This site was designed with the WIX.com website builder. Create your website today. Start Now

Inquiry-based Learning Project

To what extent does technology/internet applications impact student engagement especially within the humanities subjects?

This page will show one of my learning projects based on inquiry-based learning, one of the most popular learning and teaching methods in science subjects, research, and development projects. And the learning and teaching process can be supported by the electronic learning environment within the rapid development of new technology and internet applications.

The Journey of Inquiry

Discuss the Inquiry Question
What was your initial Inquiry Question, and if it changed, how did it change?

My original inquiry question is to what extent do technology/Internet applications impact student engagement, especially within the humanities subjects.
The authentic piece of work will be collected by following the procedure: *motivation and brainstorming*, *theoretical learning*, *Apps experiment*, and *teaching practice* in four steps toward the final goal, which aims to the essential question. And integrated new technology into Model Lesson Plans about the topics and contents to prove that the new technology has a large-scale of positive impact on student engagement.

'Learning is a driver, technology is an accelerator.'
- Michael Fullan

Discuss the Journey
Where did they start?
My journey began this spring term of the MSIT program, and this course drives me to a new area. Meanwhile, it connected to my previous learning and research experience, which made me confidently confront the difficulty of my studies. We explored hundreds of fascinating internet applications and new teaching and learning methods techniques, which will equip our studies in the future.

Where did they go?

Motivation

Week 1- 3

Where did they end up?
In my exploration of this course, to find appropriate Apps for Humanities Subjects, integrate effective and efficient Internet tools into the actual teaching practice, which may improve the student engagement in the classroom.

Week 4 - 5

Describe their authentic piece of work

Academic rigor requires defining terms and clarifying the objects we will learn.

Theoretical Learning

The Definition of Terms

Student Engagement	Engagement may be defined as students' cognitive investment in, active participation with, and emotional commitment to learning particular content. - William N. Bender
Humanity Subjects	The humanities include the study of ancient and modern languages, literature, philosophy, history, archaeology, anthropology, human geography, law, religion, and art.

Object: How does the Internet Applications Inspire the Students Engagement?

What do I read, research and study to help explore my essential question?

1. Articles
(1) The Student Engagement
Abla C. & Fraumeni R. B.,(2020) *Student Engagement*, McREL International.
William N. Bender,(2017), *Strategies for Increasing Student Engagement*, Learning Science International.
Yavuz Samur, (2012),*Measuring Engagement effects of educational games and Virtual Manipulative on Mathematics*, Blacksburg, VA.
(2) How to use the new technology to improve the classroom.
Felicia Bolden, (2019), *How Technology can Increase Student Engagement*, Teach Hub.
(3) Social media improves the classroom.
Richardson, M.E. (2015). Social Media in the College Classroom. International Dialogues on Education, 2015,Volume 2, Number 2, pp.209-224
(4) Education games affect student engagement
Zhonggen Y., Mingle Q., Lifei W.,(2021), *The Effect of educational games on learning outcomes, student motivation engagement, and satisfaction*, Journal of Educational Computing Research,2021,Vol.59,pp.522-546
2. The BC's Curriculum - https://curriculum.gov.bc.ca/
BC's Curriculum for Arts Education.

Reading during learning pace

Empowered Learning

Bill Ferriter states that *'Engaging students means getting kids excited about our content, and curricula. Empowering students means giving kids the knowledge and skills to pursue their passions, interests, and future.'*
The new technology give more opportunities for us to shift from engagement to empowerment that will benefit all learners.

Instruction of Apps

Week 6 - 9

Apps Experiment

1

Google Arts & Culture

Google Arts & Culture (formerly Google Art Project) is an online platform of high-resolution images and videos of artworks and cultural artifacts from partner cultural organizations throughout the world. It is also an artists and learners community which serves users all around the world.

More Info

2

Duolingo Kids & School

Duolingo mobile apps are language learning and teaching platform. Users practice vocabulary, grammar, and pronunciation using spaced repetition. Exercises can include written translation, reading and speaking comprehension, and short stories.

More Info

3

Evernote

Evernote is an app designed for note taking, organizing, task management, and archiving. The app allows users to create notes, manage their ideas and creations, which is a powerful intellectual management platform.

More Info

Week 10 - 12

Model Lesson Plan

In her TEDx talk, Kayla Delzer said, 'Something boring on paper is still boring on a tablet or a laptop,' so the alternative and innovative is not to change the tool only; simply put the classroom online is worthless. Integrating the new technology into the classroom is a challenge for every educator. I am trying to integrate Google Arts and Culture into Arts Education lessons to illustrate how to equip the classroom with Internet applications.
Two Model Lessons focus on grades 9-12, which will adjust to meet the requirement of BC's Curriculums.

Art History Timeline

Gr.9-10
This lesson is meant as an introductory lesson into art history or as a follow-up lesson to a semester of art history. Art history is such a broad topic that I felt that my students weren't really grasping it in a "real" sense. They could answer test questions but as far as really putting things into context, I thought they were still weak.

Read More

Arts Education: Symbolism in Sculpture

Gr. 9-12
This lesson will help students to consider the ways that sculptors have represented concepts and ideals as symbolic forms in three dimensions. They compare historical examples to those in contemporary culture, and begin sketching designs for their own symbolic sculpture.

Read More

The end of inquiry project

The end of inquiry project is a new beginning of learner journey

To conclude, the EDIT 605 course gave me ample opportunities to explore hundreds of educational applications related to my area. Their multiple functions and effective engagement will help students involve in the classroom and also assist educators and students move from teacher-centric to student-centric methods.
According to inquiry-based learning practice, **core competencies** like critical thinking and communication skills have been improved in the process of enquiring.

Reference

Abla C. & Fraumeni R. B.,(2020) *Student Engagement*, McREL International.William N. Bender,(2017), *Strategies for Increasing Student Engagement*, Learning Science International.

Yavuz Samur, (2012),*Measuring Engagement effects of educational games and Virtual Manipulative on Mathematics*, Blacksburg, VA.

Felicia Bolden, (2019), *How Technology can Increase Student Engagement*, Teach Hub.
Richardson, M.E. (2015). Social Media in the College Classroom. International Dialogues on Education, 2015,Volume 2, Number 2, pp.209-224

Richardson, M.E. (2015). *Social Media in the College Classroom*. International Dialogues on Education, 2015,Volume 2, Number 2, pp.209-224

Zhonggen Y., Mingle Q., Lifei W.,(2021), *The Effect of educational games on learning outcomes, student motivation engagement, and satisfaction*, Journal of Educational Computing Research,2021,Vol.59,pp.522-546

Couros, G. (2015). The Innovators Mindset Empower Learning, unleash talent, and lead a culture of creativity. Dave Burgess Consulting.

BC's Course Curriculum. (n.d.). Retrieved April 29, 2022, from https://curriculum.gov.bc.ca/