FOR THE LOVE OF READING:
Leveraging Digital Learning Tools to Foster Authentic, Lifelong Readers

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Join the conversation: #FTLOR (For The Love Of Reading)
WHO
WE ARE...
OUR FORMULA:
Digital Learning Tools + Real-World Tasks + Choice

AUTHENTIC, LIFELONG READING
2014 Pew Research Reading Poll

25 51
HOW DID WE GO FROM THIS...
...TO THIS?
READICIDE!
READ-I-CIDE:

“NOUN; THE SYSTEMATIC KILLING OF THE LOVE OF READING, OFTEN EXACERBATED BY THE INANE, MIND-NUMBING PRACTICES FOUND IN SCHOOLS”

~Kelly Gallagher, Readicide
How are we encouraging them to read?
Students buy into the teacher before they buy into the learning!

@Urban_Teacher
Our Educational Philosophy: Relationships 101 (or, Why Any of This Works)
9 Facts about Digital Natives

- Literary reading has declined 28% since 1982 among those 18-34.
- A higher frequency of family dinners directly related to a greater commitment to learning.
- 30% of kids aged 3-6 have a TV in their bedroom.
- Females tend to use the Internet for social reasons; males tend to use it for virtual gaming.
- 20% meet the clinical standard for addiction to the Internet.
- They are bored by traditional lectures in the classroom.
- 90% of children and adolescents play video games.
- They may benefit from online educational games.
- Multi-tasking may decrease brain efficiency by as much as 50%.

Based on the research of Gary Small, MD & Gigli Vorgan and their book, iBrain: Surviving the Technological Alteration of the Modern Mind.
HOW DO WE REACH THEM?
OUR BYOD Philosophy...

EMPHASIZE REAL WORLD TASKS.
SEE YOU LATER, LITERARY ARTS & CRAFTS!
THE LITERARY SANDBOX:

Digital Tools for the Classroom
TOOLS THAT SHOW:

- Animoto
- VoiceThread
- Slidely
- Padlet
TOOLS THAT CONNECT:

twitter

goodreads

amazon.com

wishlist

Instagram
TOOLS THAT COLLECT:
SURVEY SAYS:

I enjoyed reading in ELEMENTARY school.
SURVEY SAYS:
I enjoyed reading in MIDDLE school.
SURVEY SAYS:

I enjoy reading in HIGH school.
TOOLS THAT FACILITATE:
@cjjgosselin, I can't get over how great this audience is! #MassCUE #DaretoInnovate

www.ForTheLoveOfReading.org
REAL WORLD DIGITAL TASKS
accessibility
SAMR AND BEYOND

Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

Substitution
Tech acts as a direct tool substitute, with no functional change

Transformation
Enhancement
WHAT HAPPENS BETWEEN 2:06 P.M. - 7:29 A.M.?
OUR FORMULA:
Digital Learning Tools
+ Real-World Tasks
+ Choice

AUTHENTIC, LIFELONG READING
Want to learn more? Want to collaborate?

Join our PLN at:

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Discussion/Q&A