

Learning Environments

Traditional Learning	Digital Learning
All students at the same learning place at the same time	Personalized learning, competency-based learning
Textbook as the primary resource	Variety of high-quality traditional and digital resources
Learning confined to school day/school building	Learning 24/7
Student-owned technologies banned during school hours	Student-owned technologies used during school day for learning
Digital Citizenship curriculum taught by Library Media Specialist	Digital Citizenship taught by all teachers and administrators; woven throughout every day
Teacher-directed instruction	Student-centered; Blended Learning environments where some learning is delivered through online instruction
Connections are made within classroom only	Connections are made frequently within classrooms <i>and</i> experts/others around the world

Learning Expectations

Traditional Learning	Digital Learning
Content-area standards only	Content-area standards + Future-Ready Skills (21 st Century Fluencies and Skills, ISTE Standards)
Learning objectives connected to the classroom	Learning objectives connected to the real world

Best Practice Strategies

Traditional Learning	Digital Learning
Focus on teaching	Focus on student learning
Focus on the technology	Focus on mastery of the learning
Technology used by the teacher	Technology used by students
Independent, non-collaborative	Collaborative, peer, and team-based learning
Teacher delivers basic concepts/knowledge	Flipped learning where students gain basic concepts independently. Class time spent participating in learning that deepens knowledge and understanding
Classroom learning, assignments, collaboration, and formative assessments managed offline	Learning management system utilized by teacher, students and parents
Paper and Pencil	24/7 Blended/Online learning opportunities (Workstations/Centers, Rotations, Flipped Learning, Online Courses)
Text before pictures, sounds, or video	Information and concepts processed through pictures, sound, or video before text
Traditional seating arrangements	Flexible seating and work areas in the classroom and school for collaborative and independent learning

Collaborative learning does not involve digital tools	Digital collaboration tools provide opportunities for real-time online creation and communication
Best Practice Structures	
Traditional Learning	Digital Learning
All students produce the same product	Multiple demonstrations of learning utilizing digital technologies and student choice
Products for the teacher or class	Products and publishing for a global audience
Student learning tasks and products relevant to teacher	Tasks and products relevant to students' life outside of the classroom
Feedback Based on Student Data	
Traditional Learning	Digital Learning
Print-based assessments	Online student response, reflection, and other demonstrations of thinking and learning
Print-based records	Online data systems - data available from multiple sources in multiple formats
Grades only	Digital portfolios and data folders
Teacher is evaluator and judge for all learning activities	Self assessment, peer-to-peer, group; public audiences, authentic
Professional Learning	
Traditional Learning	Digital Learning
Teacher learning in isolation	Professional Learning Communities and Online Social Networks
Isolated professional learning opportunities	Professional learning occurs during daily work and collaboration with others
Leaders do not model the use of digital technologies for work or learning	Leaders intentionally model the use of digital technologies for efficiency, teaching, and learning