

TECHNICAL VOCATIONAL LIVELIHOOD

12

QUARTER

2

MEDIA AND INFORMATION LITERACY



Media and Information Literacy – Grade 12
Quarter 2 – Module 3: Current and Future Trends of Media and Information
(Part 1)
First Edition, 2020

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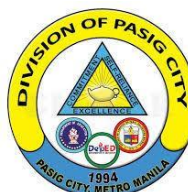
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Media and Information Literacy

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QUARTER 2

MODULE

3

Current and Future Trends of
Media and Information (Part 1)



Introductory Message

For the Facilitator:

Welcome to the Media and Information Literacy – Grade 12 Self-Learning Module on Current and Future Trends of Media and Information (Part 1)!

This Self-Learning Module was collaboratively designed, developed and reviewed by educators from the Schools Division Office of Pasig City headed by its Officer-in-Charge Schools Division Superintendent, Ma. Evalou Concepcion A. Agustin, in partnership with the City Government of Pasig through its mayor, Honorable Victor Ma. Regis N. Sotto. The writers utilized the standards set by the K to 12 Curriculum using the Most Essential Learning Competencies (MELC) in developing this instructional resource.

This learning material hopes to engage the learners in guided and independent learning activities at their own pace and time. Further, this also aims to help learners acquire the needed 21st century skills especially the 5 Cs, namely: Communication, Collaboration, Creativity, Critical Thinking, and Character while taking into consideration their needs and circumstances.

In addition to the material in the main text, you will also see this box in the body of the module:



Notes to the Teacher

This contains helpful tips or strategies that will help you in guiding the learners.

As a facilitator you are expected to orient the learners on how to use this module. You also need to keep track of the learners' progress while allowing them to manage their own learning. Moreover, you are expected to encourage and assist the learners as they do the tasks included in the module.



For the Learner:

Welcome to the Media and Information Literacy Self-Learning Module on Current and Future Trends of Media and Information (Part 1)!

This module was designed to provide you with fun and meaningful opportunities for guided and independent learning at your own pace and time. You will be enabled to process the contents of the learning material while being an active learner.

This module has the following parts and corresponding icons:



Expectations - This points to the set of knowledge and skills that you will learn after completing the module.



Pretest - This measures your prior knowledge about the lesson at hand.



Recap - This part of the module provides a review of concepts and skills that you already know about a previous lesson.



Lesson - This section discusses the topic in the module.



Activities - This is a set of activities that you need to perform.



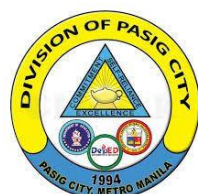
Wrap-Up - This section summarizes the concepts and application of the lesson.



Valuing - This part integrates a desirable moral value in the lesson.



Posttest - This measures how much you have learned from the entire module.





EXPECTATIONS

At the end of this lesson, you are expected to:

- A. describe massive open on-line;
- B. evaluate current trends in media and information and how it will affect/how they affect individuals and the society as a whole;
- C. predict future media innovation



PRETEST

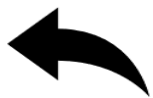
Direction: Match column A with the correct answer on column B

Column A

- 1. Ubiquitous learning
- 2. Interactivity
- 3. Accessibility
- 4. Immediacy
- 5. MOOC

Column B

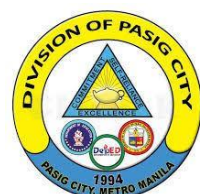
- A. Wherever a student is, he/she can immediately access learning materials.
- B. An online course that offers open access via the Internet for free or at a low cost.
- C. Online collaboration with teachers and/or peers (chat/blogs/forums)
- D. Learning at any time, at any place
- E. Access from everywhere as personally required



RECAP

Direction: Identify five challenges and risks seen when people rely only in the virtual world when looking for information.

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LESSON

CURRENT AND FUTURE TRENDS OF MEDIA AND INFORMATION (PART 1)

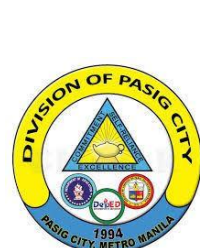
- a. Massive Open Online Content (MOOC)
- b. Ubiquitous Learning
- c. Wearable technology (i.e. Google glass, Apple watch, etc.)
- d. 3D Environment (i.e. 3D printer, 3D films, holograms, etc.)

“Necessity is the mother of invention.” Most the developments and trends in media and information are rooted from the needs of the people. Steve Jobs and Steve Wozniak invented Apple-1 in 1976 recognizing the need for a modern computer—with a typewriter-like keyboard and an output device which is a TV set. To put it simply, Apple-1 was able to address the need for inexpensive computer at that time.



Apple-1 invented by Steve Jobs and Steve Wozniak in 1976

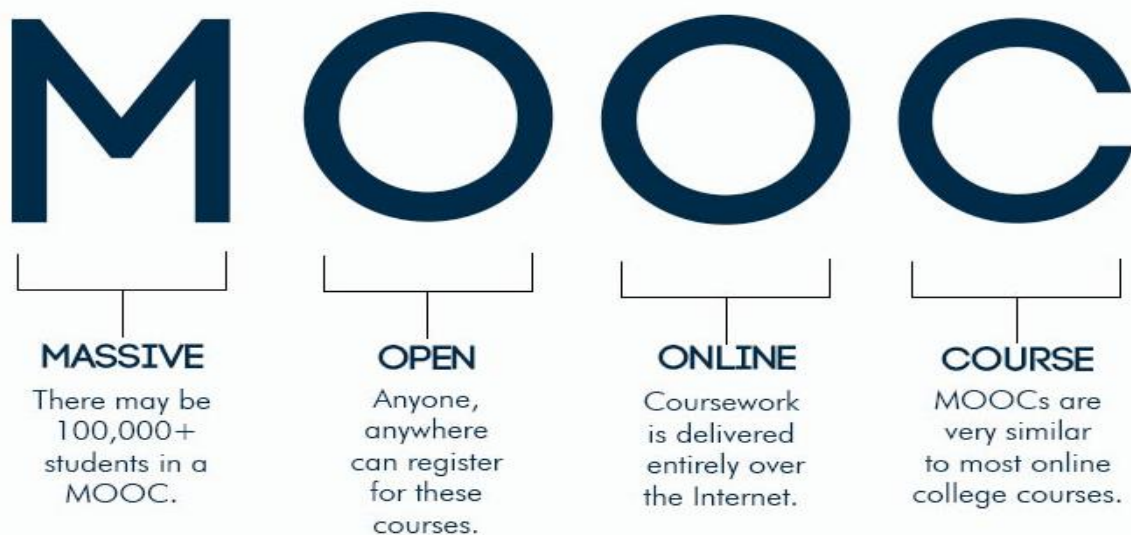
Another notable example is Facebook, the brainchild of Mark Zuckerberg. The social network was taken from the online program Facemash which he created to build connection among Harvard University students. Today, Facebook continuous to create connections not only among students but also across communities. The social networking site has also evolved in becoming an online marketplace and an arm of the education sector. Indeed, technological innovations keep up with the need of the current time.





Facemash interface which is popularly known today as Facebook

Massive Open Online Content (MOOC)



MOOCs offer free online courses to a massive number of people worldwide. The courses it offers are designed after college and university courses. However, not all MOOCs accounted for a college credit unless it has partnered with more traditional online programs. It is designed for diverse learners—from regular students down to professionals. In the Philippines, according to Edukasyon.ph, “Many Massive Open Online Course (MOOC) providers offer online tutorials to supplement a student’s K-12 education.”

Reasons why do people take MOOC classes as presented by e-Learning Infographics.com

- Because they are free of charge by nature
- It’s just like traditional learning in terms of edu content quality
- MOOC brings together millions of people from different cultures
- People are curious if they can really learn stuff when there are no strings attached

- It's flexible, everyone is free to choose a comfortable time and pace (50 percent of MOOC learners are full-time employees and they can still handle it!)

Ubiquitous Learning

Ubiquitous learning is defined as learning at any time, at any place using computer or desktop and Internet. In this era, the combination of social media and mobile technologies make ubiquitous learning possible. As stated in the article *Social Media for Ubiquitous Learning and Adaptive Tutoring*, "The combination of mobile devices and social media in education is bridging formal and informal, as well as individual and collaborative learning contexts, leading toward seamless learning."

The main characteristics of ubiquitous learning are (Chen et al., 2002; Curtis et al., 2002):

- Permanency: Learning materials are always available unless purposely deleted.
- Accessibility: Access from everywhere as personally required
- Immediacy: Wherever a student is, he/she can immediately access learning materials.
- Interactivity: Online collaboration with teachers and/or peers (chat/blogs/forums)
- Situated instructional Activities: Learning in context (on-site).
- Adaptability: Getting the right information at the right place for the right student.



ACTIVITIES

ACTIVITY: WRITTEN WORK

1. What is MOOC?

2. How was MOOC made possible today?



3. How is it different from taking a course from a college or university?



WRAP-UP

Direction: Answer the following questions.

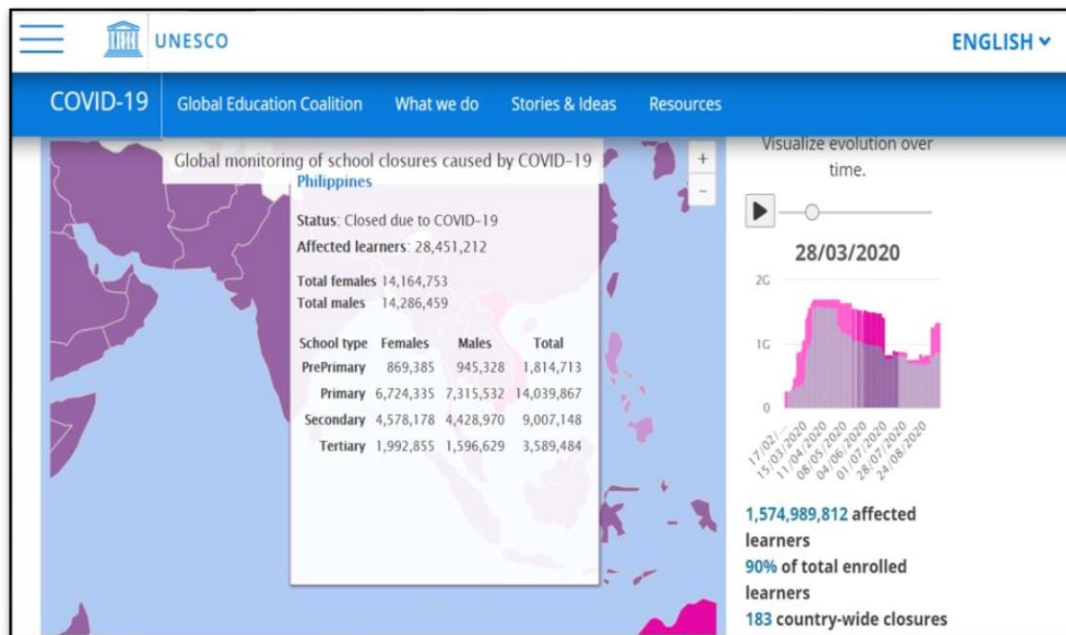
Is AHA Messenger modality an example of ubiquitous learning? Explain your answer. Cite an example or a scenario.



VALUING

Analyze the statistics found in the following page from UNESCO in relation to either MOOCs or ubiquitous learning. Many schools were shutdown worldwide due to COVID-19 pandemic, is the use of MOOCs and ubiquitous learning a big help in continuing the education of the students affected by the crisis? Why? Use the space provided.





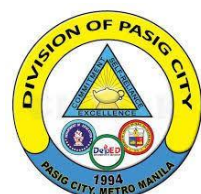
Source: <https://en.unesco.org/covid19/educationresponse>



POSTTEST

Direction: Identify whether each statement is True or False.

- _____ 1. Ubiquitous learning brings together millions of people from different cultures.
- _____ 2. AHA Messenger is an example of MOOC.
- _____ 3. MOOCs and ubiquitous learning help the education sector.
- _____ 4. Through blogs and forums Lisa was able to collaborate with her teacher. This scenario is an example of 'immediacy'.
- _____ 5. MOOC is only designed for small classes and employees who would like to venture into other fields.





KEY TO CORRECTION

PRE-TEST	1. D	ACTIVITY	Answers may vary	POST-TEST	1. False
	2. C				2. False
	3. E				3. True
	4. A				4. False
	5. B				5. False

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