What’s Your Story? A PT3 Project Using Teachers’ Stories to Enhance the Use of Technology in the Classroom

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Abstract: Knowledge Innovation for Technology in Education (KITE – http://kite.coe.missouri.edu) is a PT3 project designed to serve as a support system for teachers, teacher education faculty, technology coordinators, and administrators in technology integration. The project's mission is to build a K-16 community of practice through a knowledge repository that enables learning through sharing, communal understanding through storytelling, continuous exchange and creation of new knowledge, and collective problem solving among K-12 schools and teacher education programs. This demonstration is designed for participants to become familiar with the project website and, through discussion with the presenters, discover how the case library can benefit them.

Introduction

Case-based reasoning (CBR) is a theory of problem solving utilizing specific knowledge of previous experiences, contextual problems, or cases. This theory indicates that descriptions of technology-using-teacher experiences can be helpful for the teacher who is striving to become an effective user of technology. Knowledge Innovation for Technology in Education (KITE) is a PT3-funded project involving a consortium of eight partner institutions that are collaborating to address issues in creating and diffusing technology integration knowledge. The immediate goal of the project is the development and initial population of a case-based knowledge repository that will serve as a performance support system for teachers, teacher education faculty, technology coordinators, and administrators involved in technology integration. As the knowledge repository becomes populated with cases, the primary focus of the project will shift to the growth of a K-16 community of practice, centered around the knowledge repository, that enables learning through sharing, communal understanding through storytelling, continuous exchange and creation of new knowledge, and collective problem solving among K-12 schools and teacher education programs.

Case Based Reasoning (CBR) is a theory of memory that contends that what people know is stored in memory as stories (Schank, 1990). Finding similar cases from the past and applying the lessons learned to the new case aid in solving new problems. The process of understanding and solving new problems relative to past experiences is three-fold: recalling old experiences, interpreting new experiences in the context of the old experience, or adjusting the old solution to meet the needs of the new situation (Kolodner, 1992). If the solution will not work, then relevant old and new cases are revised. Once the solution’s validity is established, it can be utilized later.

The assumption of CBR is that we learn as much or more from our mistakes, so enabling teachers to vicariously experience mistakes will more likely prevent them in the future. Stories of what worked and what has been less than successful in integrating technology into the classroom afford teachers an awareness of a variety of “real world” technology-using experiences.

Goal
Participants will learn to utilize the Technology Integration Case Library:
- As a tool for capturing and disseminating stories describing instances of technology use in the K-12 classroom.
- As a resource for teacher education programs as they seek to instill in their students exemplary practices relating technology integration in the classroom.

Objectives

1. A brief introduction to case-based reasoning
2. An overview of the knowledge-capture and indexing process
3. A look at the inner workings of the Technology Integration Case Library
4. Conducting case-based searches using the Technology Integration Case Library

The primary focus of the presentation will be the effective use of the Technology Integration Case Library to be accomplished either by demonstration using audience input for the search indices or by actual hands-on use by the audience members.

References
