

THE EVOLUTION OF TECHNOLOGY IN THE CLASSROOM

Technology continues to bring
new levels of educational capabilities



1

The History of Classroom Technology

The development and application of
classroom technology dated back from 1920 to
current days

2

Technology-facilitated Classrooms

The entrance and significance of
personal computers in classrooms



3

Applications

What kind of technologies is being used in the
classroom?



4

The Future of Technology in the Classroom

What can the future possibly hold that could
further educational proficiencies even more?



The History of Classroom Technology

1920

Radio

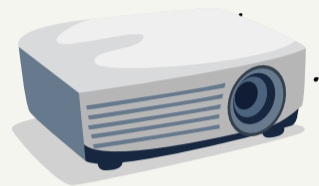
On-air classes became available for any students



1930

Overhead Projector

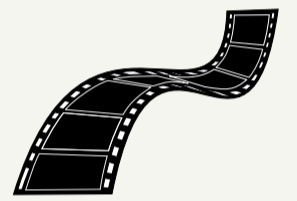
Used to display images in the classroom



1940-1980

Flimstrips

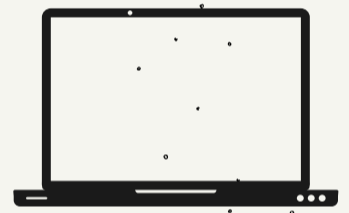
Still image instructional multimedia, once used by educators in primary and secondary schools



1981

Frist Portable Computer

IBM introduced its first personal computer weighing 24 pounds



1990

World Wide Web

The World Wide Web became available to students in schools



2002

Moodle LMS

Moodle is the largest open-source learning management platform in the world, used both for education and business



2010

iPads & Tablets

The popular tablet allowed students to record high-quality videos and podcasts, improve research on the internet, create great reports, and facilitate greater student engagement



2020

Virtual Classrooms

Prompted by the COVID-19 global pandemic, distance learning & virtual classrooms became even more prevalent globally



Technology-facilitated Classroom



Devices Used in the Classroom

01



Laptops/computers - 86%

02



Interactive boards - 67%

03

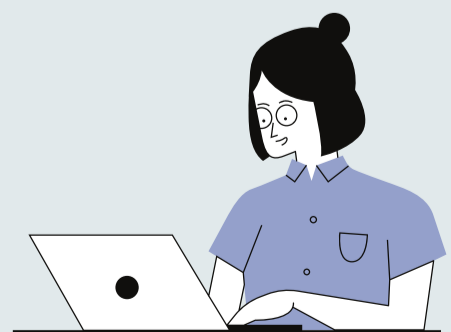


Tablet computers - 65%

04



Handheld technology - 38%



The statistics are taken from a survey conducted at the University of Phoenix College of Education in 2017



Applications

Ways technologies are being used in the classroom

World Wide Web

71% of teachers allowed students to research subjects using World Wide Web



Game-based Learning

64% of teachers used games and simulations to aid learning.



Web-based Tools

49% of teachers used web-based tools to help students improve writing and comprehension skills



Video Creation

37% of teachers allowed students to use video to produce their own content



PowerPoint Slides

20% of teachers used PowerPoint clickers to keep students engaged



This survey is conducted online by Harris Poll in the U.S, from March 29 to April 3, 2017



THE FUTURE OF TECHNOLOGY IN THE CLASSROOM

AUGMENTED REALITY

Augmented Reality allows students to see additional information layered over what they see through the lens

Explore more to find out AR capabilities about Sky Map and Google Glass

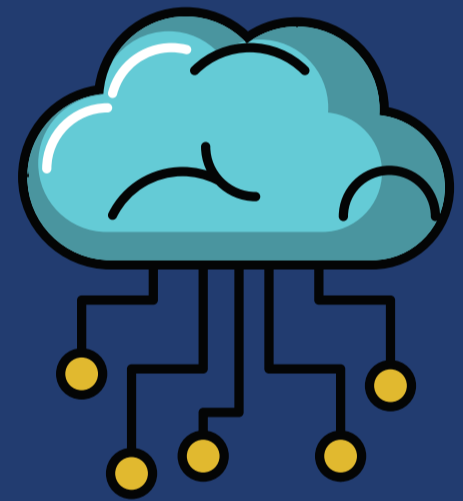


3D PRINTING

3D printing allows students to experiment freely with their designs and ideas without expending considerable costs and time

CLOUD COMPUTING

Students can access all their homework and learning materials via electronic devices. The digital library is quickly accessible without any restrictions. The current cloud platform will need to be developed more sophisticatedly



ONLINE SOCIAL NETWORKING



As a big part of the cloud platform, social networks allow students to share ideas freely, collaborate closely, and communicate timely

MULTI-TOUCH LCD SCREEN

The LCD touch screen allows a great amount of interactivity. For instance, the LCD screen can be attached to a computer capable of generating infinite combinations of images, sounds & videos, just like our smartphones today



GAME-BASED LEARNING

Educators are moving away from traditional classroom teaching to letting students have fun and learn while they play interactive games. Even more, impart students with basic game designing skills, like Gamestar Mechanic



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