

Brain Based Teaching In The Digital Age

Digital native

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The term digital native describes a person who has grown up in the Information Age. The term "digital native" was coined by Marc Prensky, an American writer, speaker and technologist who wrote several articles referencing this subject. This term specifically applied to the generation that grew up in the "digital age", predominantly regarding individuals born from 1980 onwards, namely Millennials, Generation Z, and Generation Alpha. Individuals from these demographic cohorts can quickly and comfortably locate, consume and send digital information through electronic devices and platforms such as computers, mobile phones, and social media.

Digital natives are distinguished from digital immigrants, people who grew up in a world dominated by print and television, because they were born before the...

Information Age

to harken the advent of the Imagination Age, the Internet of things (IoT), and rapid advances in machine learning. The digital revolution converted technology

The Information Age is a historical period that began in the mid-20th century. It is characterized by a rapid shift from traditional industries, as established during the Industrial Revolution, to an economy centered on information technology. The onset of the Information Age has been linked to the development of the transistor in 1947. This technological advance has had a significant impact on the way information is processed and transmitted.

According to the United Nations Public Administration Network, the Information Age was formed by capitalizing on computer miniaturization advances, which led to modernized information systems and internet communications as the driving force of

Brain Based Teaching In The Digital Age

social evolution.

There is ongoing debate concerning whether the Third Industrial Revolution has already ended...

Brain tumor

A brain tumor (sometimes referred to as brain cancer) occurs when a group of cells within the brain turn cancerous and grow out of control, creating a

A brain tumor (sometimes referred to as brain cancer) occurs when a group of cells within the brain turn cancerous and grow out of control, creating a mass. There are two main types of tumors: malignant (cancerous) tumors and benign (non-cancerous) tumors. These can be further classified as primary tumors, which start within the brain, and secondary tumors, which most commonly have spread from tumors located outside the brain, known as brain metastasis tumors. All types of brain tumors may produce symptoms that vary depending on the size of the tumor and the part of the brain that is involved. Where symptoms exist, they may include headaches, seizures, problems with vision, vomiting and mental changes. Other symptoms may include difficulty walking, speaking, with sensations, or unconsciousness...

Pinky and the Brain

ends in failure; usually due to the impossibility of The Brain's plan, The Brain's own overconfidence, Pinky's bumbling, an oversight on The Brain's part

Pinky and the Brain is an American animated sitcom created by Tom Ruegger for the Kids' WB programming block of The WB, as a collaboration of Steven Spielberg with his production company Amblin Entertainment and Warner Bros. Television Animation. This was the first animated television series to ever be presented in Dolby Surround. The characters first appeared in 1993 as a recurring segment on the animated television series Animaniacs. It was later spun off as a series due to its popularity, with 65 episodes produced. The characters later appeared in the series Pinky, Elmyra & the Brain, and later returned to their roots as an Animaniacs segment in the 2020 revival of that series.

Pinky and The Brain are genetically enhanced laboratory mice who reside in a cage in the Acme Labs research facility...

BrainPop

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BrainPop (stylized as BrainPOP) is a group of educational websites founded in 1999 by Avraham Kadar and Chanan Kadmon, based in New York City. As of 2024, the websites host over 1,000 short animated movies for students in grades K-8 (ages 5 to 14), together with quizzes and related materials, covering the subjects of science, social studies, English, math, engineering and technology, health, arts and music. In 2022, Kirkbi A/S, the private investment and holding company that owns a controlling stake in Lego, acquired BrainPop.

BrainPop is used in schools and by homeschoolers in the US and several other countries, where it offers videos in local languages that are designed for students in those countries. The site is available by subscription but has some free content, including a movie of the...

Digital literacy

towards the digital world. It suggests that with proper training programs, parents should have the knowledge in teaching their children about the safety

Digital literacy is an individual's ability to find, evaluate, and communicate information using typing or digital media platforms. Digital literacy combines technical and cognitive abilities; it consists of using information and communication technologies to create, evaluate, and share information, or critically examining the social and political impacts of information and communication technologies

Digital literacy initially focused on digital skills and stand-alone computers, but the advent of the internet and social media use has shifted some of its focus to mobile devices.

Educational technology

the industry of companies that create educational technology. In EdTech Inc.: Selling, Automating and Globalizing Higher Education in the Digital Age

Educational technology (commonly abbreviated as edutech, or edtech) is the combined use of computer hardware, software, and educational theory and practice to facilitate learning and teaching. When referred to with its abbreviation, "EdTech", it

Brain Based Teaching In The Digital Age

often refers to the industry of companies that create educational technology. In EdTech Inc.: Selling, Automating and Globalizing Higher Education in the Digital Age, Tanner Mirrlees and Shahid Alvi (2019) argue "EdTech is no exception to industry ownership and market rules" and "define the EdTech industries as all the privately owned companies currently involved in the financing, production and distribution of commercial hardware, software, cultural goods, services and platforms for the educational market with the goal of turning a profit. Many of...

Digital textbook

(11 April 2013). "The reading brain in the digital age: the science of paper vs. screens". Scientific American. Archived from the original on 19 March

A digital textbook is a digital book or e-book intended to serve as the text for a class. Digital textbooks may also be known as e-textbooks or e-texts. Digital textbooks are a major component of technology-based education reform. They may serve as the texts for a traditional face-to-face class, an online course or degree, or massive open online courses (MOOCs). As with physical textbooks, digital textbooks can be either rented for a term or purchased for lifetime access. While accessible, digital textbooks can be downloaded, printed, or accessed online via a compatible device. To access content online, users must often use a 3rd party hosting provider or "digital bookshelf" through which digital textbooks can be served.

Action teaching

Teaching Reports; based on a belief that "education can play an important role in the betterment of society and the promotion of social justice". The

Action teaching is a style of instruction that aims to teach students about subject material while also contributing to the betterment of society. The approach represents an educational counterpart to action research, a method first developed by Kurt Lewin in the 1940s to address racial prejudice, anti-Semitism, and other societal problems through the integration of social science and social action. Proponents of action teaching argue that by allowing students to take action on social issues as part of the learning process, action teaching deepens learning, heightens student engagement, and provides students with a "scaffold" for future prosocial civic action.

Action teaching has been used in varied educational settings, including grade schools, high schools, colleges, universities, and online...

Brain Based Teaching In The Digital Age

Now You See It (book)

us for the multi-task oriented digital age. According to Davidson, attention blindness is a basic neurological feature of the human brain. In the introduction

Now You See It: How the Brain Science of Attention Will Transform the Way We Live, Work, and Learn is a book by CUNY Graduate Center professor Cathy Davidson published by Viking Press on August 19, 2011.

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