Contents

Foreword ix

Introduction 1

Who Should Read This Book? 1

What Is the Rationale Behind this Book? 2

How Is This Book Organized? 3

What Special Features Are in This Book? 5

CHAPTER 1

Stem Initiatives, Robotics, and Coding 7

What Is the STEM Initiative? 8

Coding and Robotics 10

Where Are the Examples? 12

University and K–12 Interactions 32

Summary 37

Questions and Reflections 38

Further Resources to Get Started 39

CHAPTER 2

Makerspaces and the Maker Movement 41

What Are Makerspaces and the Maker Movement? 42

What Do We Know About Makerspaces and Making? 43

What Types of Makerspaces Exist? 44

How Are Educators Implementing Makerspaces? 48

Teacher Education and Makerspaces 50

Informal Education and the Maker Movement 54

Fitting Making into Your School: Getting Started 59

Summary 60

Questions and Reflections 61

Further Resources to Get Started 62

CHAPTER 3

Gamification and Digital Game-Based Learning 65

What Do We Know About Gamification? 66

Foundations of Game-Based Learning 66

Gamification 67
Game-Based Learning 67
Game-Based Learning Aligned with the Digital Age Classroom 68
Tools for Formative and Summative Assessment 69
How Are Educators Implementing Gamification? 70
Educator Preparation and Professional Development Use 73
Fitting Gamification into Your School: Getting Started 75
Summary 78
Questions and Reflections 79
Further Resources to Get Started 79

CHAPTER 4

Digital Citizenship 81
What Do We Know About Digital Citizenship? 82
Responsible Use Policy 84
Privacy 85
Cyberbullying 85
Counterspeech 86
Examples of Digital Citizenship Activities 87
Fitting Digital Citizenship into Your School: Getting Started 93
Summary 96
Questions and Reflections 97
Further Resources to Get Started 97

CHAPTER 5

Pedagogical Changes: Project-Based Learning and Personalized Learning 101
What Is the Foundation of Project-Based Learning? 102
PBL for the Digital Age Classroom 102
Teacher and Student Roles in a PBL Classroom 103
Personalized Learning 105
How Are These Two Educational Pedagogies Being Used? 107
Learning Management Systems 123
Summary 123
Questions and Reflections 124
Further Resources to Get Started 125

CHAPTER 6

Efforts toward Bridging the Digital Divide 127

Background and Current Status 128
School Districts Respond 137
Libraries Respond, Too 140
Community Approaches to Digital Equity 143
Summary 148
Questions and Reflections 149
Further Resources to Get Started 149

CHAPTER 7

Blending of Formal, Nonformal, and Informal Education 151

What Is Known About Formal, Nonformal, and Informal Learning? 152
Focus on Science and STEM 153
Learning and Science Museums 157
Virtual Field Trips 161
Non-STEM Foci 168
Technology Assistance: Blending Formal and Informal 170
Other Examples 172
Blending Formal and Informal for Preservice and Practitioners 173
Summary 174
Questions and Reflections 175
Further Resources to Get Started 175

CHAPTER 8

Lessons Learned, Emerging Themes, and Looking Forward 179

Lessons Learned and Emerging Themes 180
Examples Within a School 184
Examples Within a Community 193
A Bigger Picture 198
A Look into the Future—Where Do We Go from Here? 206
Summary 208