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mynotebook.com

Government 3.0 App Presentation

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The Problem

- K-12 students have grown up in a technology saturated society

- Little distinction between their public and private lives

- Past education efforts have focused on warning parents and students of the dangers of the consequences of poor decisions online

- Need a model that cultivates positive relationships while helping them develops online behaviors that will set them up for success

+ 21ˢᵗ Century Skill Sets

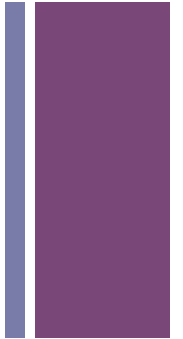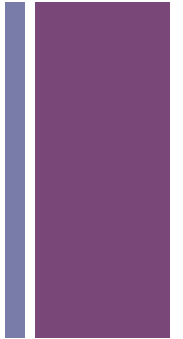Digital Literacy Across the Curriculum. p.19. FutureLab March 2010.

+ What is it

- mynotebook.com is a safe social learning community that connects middle school students together for collaborative project work, equips them with much needed digital literacy skills, and helps them develop positive digital footprints

- Students, teachers, and parents can interact through school/ class pages, affinity/interest groups, videos, and their profiles.

- Similar in design to facebook, but built to educate students on how they should engage in social networks through practice, experimentation, and reflection

+ Logistics

- Cost: Anywhere between $0 - $30,000. Will utilize open source platforms, such as Joomla, Livecode, or Buddy Press.

- Incentives: Will require partnering with teachers and schools with pedagogical flexibility. Incentives will be directly tied to pedagogical best practices and curricula improvement. Mynotebook.com will also be a tool for teachers to share and develop best practices.

- Scale: Since the platform will be open source, mynotebook.com can be easily replicated and customized by any school or group. At the same time, mynotebook.com will seek to increase the number of schools, classes, students, teachers, and parents in its network over time.

What can the Gov't do?

- Speak out!

- Launch a PSA campaign through the US Dept of Education about digital literacy and digital footprints, similar to Let's Move! Initiative from FLOTUS

- DOE can also use the next round of Race to the Top to encourage localities to establish higher standards for digital literacy in the classroom