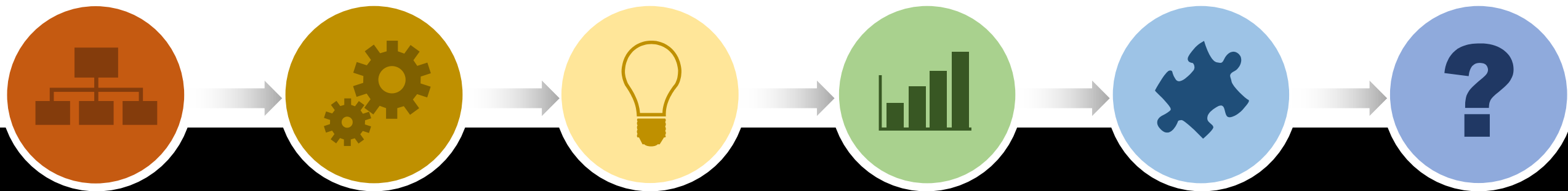
**Desarrollos
importantes en
tecnología educativa**

**Desafíos significativos
que impiden la adopción
De la tecnología**

Seven Years of the NMC Horizon Report Higher Education Edition

Key Trends	2012	2013	2014	2015	2016	2017	2018
Blended Learning Designs							
Growing Focus on Measuring Learning							
Advancing Cultures of Innovation							
Redesigning Learning Spaces							
Deeper Learning Approaches							
Collaborative Learning							
Evolution of Online Learning							
Rethinking the Roles of Educators							
Proliferation of Open Educational Resources							
Rethinking How Institutions Work							
Cross-Institution & Cross-Sector Collaboration							
Students as Creators							
Agile Approaches to Change							
Ubiquity of Social Media							
Blending Formal and Informal Learning							
Decentralized IT Support							
Ubiquitous Learning							
Rise of New Forms of Interdisciplinary Studies							

Tendencias clave que aceleran la adopción de tecnología



- Rediseño de los espacios de aprendizaje
- Cambio a enfoques de aprendizaje más profundo
- Avance en la cultura del cambio y la innovación
- Crecimiento del interés en la analítica de aprendizaje

- Entornos de aprendizaje sociales
- Entornos Personales de Aprendizaje (PLE)
- Aprendizaje abierto (Open Education)
- Aprendizaje híbrido

1

Tendencias clave que aceleran la adopción de nuevas tecnologías





CONNECTED Learning

EQUITABLE, SOCIAL, AND PARTICIPATORY

Connected learning is a model of learning that holds out the possibility of reimagining the experience of education in the information age. It draws on the power of today's technology to fuse young people's interests, friendships, and academic achievement through experiences laced with hands-on production, shared purpose, and open networks.

PRODUCTION CENTERED

Connected learning prizes the learning that comes from **actively producing, creating, experimenting, and designing**, because it promotes skills and dispositions for lifelong learning, and for making meaningful contributions to today's rapidly changing work and social conditions.

INTERESTS

Interests foster the drive to gain knowledge and expertise. Research has repeatedly shown that when the topic is personally interesting and relevant, learners achieve much higher-order learning outcomes. Connected learning views interests and passions that are developed in a social context as essential elements.

SHARED PURPOSE

Today's social media and web-based communities provide unprecedented opportunities for caring adults, teachers, parents, learners, and their peers to share interests and contribute to a common purpose. The potential of **cross-generational learning and connection** unfolds when centered on common goals.

PEER CULTURE

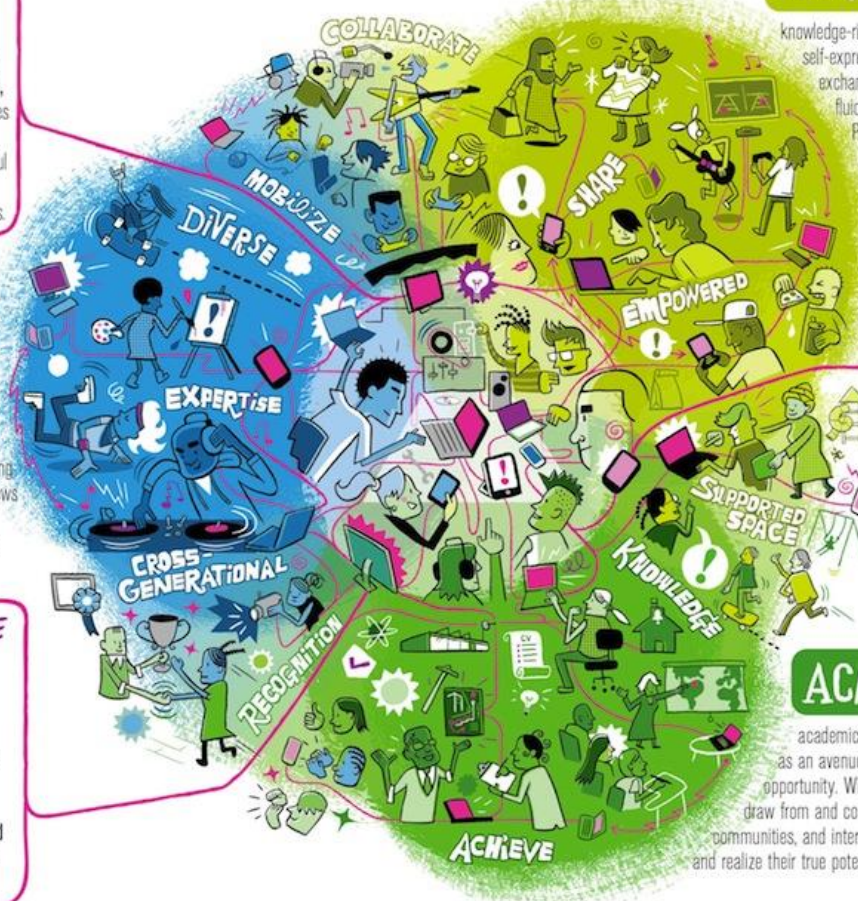
Connected learning thrives in a socially meaningful and knowledge-rich ecology of ongoing participation, self-expression, and recognition. In their everyday exchanges with peers and friends, young people fluidly contribute, share and give feedback. Powered with possibilities made available by today's social media, this peer culture can produce learning that's engaging and powerful.

OPENLY NETWORKED

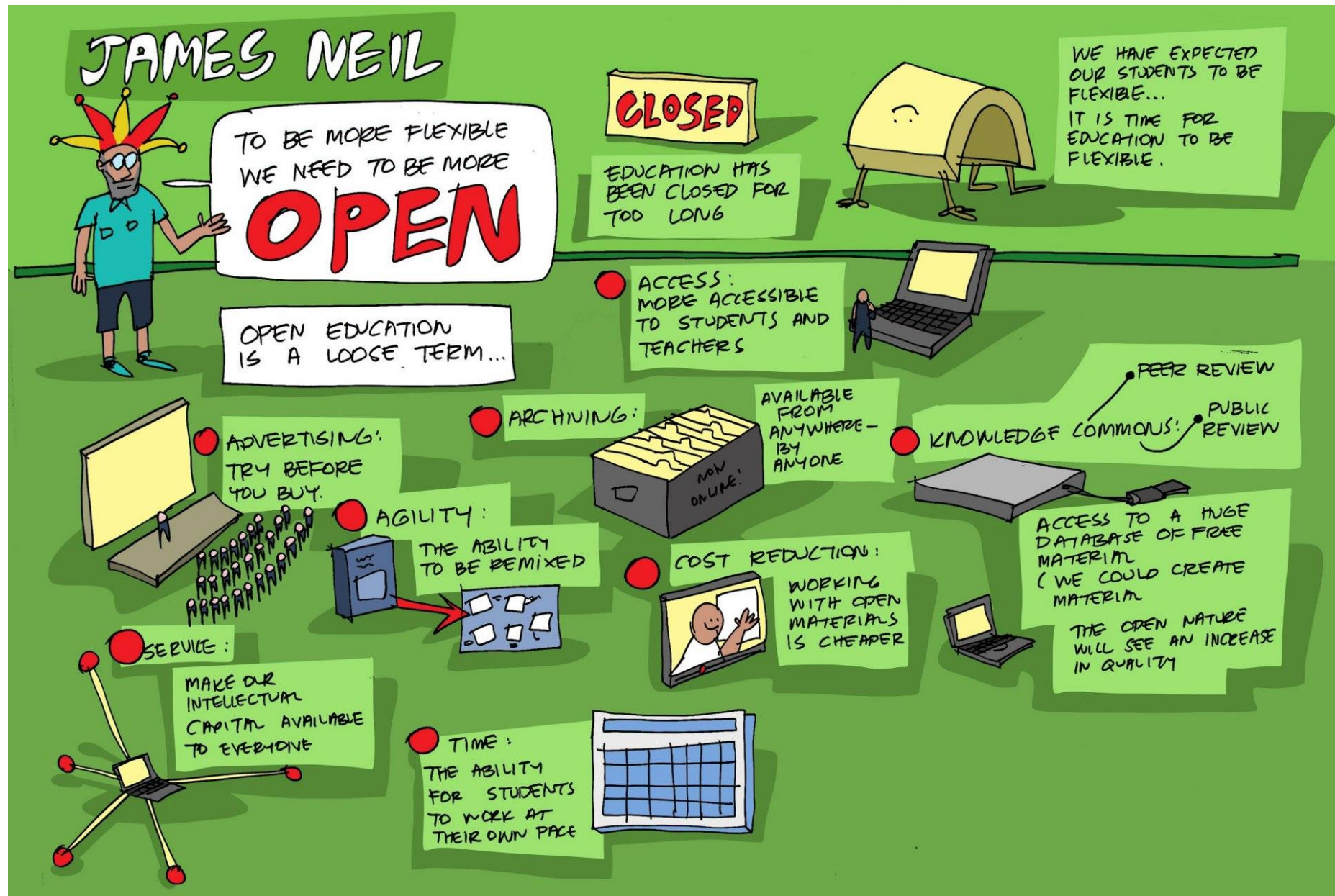
Connected learning environments **link learning in school, home, and community**, because learners achieve best when their learning is reinforced and supported in multiple settings. Online platforms can make learning resources abundant, accessible, and visible across all learner settings.

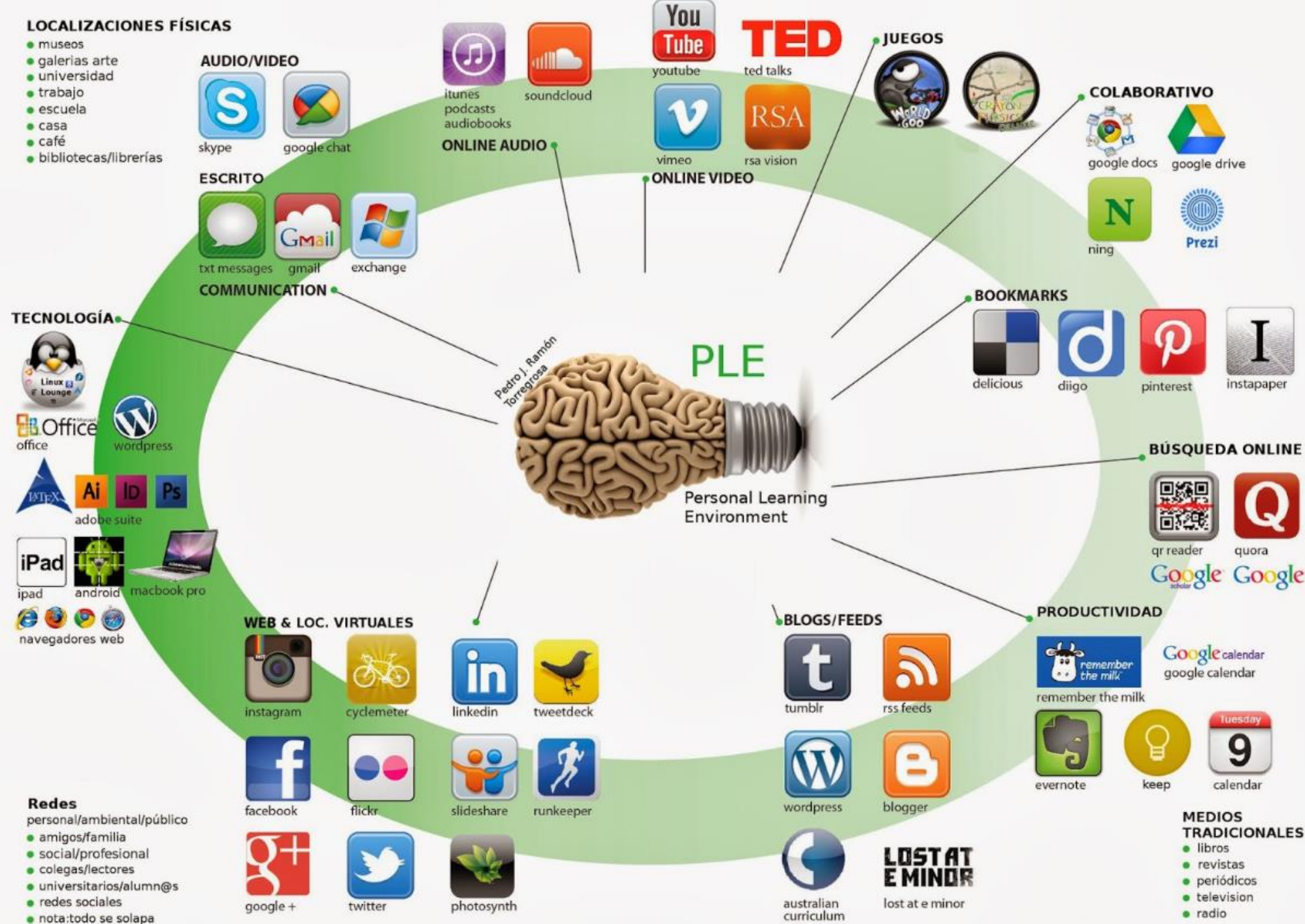
ACADEMIC

Connected learning recognizes the importance of academic success for intellectual growth and as an avenue towards economic and political opportunity. When academic studies and institutions draw from and connect to young people's peer culture, communities, and interest-driven pursuits, learners flourish and realize their true potential.



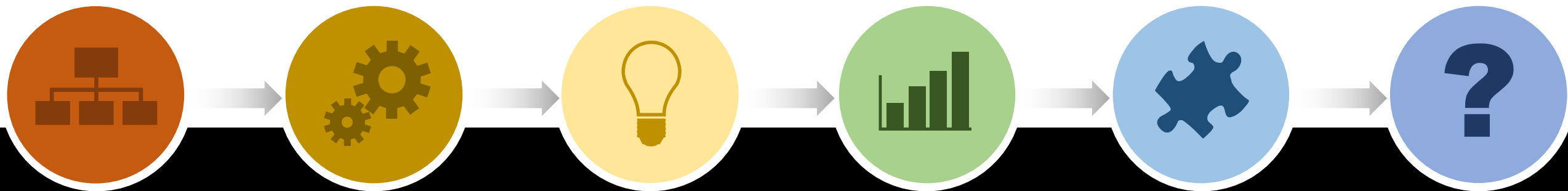
ACTIVE RELEVANT REAL-WORLD EFFECTIVE HANDS-ON
NETWORKED INNOVATIVE PERSONAL TRANSFORMATIVE





Desarrollos significativos en tecnología educativa

Developments in Technology	2012	2013	2014	2015	2016	2017	2018
Analytics Technologies							
Adaptive Learning Technologies							
Games and Gamification							
The Internet of Things							
Mobile Learning							
Natural User Interfaces							
Bring Your Own Device							
Makerspaces							
Flipped Classroom							
Wearable Technology							
3D Printing							
Tablet Computing							
Artificial Intelligence							
Next-Generation LMS							
Affective Computing							
Mixed Reality							
Robotics							
Quantified Self							
Virtual Assistants							
Massive Open Online Courses							



- Analíticas de aprendizaje y aprendizaje adaptativo (personalización del aprendizaje)
- Makerspaces (espacios de fabricación) y robótica
- Realidad Aumentada y Virtual
- Inteligencia Artificial

- Trabajo en la nube y desarrollo de espacios colaborativos
- Aprendizaje móvil y ubicuo
- Gamificación
- Flipped Classroom

3

Desarrollos importantes en tecnología educativa

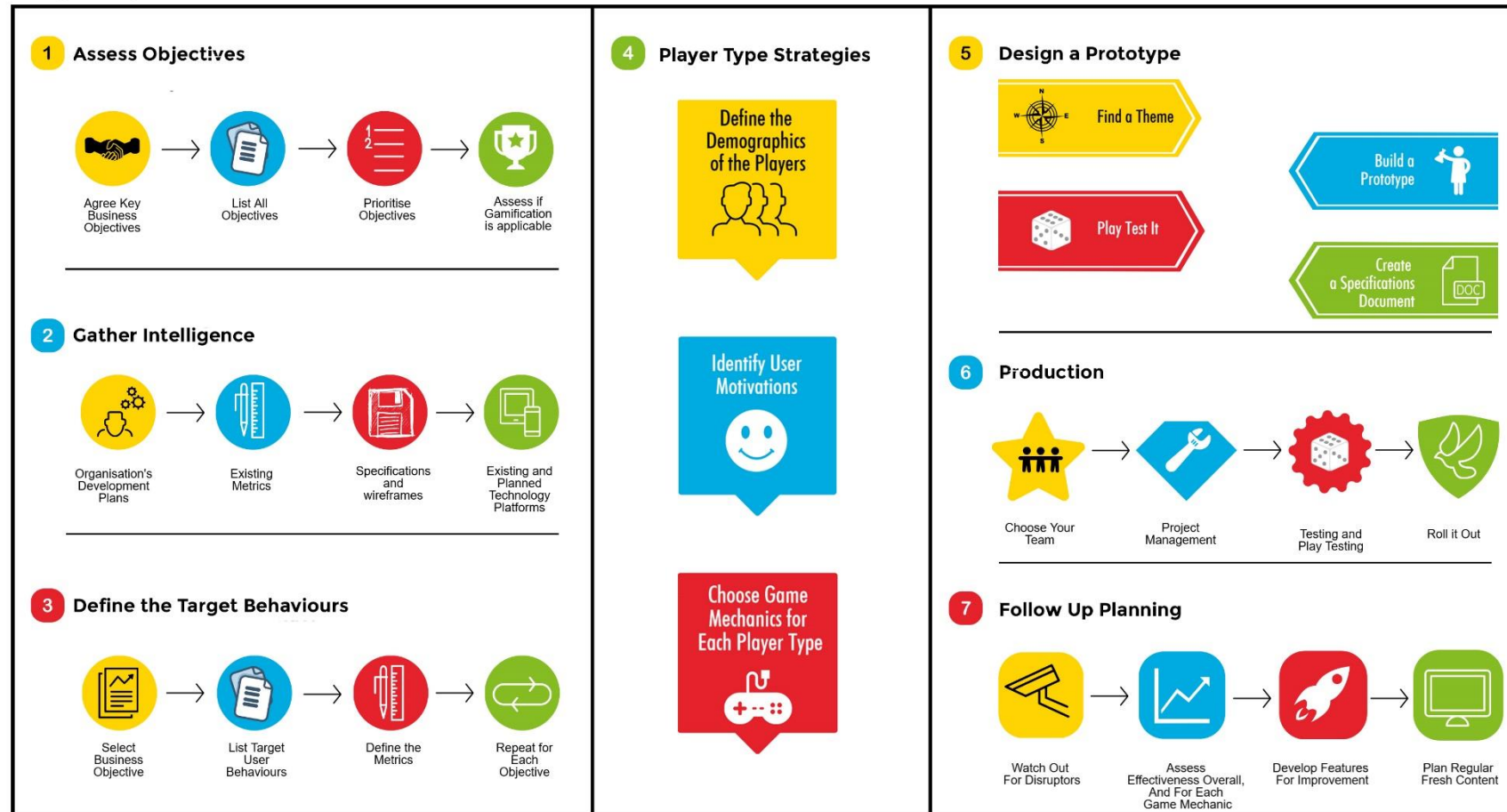
	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
One Year or Less	Learning Objects	Ubiquitous Wireless	Personal Broadcasting	User-Created Content	Grass-roots Video	Cloud Computing	Open Content	Electronic Books	Mobile Apps	Massively Open Online Courses	Flipped Classroom	Bring Your Own Device (BYOD)
	Scalable Vector Graphics	Extended Learning	Social Computing	Social Networking	Collaboration Webs	Mobiles	Mobile Computing	Mobiles	Tablet Computing	Tablet Computing	Learning Analytics	Flipped Classroom
Two to Three Years	Rapid Prototyping	Intelligent Searching	The Phones in Their Pockets	Mobile Phones	Mobile Broadband	The Personal Web	Electronic Books	Game-Based Learning	Game-Based Learning	Games & Gamification	3D Printing	Makerspaces
	Multi-modal Interfaces	Educational Gaming	Educational Gaming	Virtual Worlds	Data Mashups	Geo-Everything	Simple Augmented Reality	Augmented Reality	Learning Analytics	Learning Analytics	Games & Gamification	Wearable Technology
Four to Five Years	Knowledge Webs	Social Networks & Knowledge Webs	Augmented Reality & Enhanced Visualization	Massively Multi-player Educational Gaming	Social Operating Systems	Semantic Aware Applications	Gesture-Based Computing	Gesture-Based Computing	Gesture-Based Computing	3D Printing	Quantified Self	Adaptive Learning Technologies
	Context-Aware Computing	Context-Aware Computing/ Augmented Reality	Context-Aware Environments & Devices	The New Scholarship & Emerging Forms of Publication	Collective Intelligence	Smart Objects	Visual Data Analysis	Learning Analytics	Internet of Things	Wearable Technology	Virtual Assistants	Internet of Things

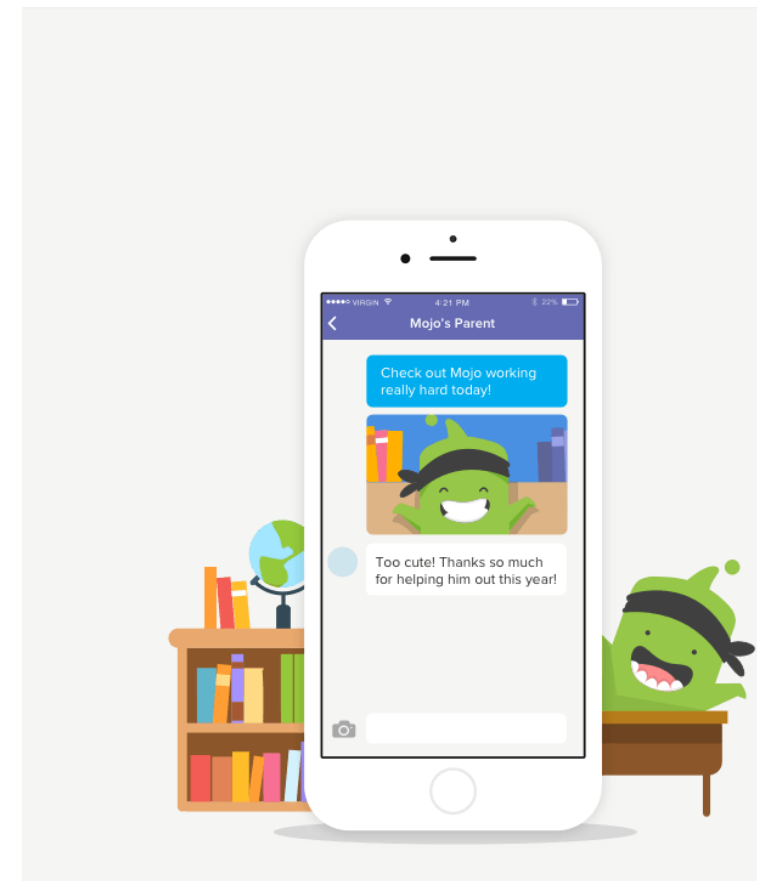
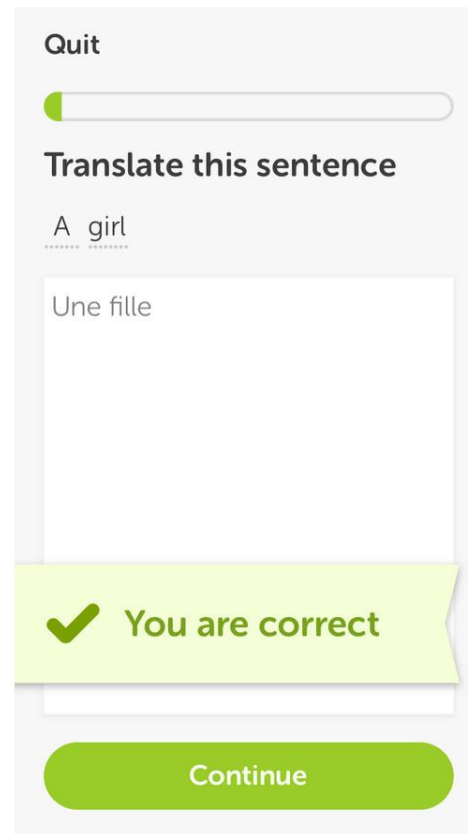
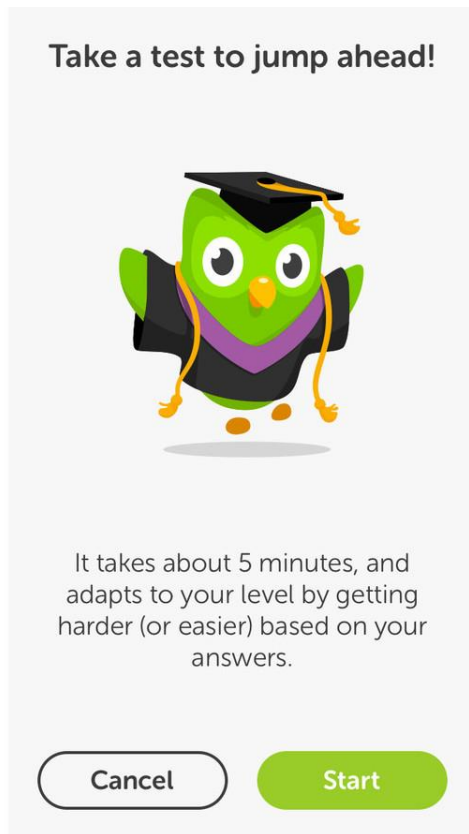
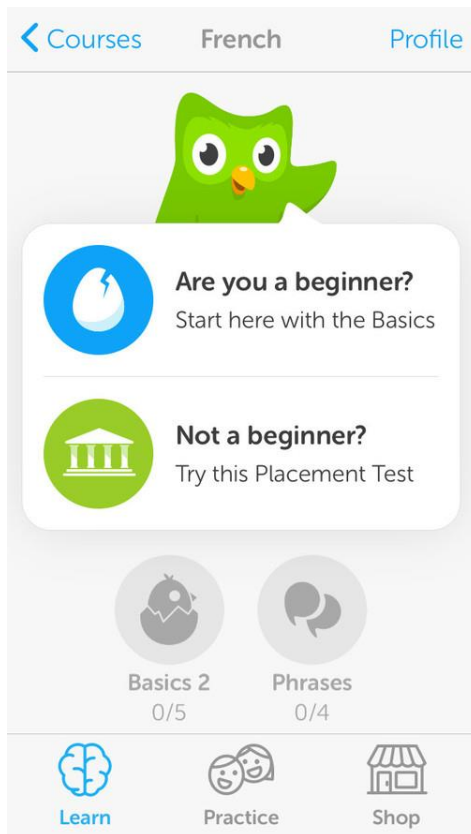
2016	2017	2018
Bring Your Own Device BYOD	Adaptive Learning Technologies	Analytics Technologies
Learning Analytics and Adaptive Learning	Mobile Learning	Makerspaces
Augmented and Virtual Reality	The Internet of Things	Adaptive Learning Technologies
Makerspaces	Next Generation LMS	Artificial Intelligence
Affective Computing	Artificial Intelligence	Mixed Reality
Robotics	Natural Users Interfaces	Robotics



How to Run a Successful Gamification Project

A guide by Pete Jenkins





Aprendizaje móvil y ubicuo

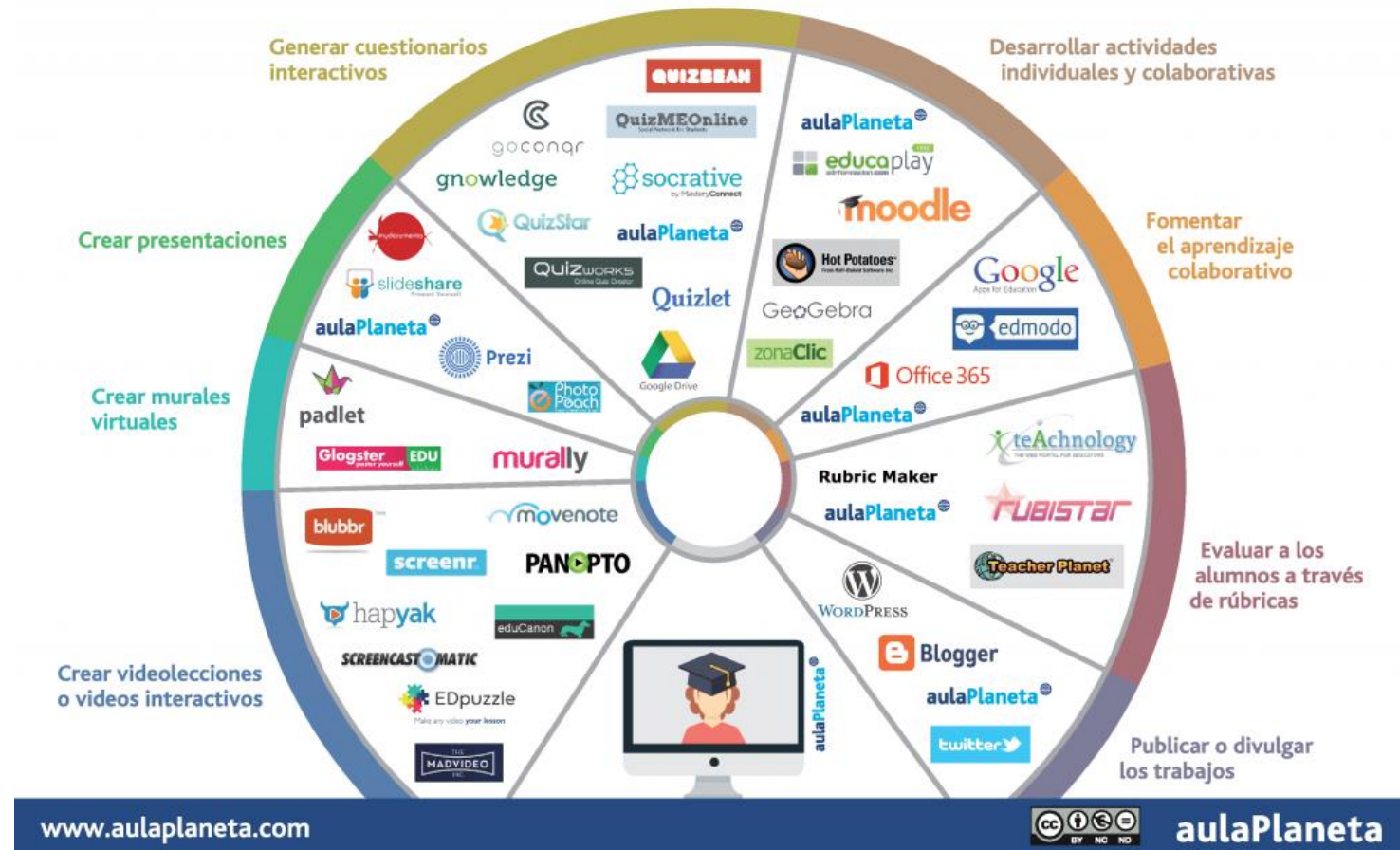


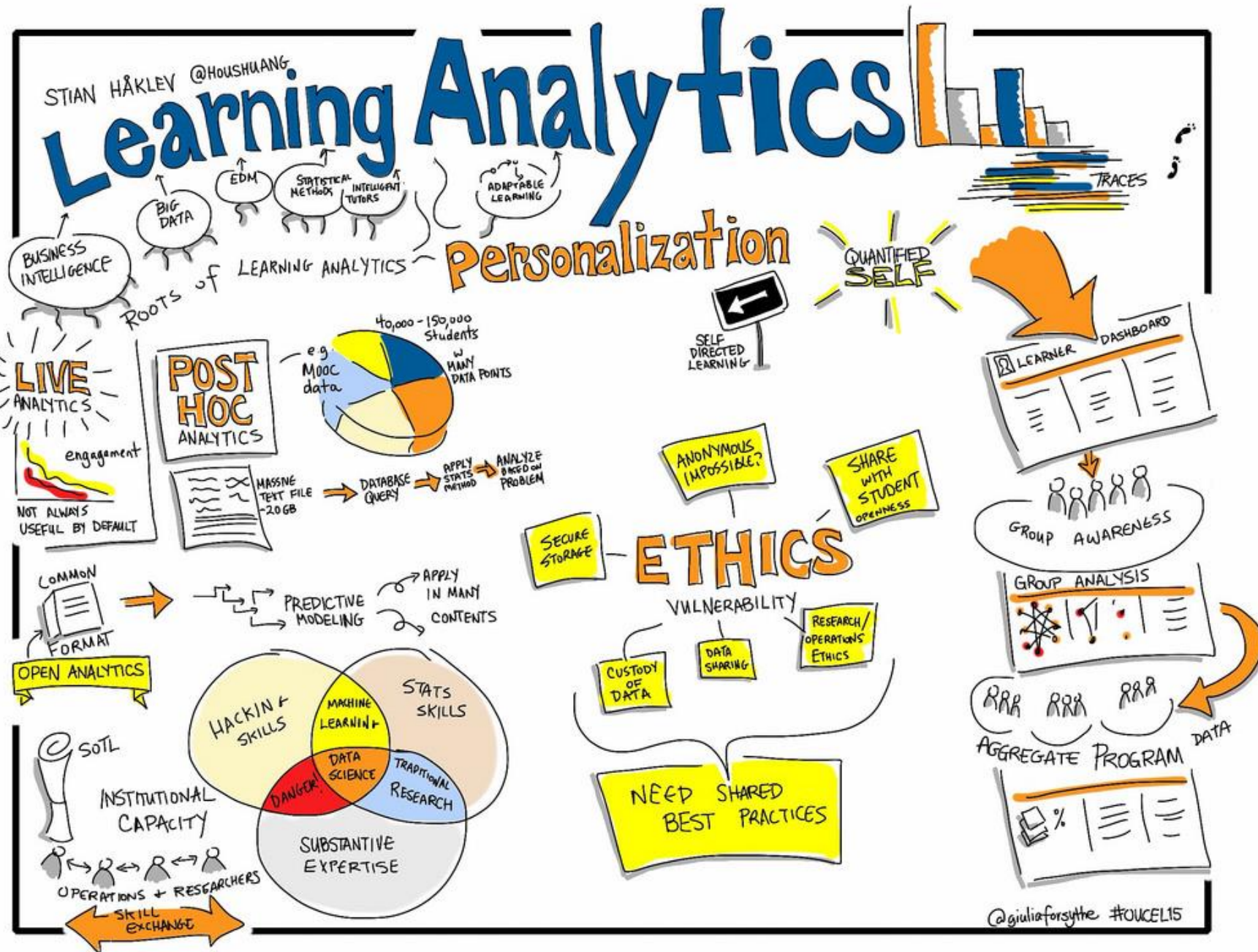
<https://www.teachermagazine.com.au/articles/mobile-phones-in-the-classroom-what-does-the-research-say>

40 herramientas para aplicar la metodología *flipped classroom* en el aula

Si quieres innovar y llevar a la práctica esta metodología, con aulaPlaneta puedes hacerlo de manera muy sencilla.

Además, te presentamos otras 40 herramientas para darle la vuelta a tu clase





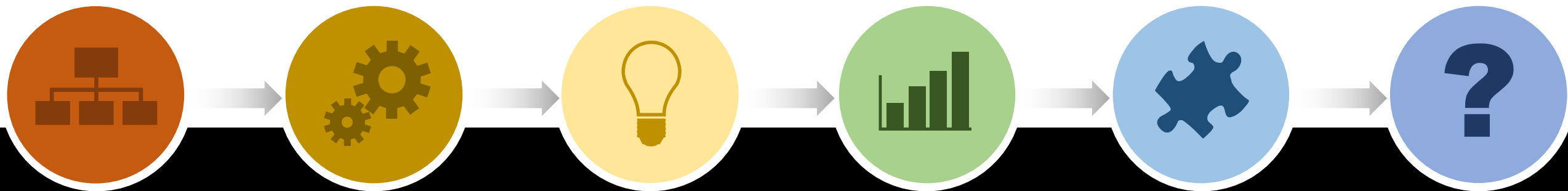


<http://abctherapeutics.blogspot.com/2016/05/the-demise-of-authentic-makerspaces.html>

Realidad virtual y aumentada



<https://gacharters.org/newsletter/google-expeditions-allows-westside-students-take-virtual-field-trips/>
<https://support.google.com/edu/expeditions/answer/6335093?hl=es>

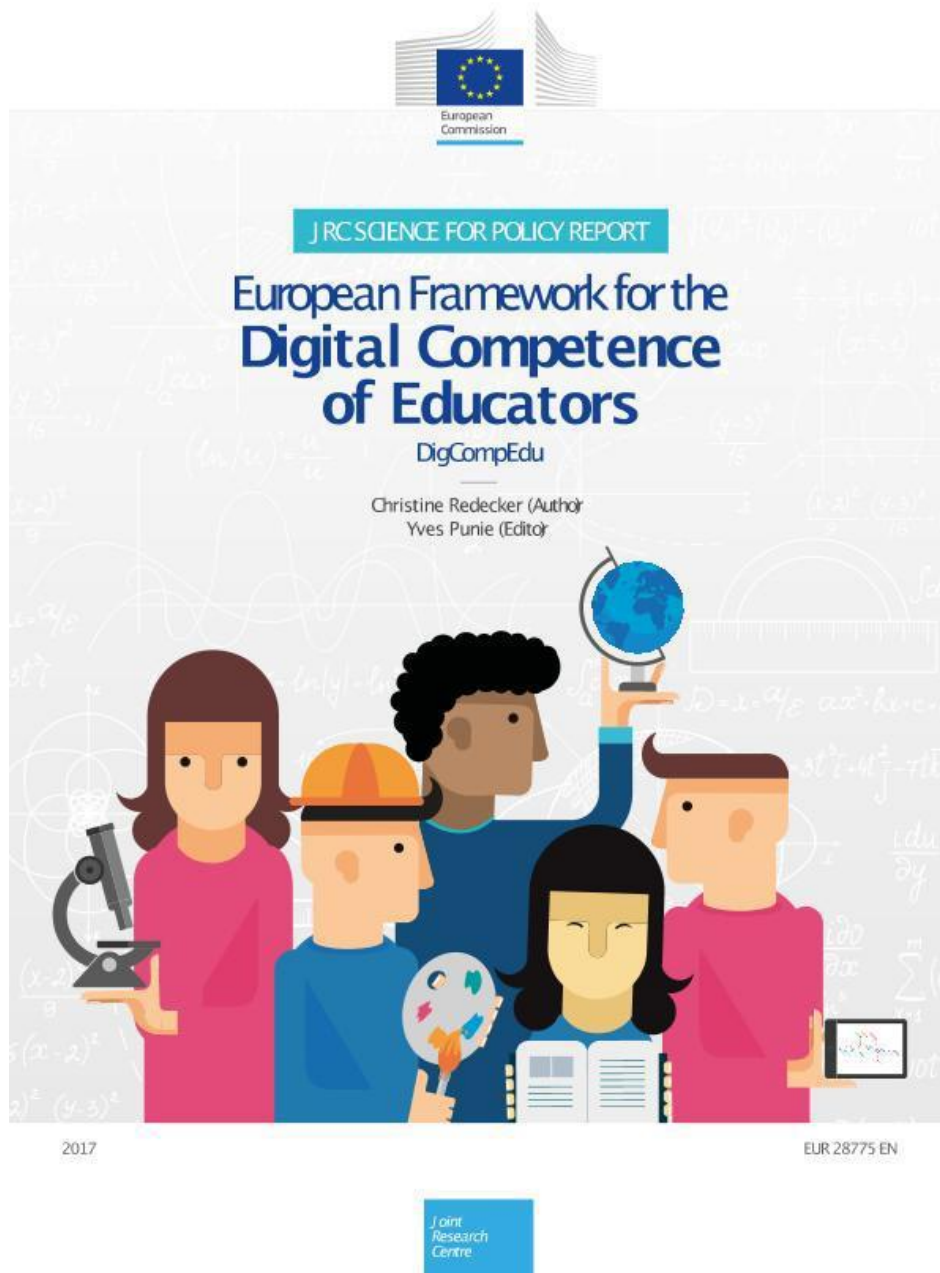


- Mejora de la Competencia Digital Docente
- Replanteamiento del rol del educador/a
- Personalización del aprendizaje
- Experiencias de aprendizaje auténtico (metodologías activas)

- Adaptar los diseños de la organización al futuro del trabajo
- Mezcla del aprendizaje formal, no formal e informal (nuevos modos de aprender)

2

Desafíos significativos que impiden la adopción de nuevas tecnologías



<https://ec.europa.eu/jrc/en/publication/eur-scientific-and-technical-research-reports/european-framework-digital-competence-educators-digcompedu>



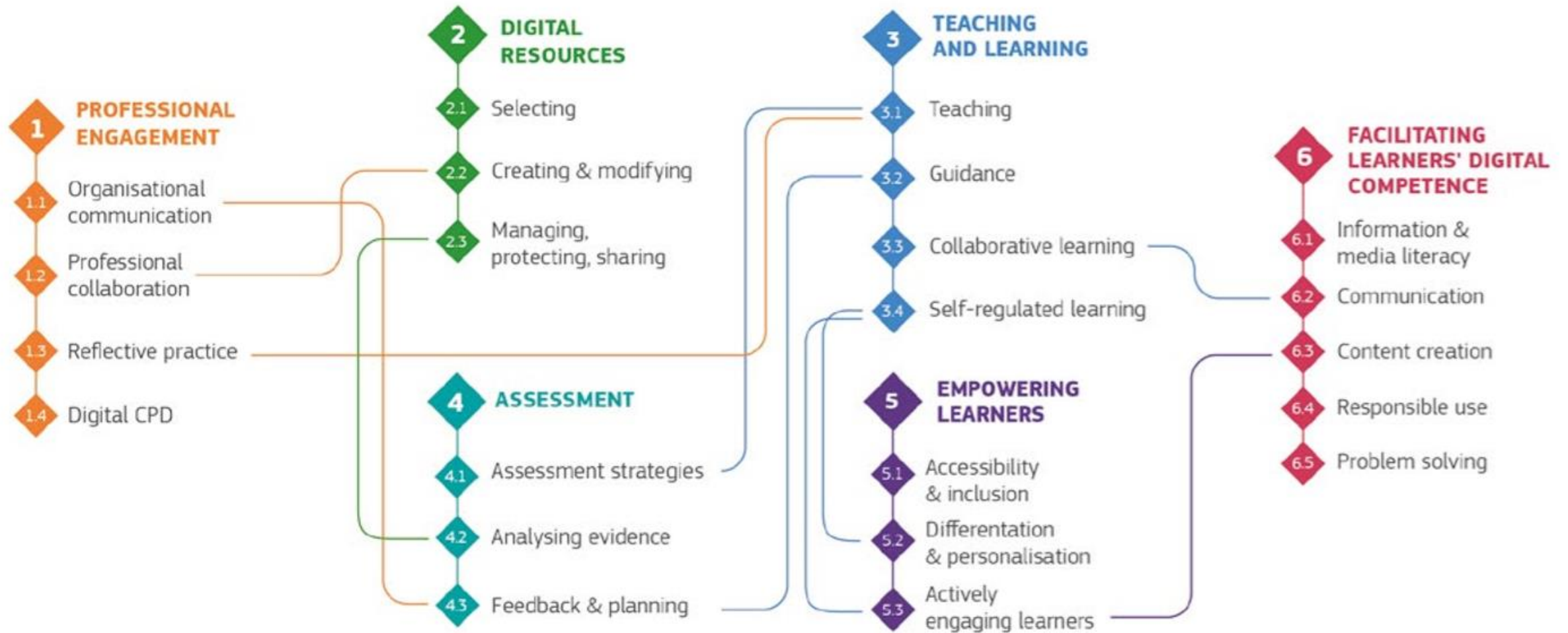
https://aprende.intef.es/sites/default/files/2018-05/2017_1020_Marco-Com%C3%BAn-de-Competencia-Digital-Docente.pdf

Competencia digital

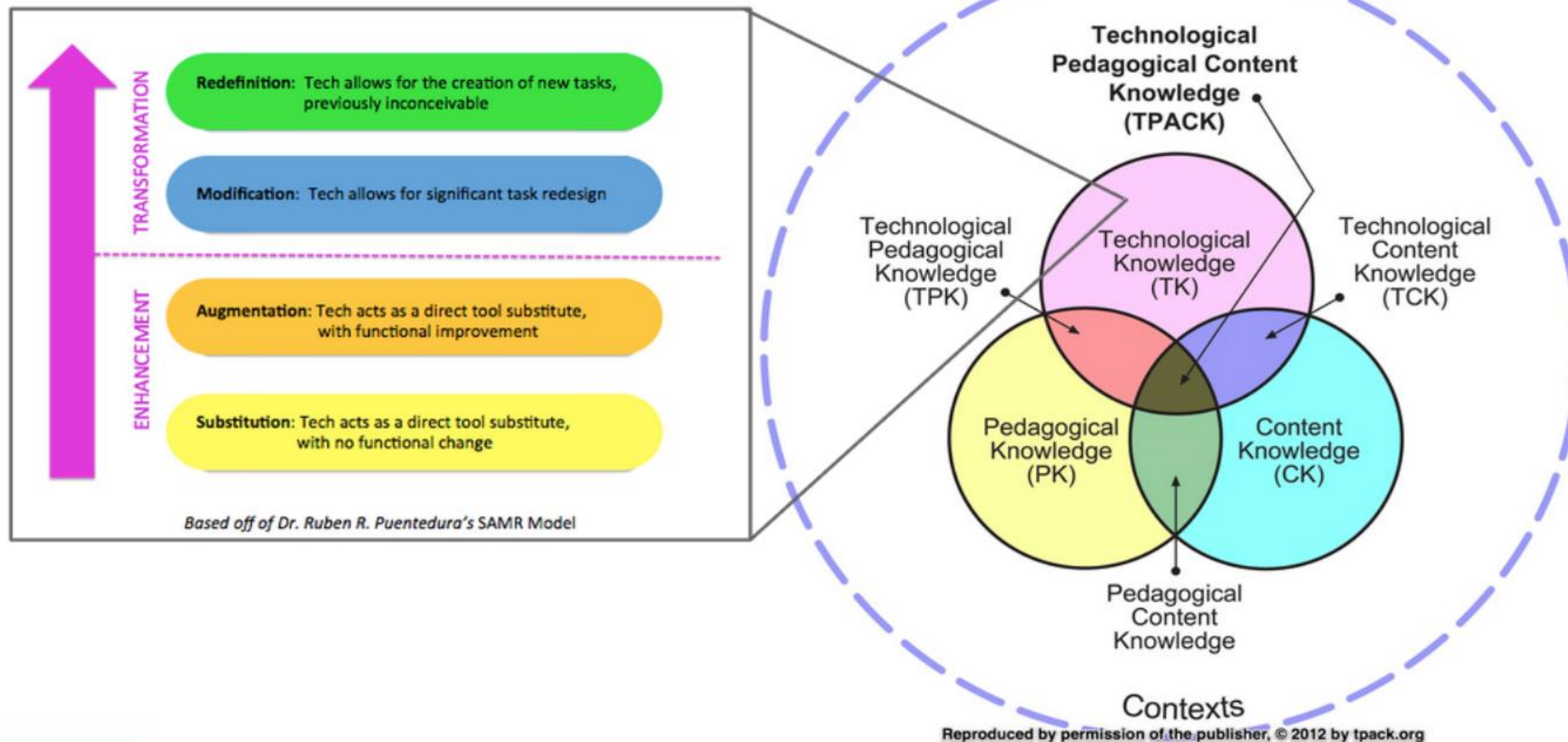
Educators' professional competences

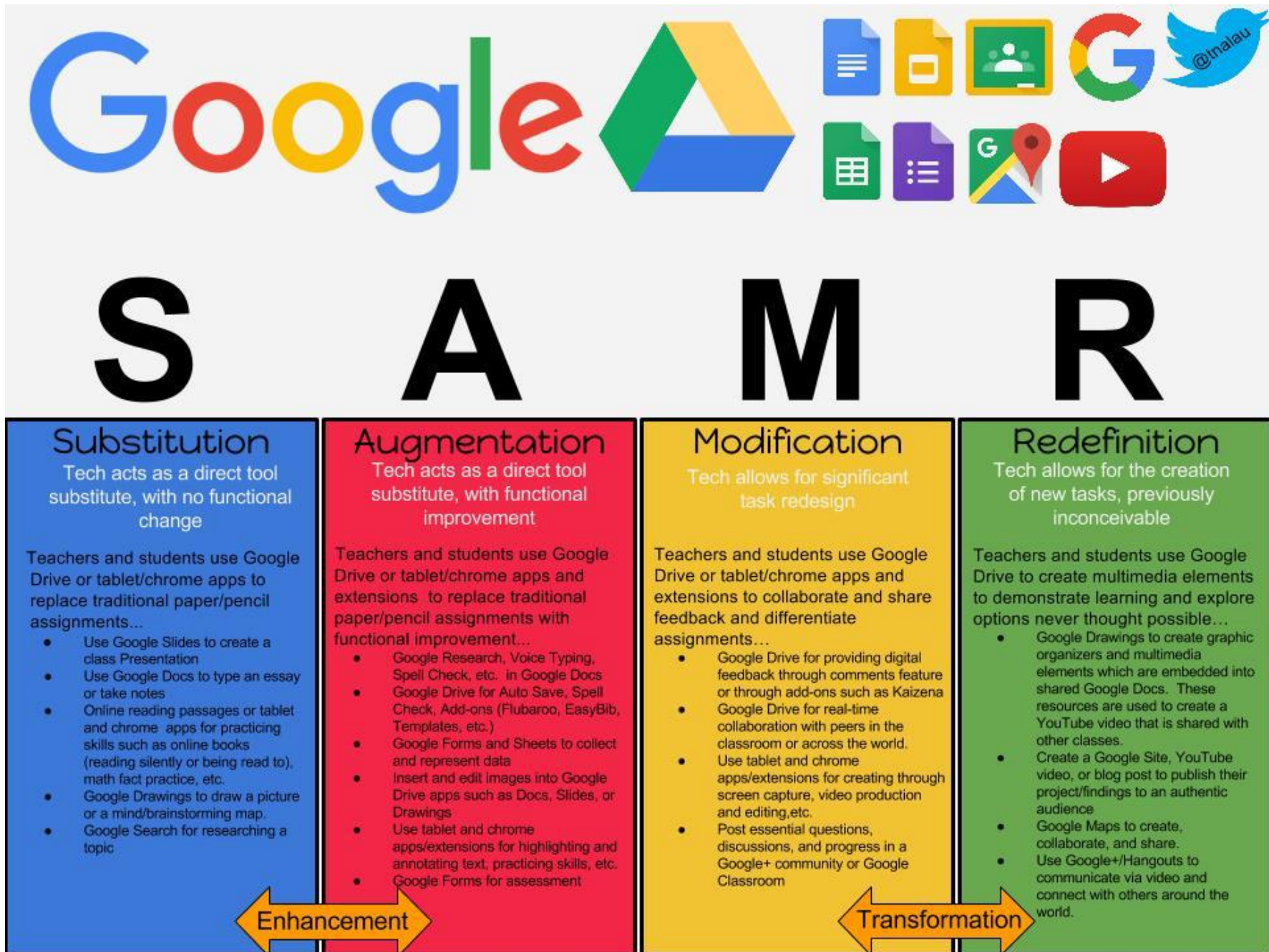
Educators' pedagogic competences

Learners' competences

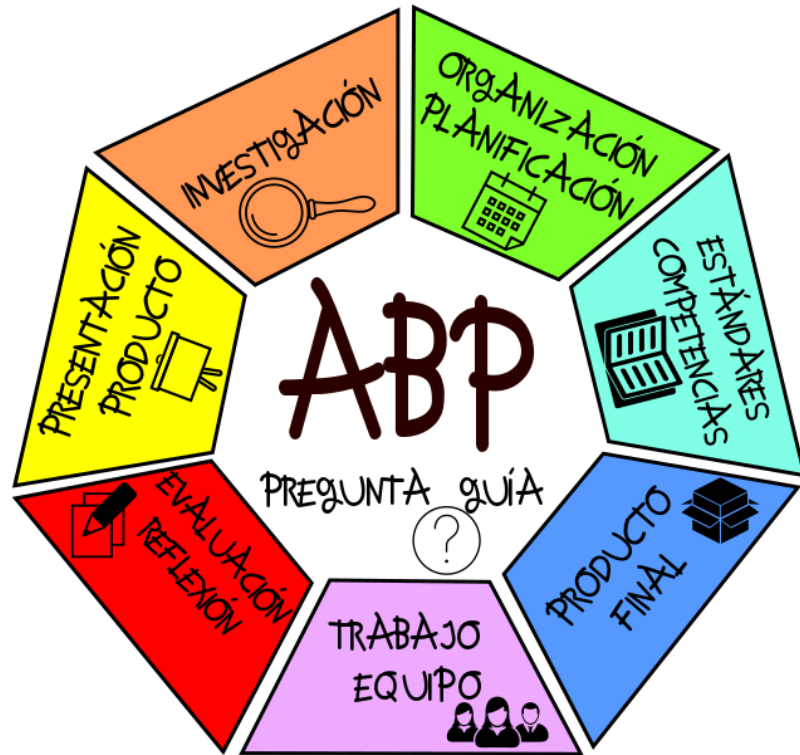


TPACK and SAMR: Lesson Plan Analysis





ABP



ABR



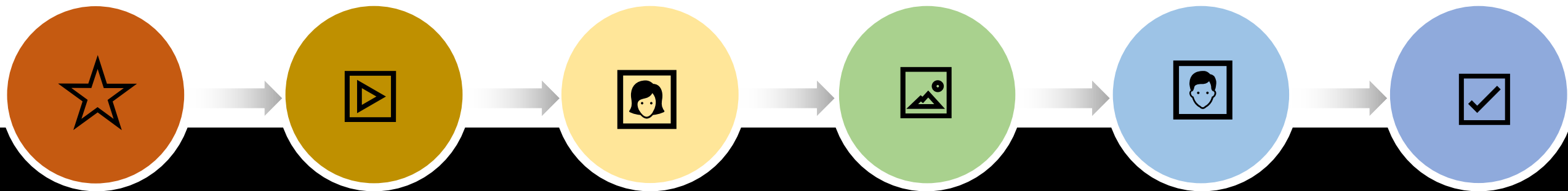
Figura 4. Marco metodológico del Aprendizaje
Basado en Retos de Apple (2011)

Bloom's Digital Taxonomy Activities

Bloom's Digital Taxonomy Activities											
De Describing											Blg Blogging
Li Listing	Bo Bookmarking						Mnd Mind Mapping	Ar Arguing	Crq Critiquing	Clb Collaborating	Flm Filming
Lo Locating	Ne Networking						Ad Advertising	Cnv Convincing	Mod Moderating	Dsg Designing	Inv Inventing
Hi Highlighting	Su Summarizing	Com Commenting	Jo Journaling	Ac Acting Out	IL Illustrating	Exa Examining	PL Planning	Va Validating	Edt Editorializing	Mfy Modifying	Pdc Podcasting
Re Recalling	Pa Paraphrasing	Ou Outlining	Exp Explaining	Ed Editing	In Interviewing	Ap Appraising	Ma Mashing	Rcm Recommending	Rfl Reflecting	Pb Publishing	Rpy Roleplaying
Fa Favouriting	Cmp Comparing	Pe Predicting	Up Uploading	Sh Sharing	Pr Proofreading	Su Surveying	Dec Deconstructing	Rep Reporting	Gr Grading	Vbg Video Blogging	Wk Wiki Building
Se Bulleting	Ds Demonstrating	Id Identifying	Exp Explaining	Con Constructing	Ar Articulating	Ded Deducing	Ctg Categorizing	Li Linking	Rt Rating	Hy Hypothesizing	Prd Producing

Remembering	Analyzing
Understanding	Evaluating
Applying	Creating





**La educación ayuda a la
persona a aprender a ser lo que
es capaz de ser.**

Hesíodo

SE ACABÓ EL
TIEMPO



LÍMITE DE TIEMPO:
30 minutos





ikasnova

IKASTEN IKASI
APRENDE A APRENDER
LEARNING TO LEARN

Mila
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