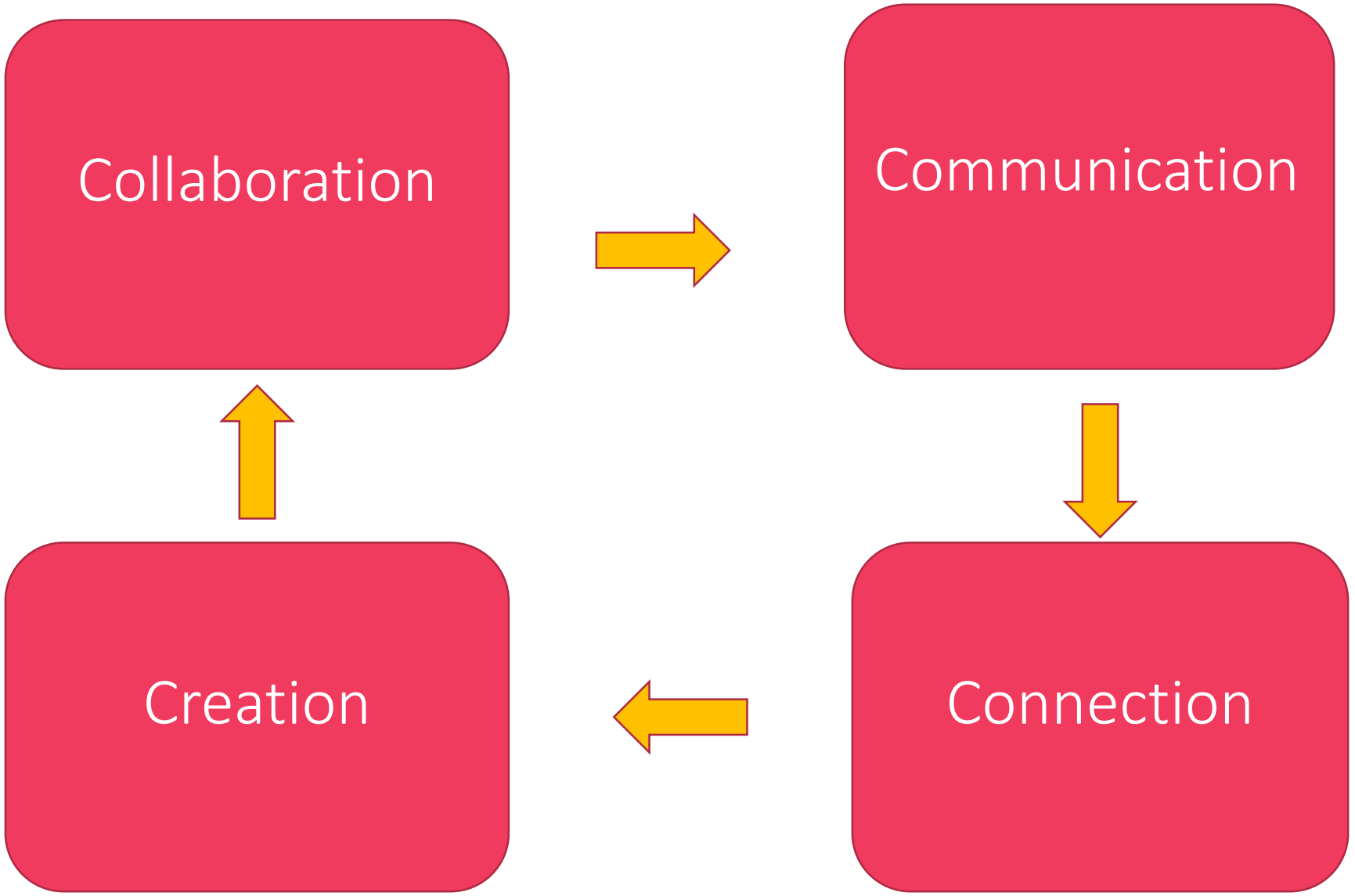
Web 2.0 in Education

By: Lindsay Yeakel

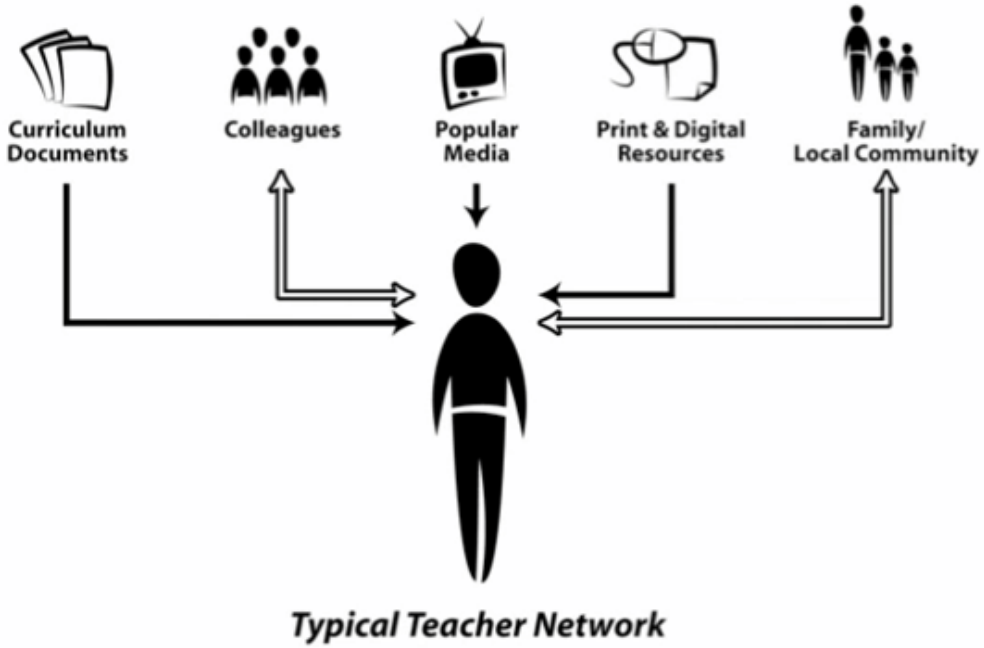
What is Web 2.0?

- Web 2.0 came about in the late 1990s when a new way of creating and presenting information on the Web became available.
- It's capabilities allow the user to interact, within their Web browser, with a server in a way that sends information back and forth, and, allows very powerful applications to be easily used over the Internet.
- There are now hundreds of full-featured applications available on the Internet and many can easily be used to support teaching and learning.
- Most importantly, it created a shift in the way we receive and generate information on the internet.

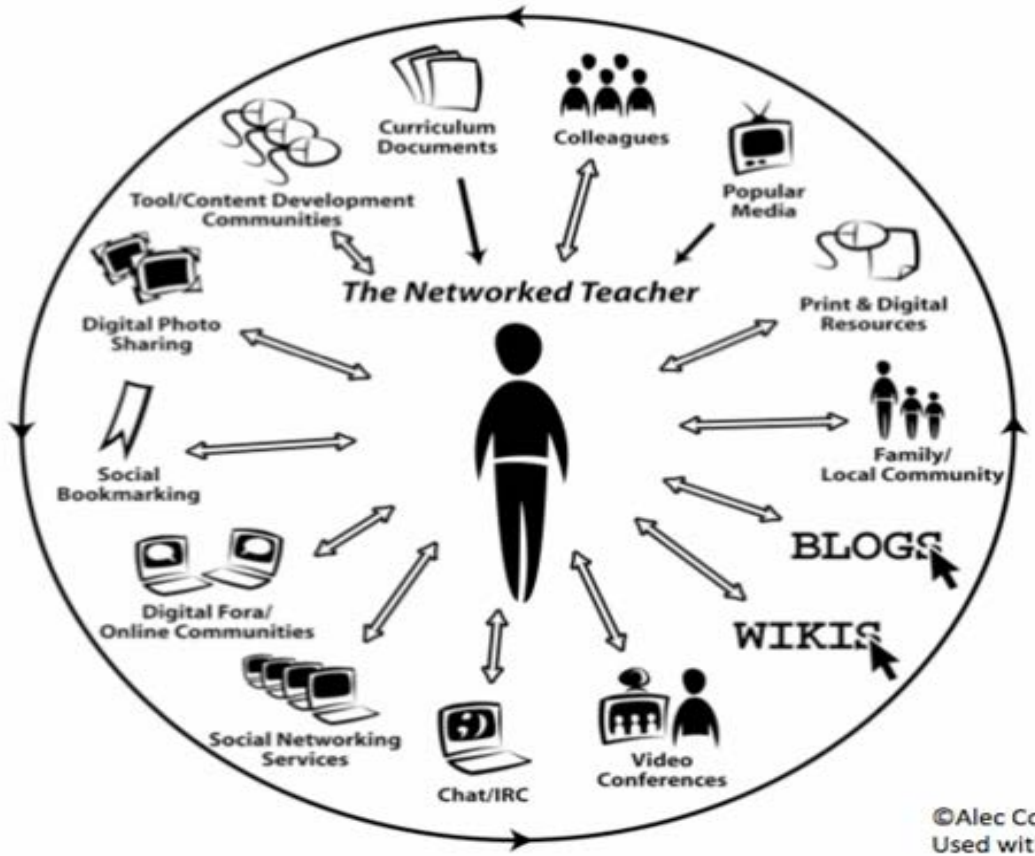
The Four C's of Web 2.0



Web 2.0 Pioneer: Kathy Schrock



Before Web 2.0
Limited sharing



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After Web 2.0
Endless possibilities from
web based applications

What does this mean for our students?

- In the world of Web 2.0, the ways we interact with and learn from each other have been greatly impacted by technology. The foundation for creativity exists in communication and collaboration.
- What Web 2.0 has done for educators is only a fraction of what it has done for our entire culture. With the focus now shifting to preparing our students with the skills necessary to be successful 21st century success, Web 2.0 is truly the wave of the future.

Exploring the Categories

In order to provide our students with the necessary skill for success, at all levels, we should think critically and reflectively on where education is going and how we are going to get there. Web 2.0 is just one platform that will help make this transition a little easier.

In order to simplify all that Web 2.0 has to offer educators and students, there are certain categories that I will discuss. They will help paint a better picture of how to select a program that fits your needs.

We will now explore what these technologies have to offer and how to sort them in order to find the right tools for your classroom. I will only be focusing on ones that I think are the most applicable to our day to day classroom activities.

Collaboration

Purpose: to enhance planning, sharing, and the way we access information from others

Multiple users: sharing the same space to brainstorm/share

- bubbl.us *
- Mindmeister
- Zippychat
- OneNote (also at tech fair)

Sharing & Communicating

Purpose: to expand the way we interact with each other and share ideas and resources

Photo Sharing/Editing

Pixler
Flickr

Interacting with others

Penzu
Padlet*
Wikis
Twitter
Edmodo

Presentation

Purpose: to change the way we create projects and explore topics

Digital Stories

Animoto
Glogster
SlideShare*

Flipped Classroom

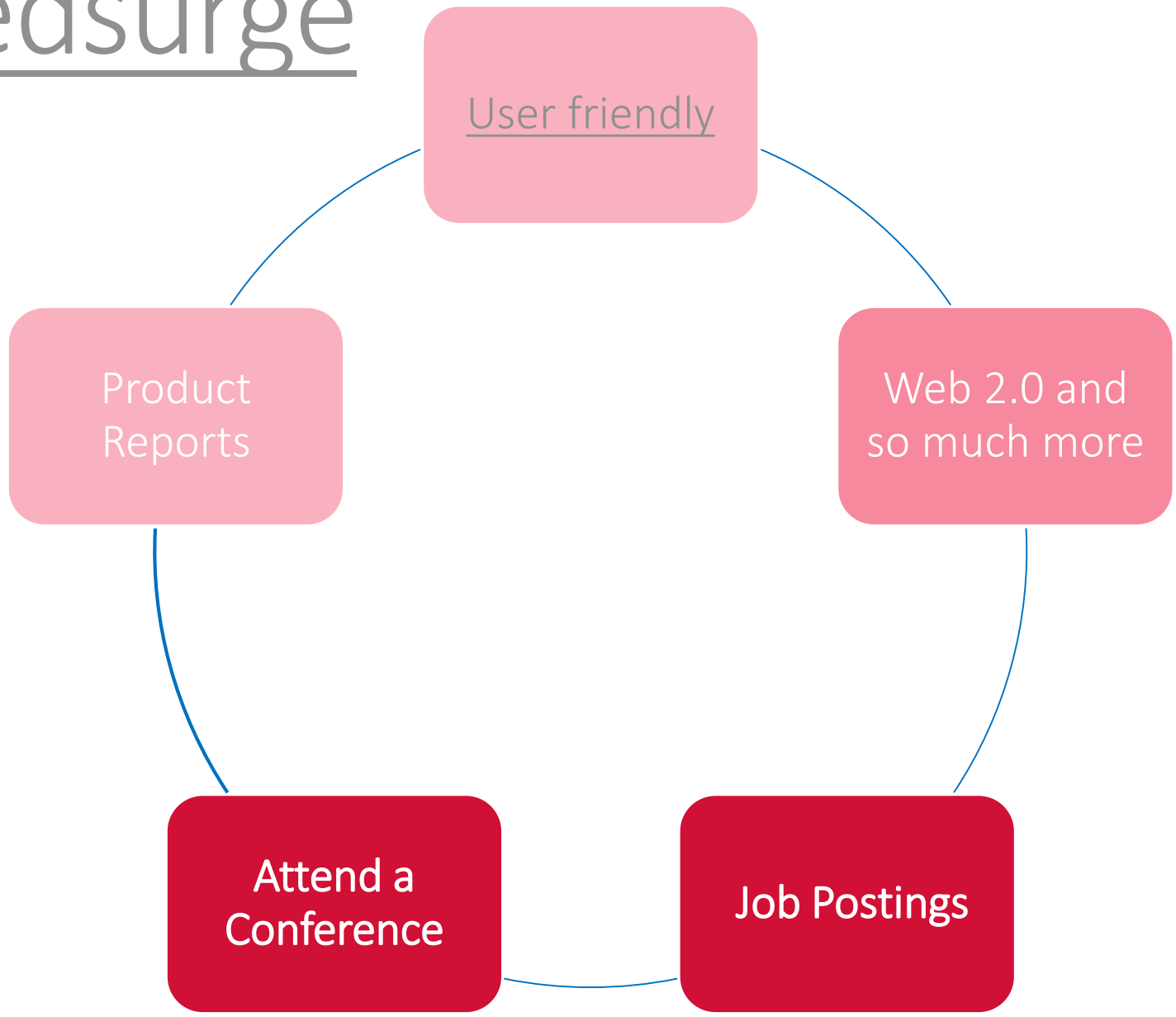
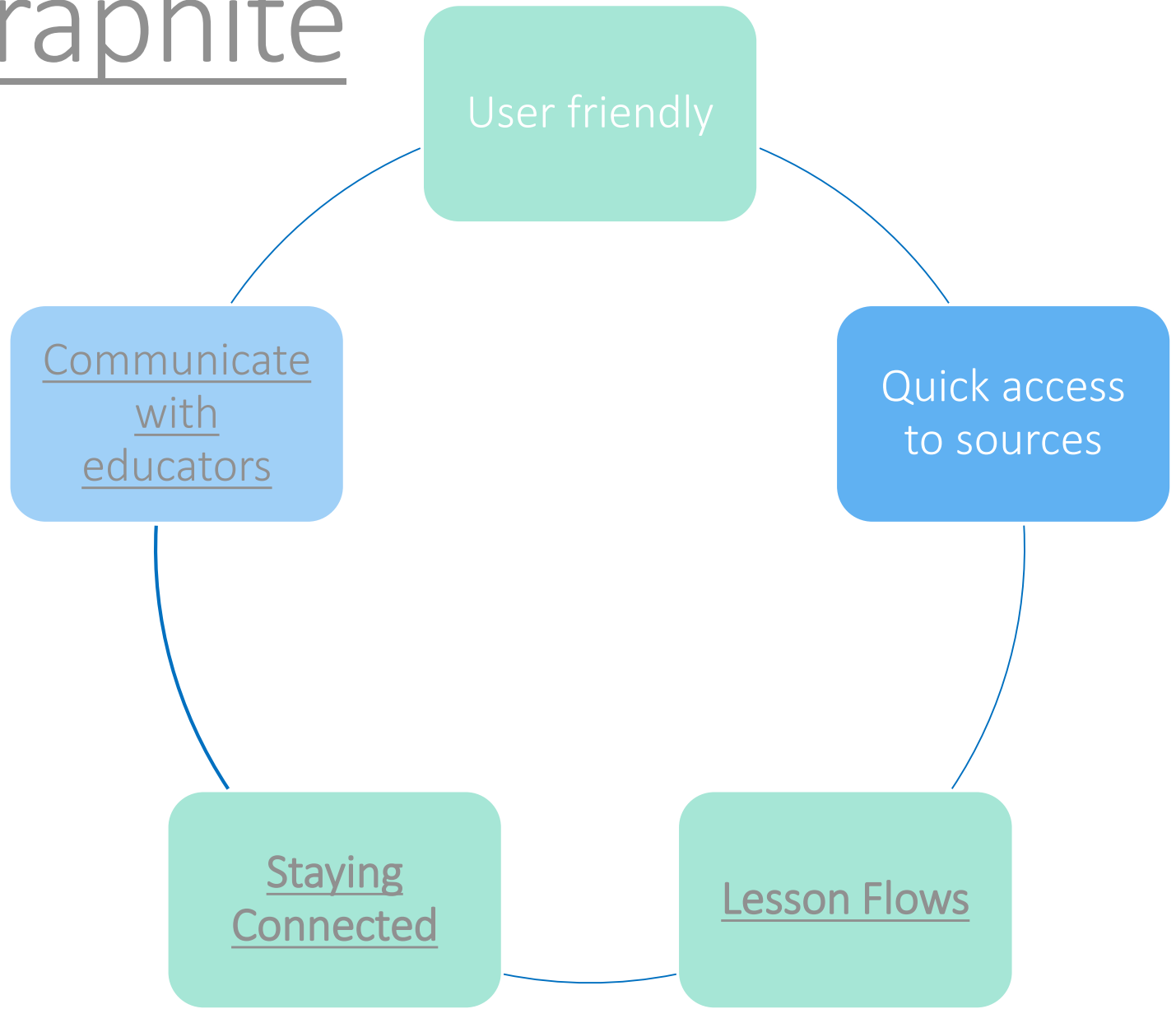
Screencastomatic
Voice Thread

Web 2.0 Made Easy

Now that I showcased some of my favorites, I will end this presentation with two final websites that offer guidance on what programs/resources are right for you and your students.

Edsurge and graphite are two, user-friendly, websites that will help you make the transition to a more collaborative classroom. Taking time to explore the possibilities will help you realize how we can redefine the way we share and teach.

Let's Explore: edsurge



Let's Explore: graphite