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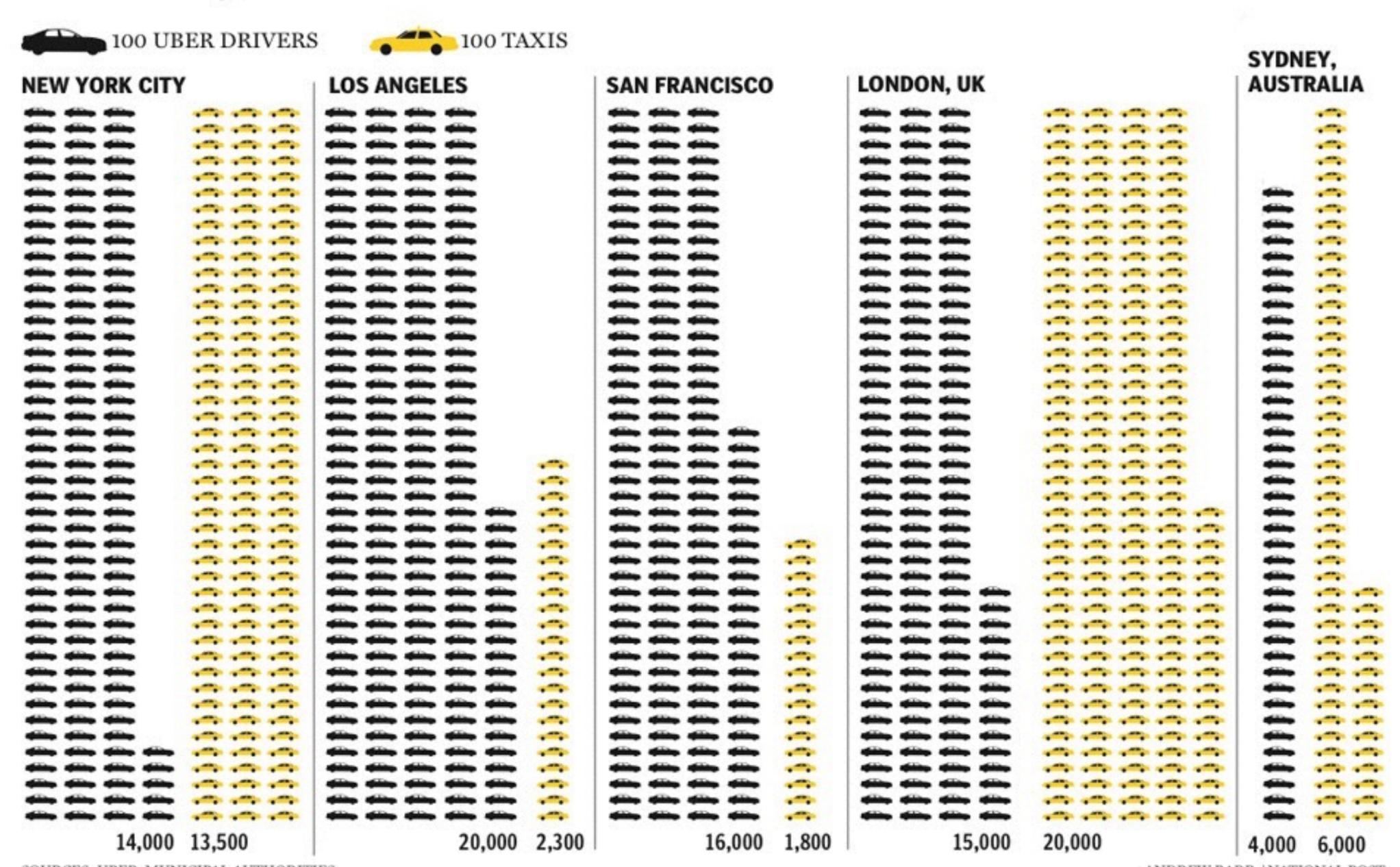
@all4ed www.all4ed.org THANK

Disruptive Innovation in Every Sector





How big is Uber?



8,000,000 People Using the Service

Over 1 Billion
Rides to Date



1 Million Rides
Per Day

Available in 68 Countries





price in e.com®





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TRAVEL SMARTER, NOT HARDER



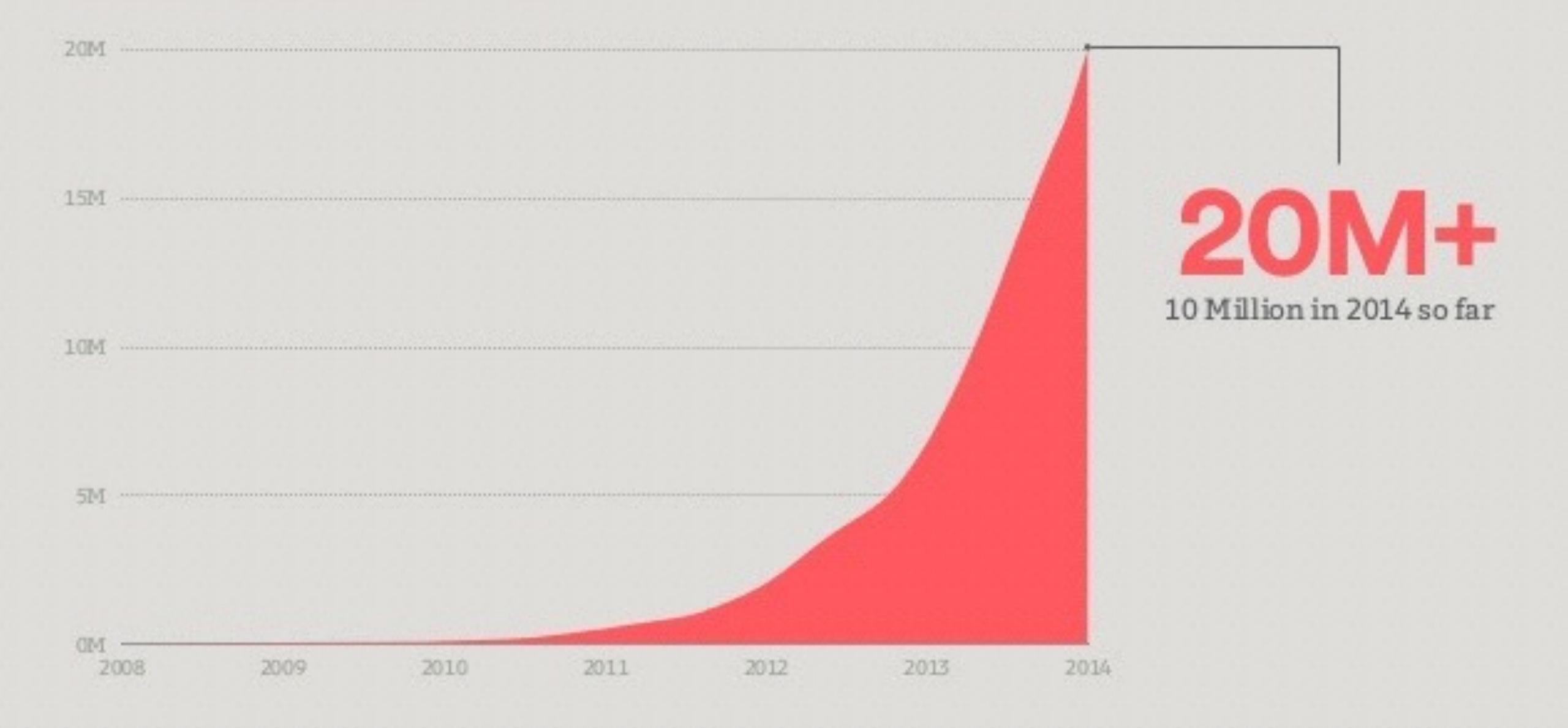
Hotels.com



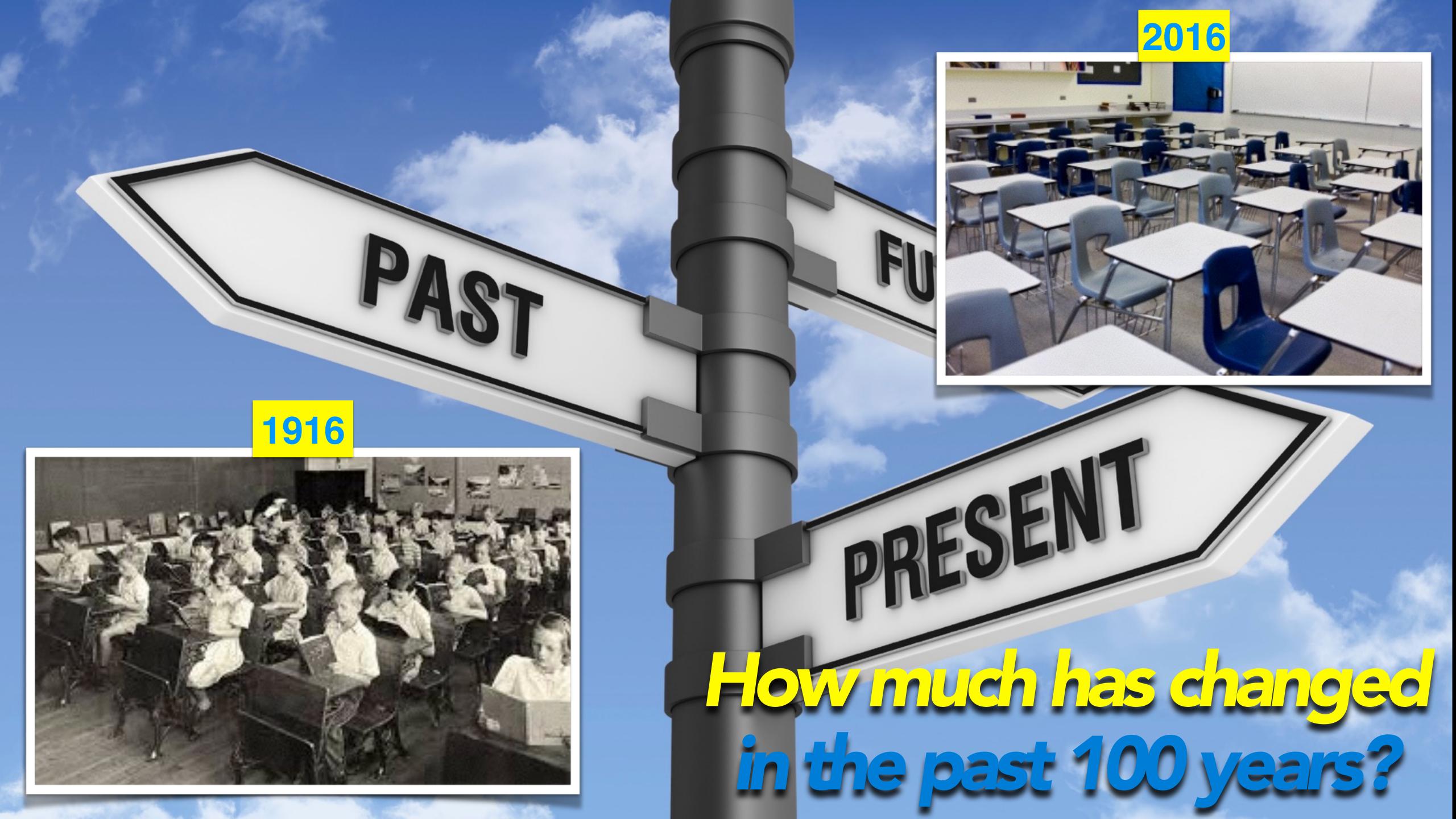
Booking.com

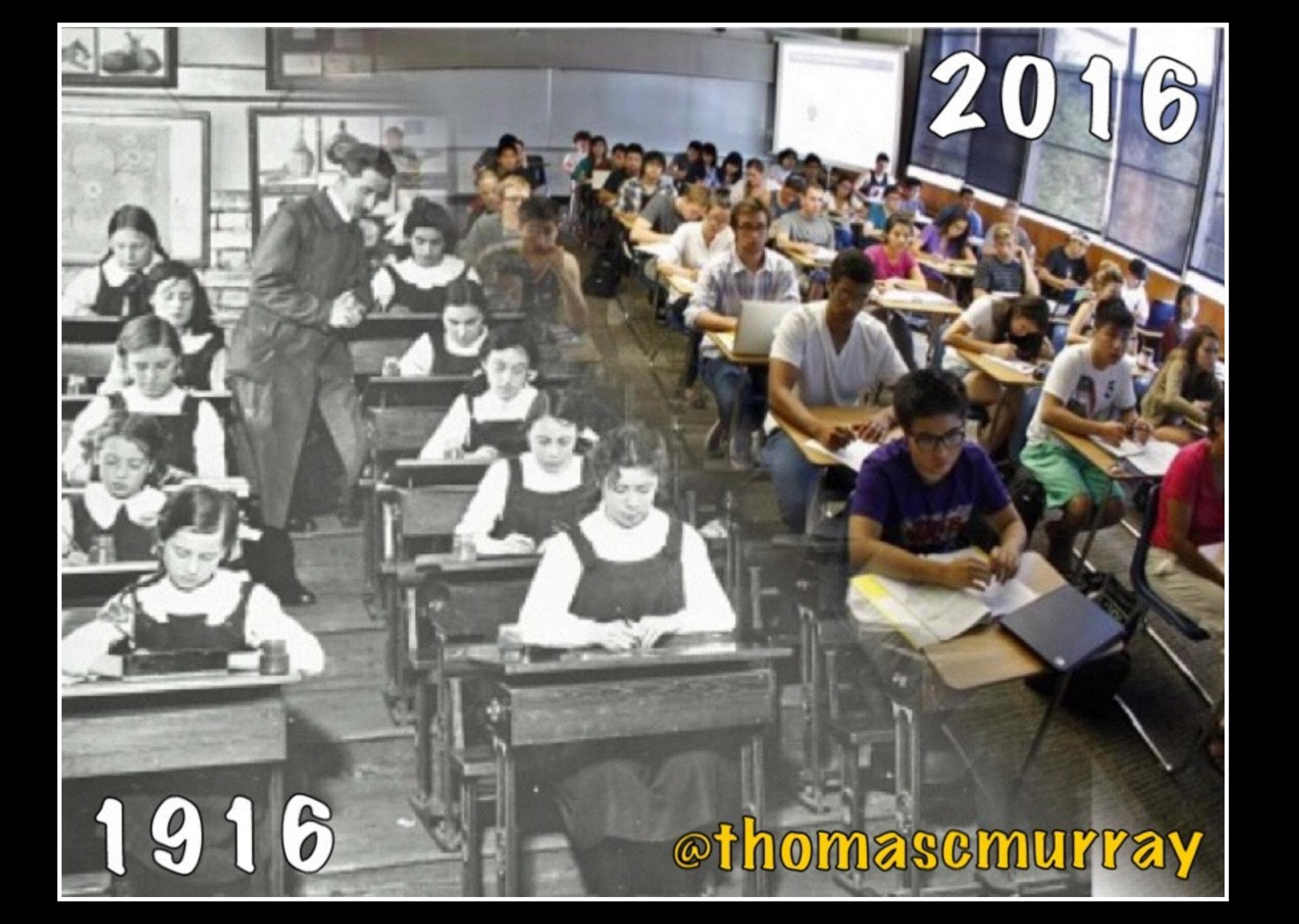


Total Airbnb Guests



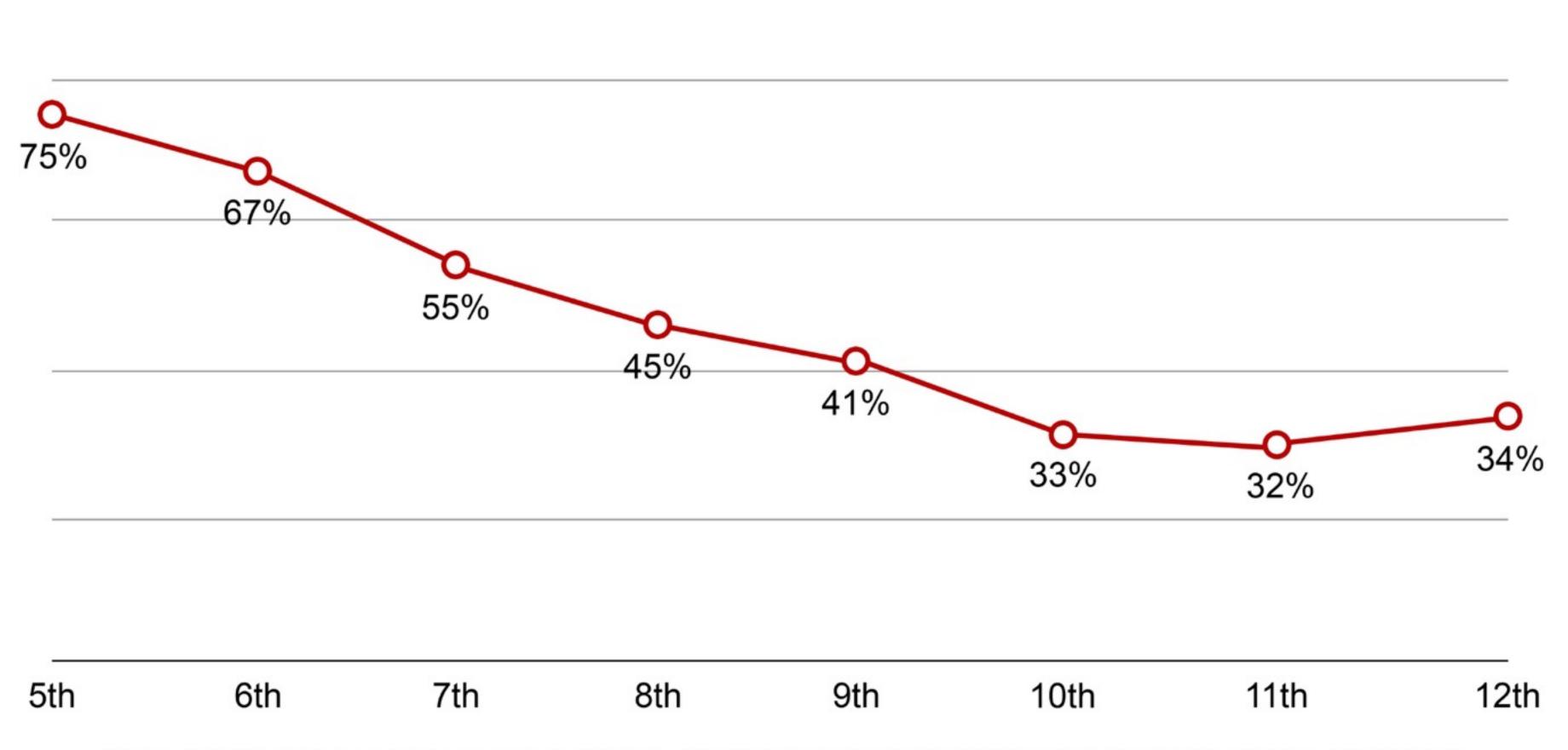
But what about educational innovation?







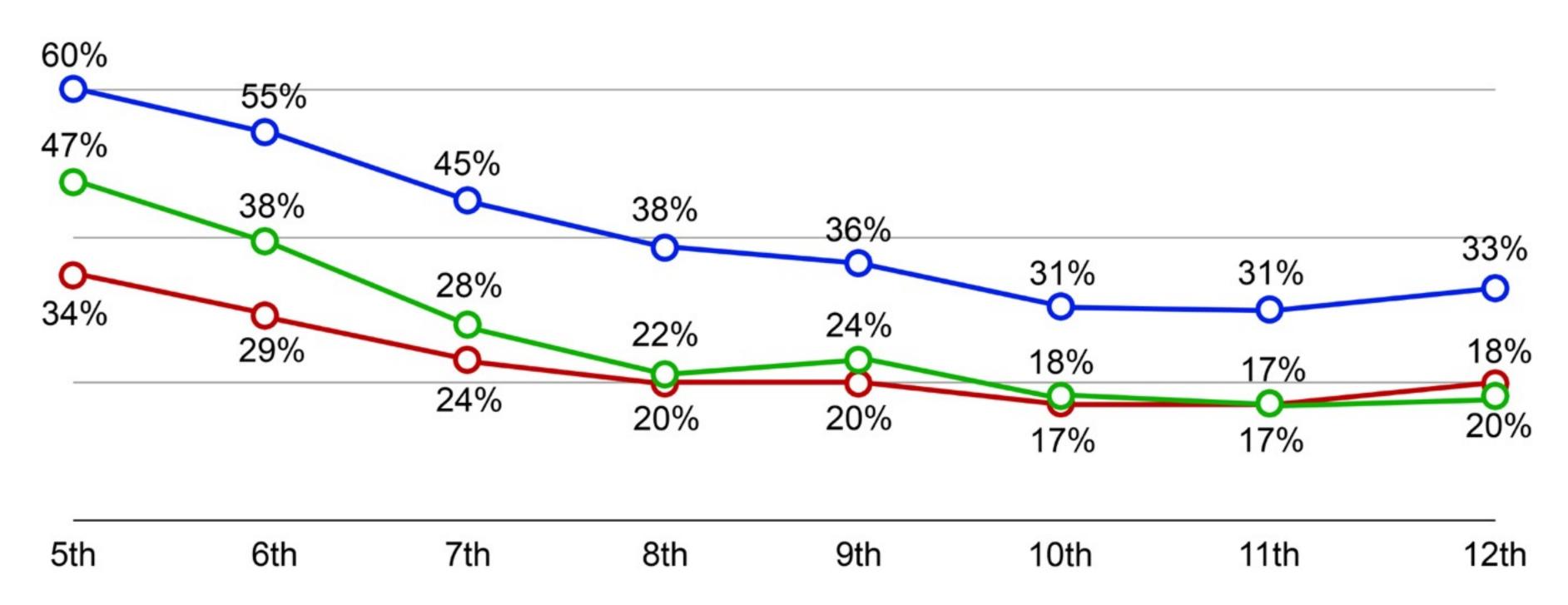
Percentage of Students Engaged in School, By Grade (n = 928,888)



Gallup. (2016). Gallup student poll. Engaged today - Ready for tomorrow. Fall 2015 survey results. Washington, DC: Author.

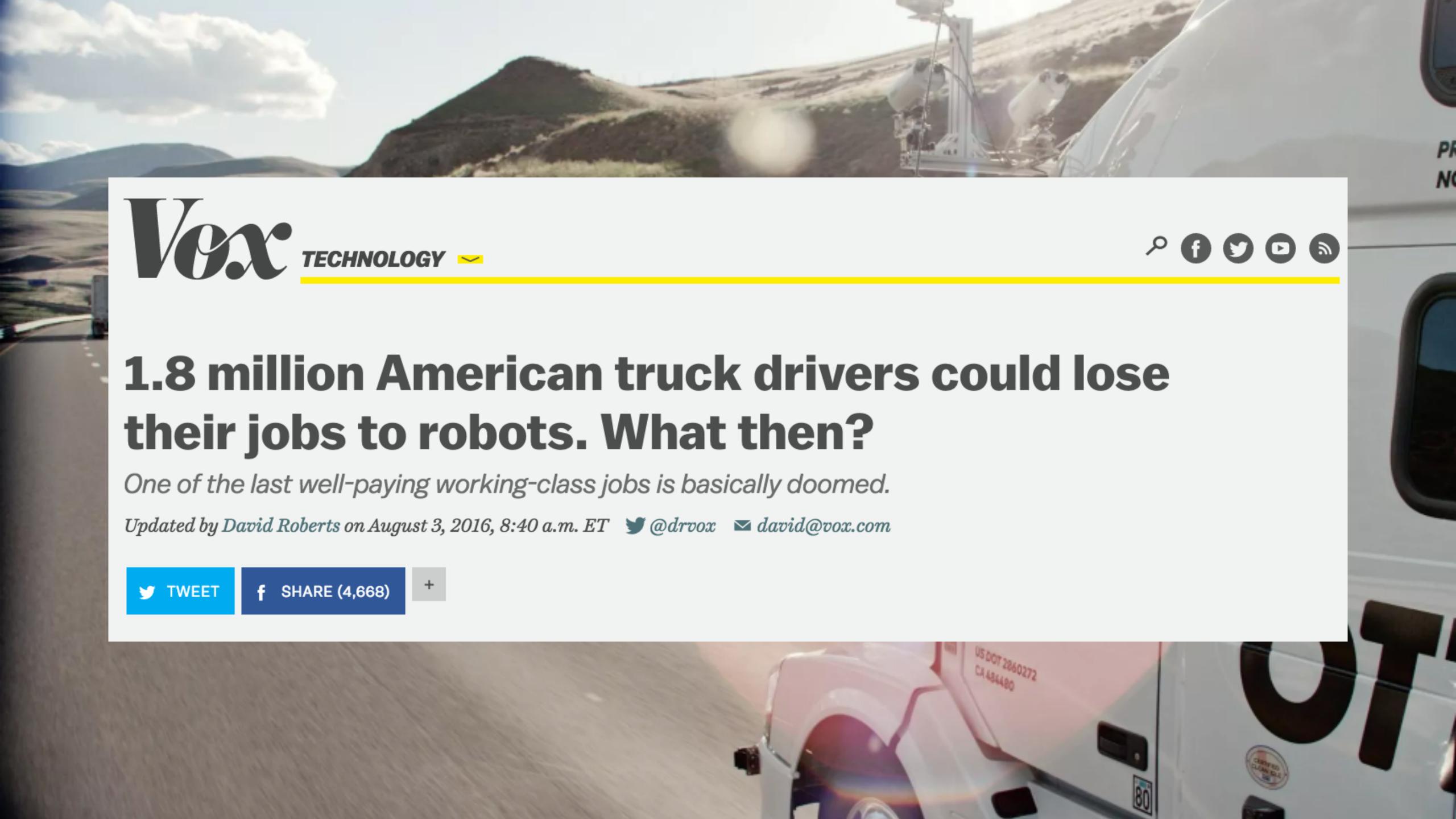
Percentage of Students Who Strongly Agree, By Grade (n = 928,888)

- O In the last 7 days, I have learned something interesting in school
- I have fun in school
- At this school, I get to do what I do best every day



Gallup. (2016). Gallup student poll. Engaged today - Ready for tomorrow. Fall 2015 survey results. Washington, DC: Author.

We are in the first few days of the 4th Industrial Revolution.



2016 Report to Congress White House Economists Predict:



- 83% chance that workers earning less than \$20 per hour will lose their jobs.
- 31% chance that workers earning less than \$40 per hour will lose their jobs.
- 4% chance that workers earning more than \$40 per hour will lose their jobs.



But where do we even begin?





Author:

Dr. Linda Darling-Hammond, Stanford University, SCOPE

Report: bit.ly/usingtechtosupportstudents

Key Findings:

Specifically, the report identifies three important components to successfully using technology with at-risk students:

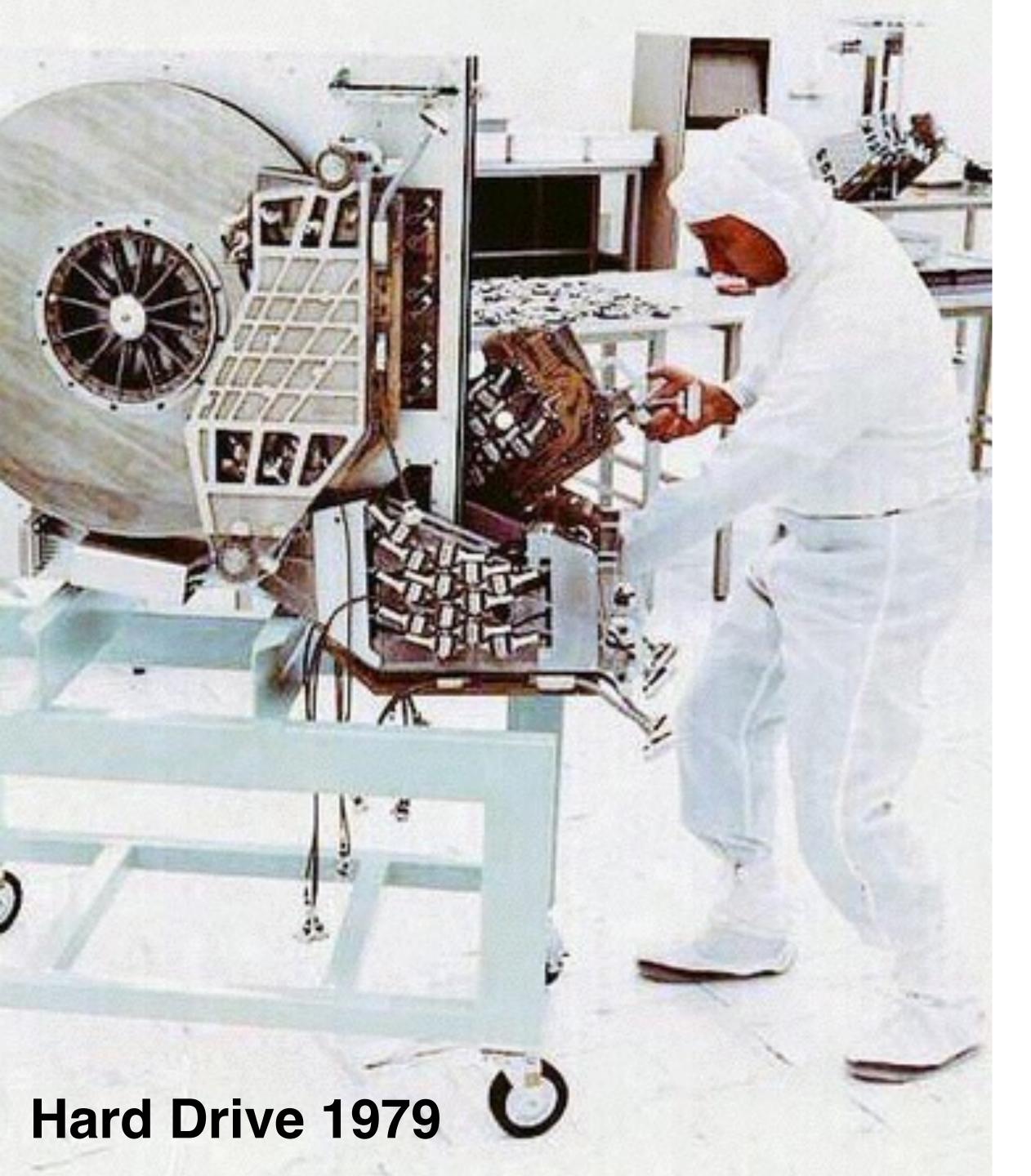
- (1) interactive learning;
- (2) use of technology to explore and create rather than to "drill and kill;" and
- (3) the right blend of teachers and technology.

The report also identifies significant disparities in technology access and implementation between affluent and low-income schools.

Explore. Design. Create







Storage cost of 1 GB:

1981 \$300K

1987 \$50K

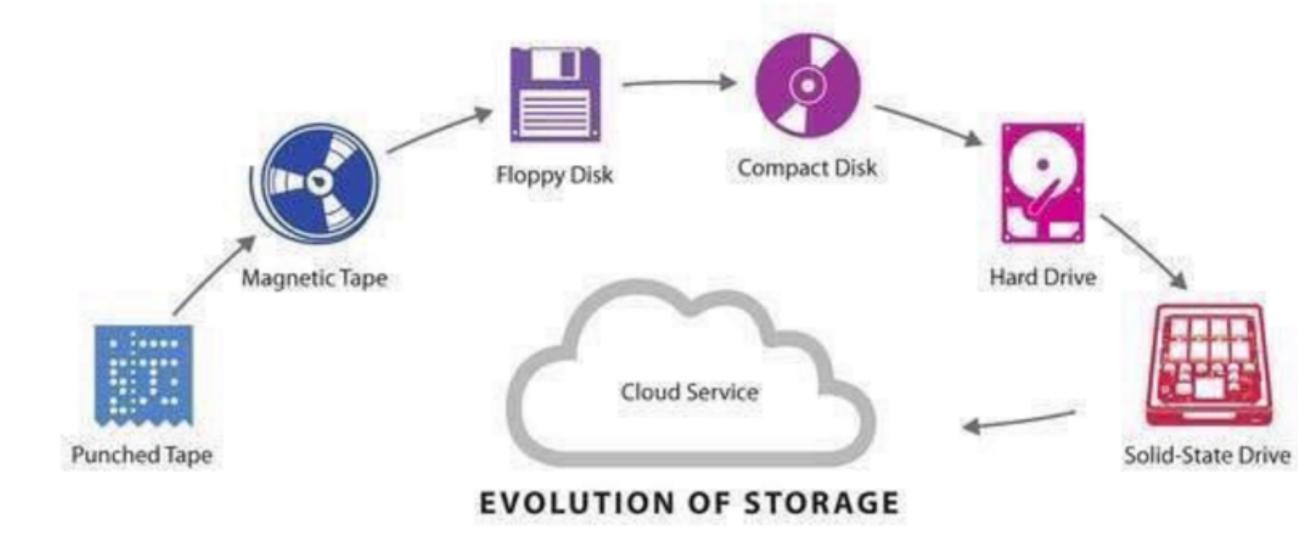
1990 \$10K

2000 \$10

2004 \$1

2012 \$0.10

2015 FREE 15GB — GOOG/MSFT

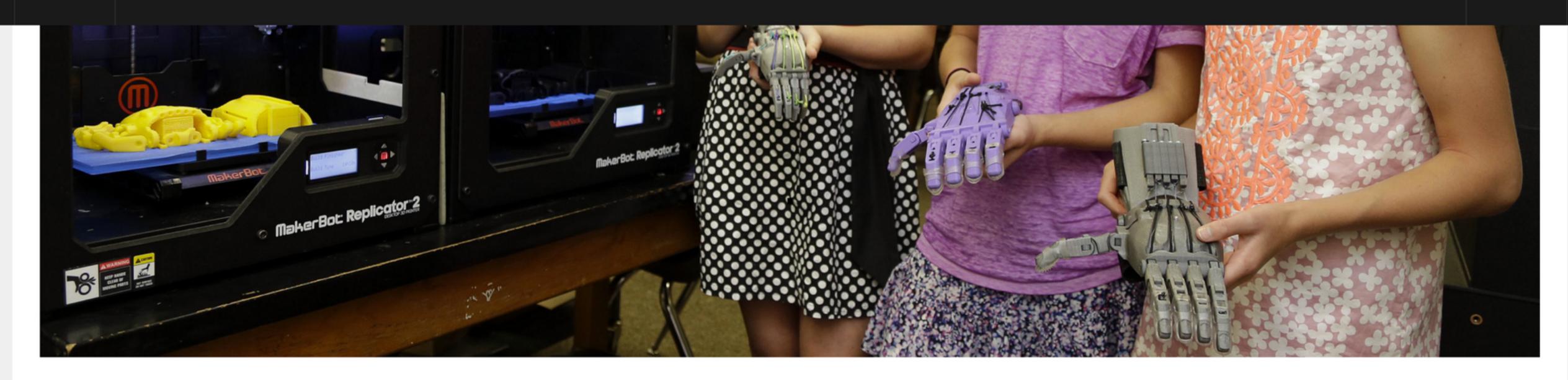




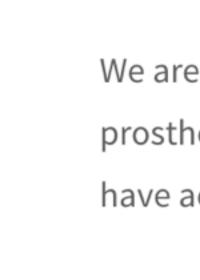


PROSTHETIC KIDS HAND CHALLENGE



















WELCOME! WE'RE GLAD YOU'RE HERE.

We are the Prosthetic Kids, and we print, assemble, and provide 3d-printed prosthetic hands to children in need. We want to issue a challenge: If you have access to a 3D Printer, you can get involved with helping children.

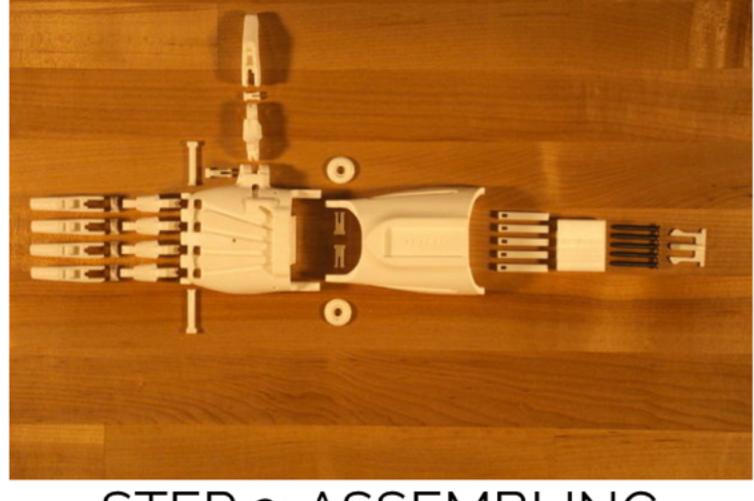
We challenge you to print and assemble ONE prosthetic hand. Don't worry, we'll help you. You CAN do this, we believe in you, and we'll be there for you, every step along the way.





STEP 1: PRINTING

Let's dive into the actual printing process and talk about infill percentages, printing best practices, whether to use rafts/supports and more.



STEP 2: ASSEMBLING

Got the hand printed? Great!

Let's get our hands dirty and start assembling

it. Don't worry, we'll walk you through step by

step.



STEP 3: SHIP IT

If your hand is assembled, strung, and polished you are ready to complete the challenge and send it to us! Find out those details in this section.

PRINTING

ASSEMBLING

SHIPPING

handchallenge.com
@handchallenge

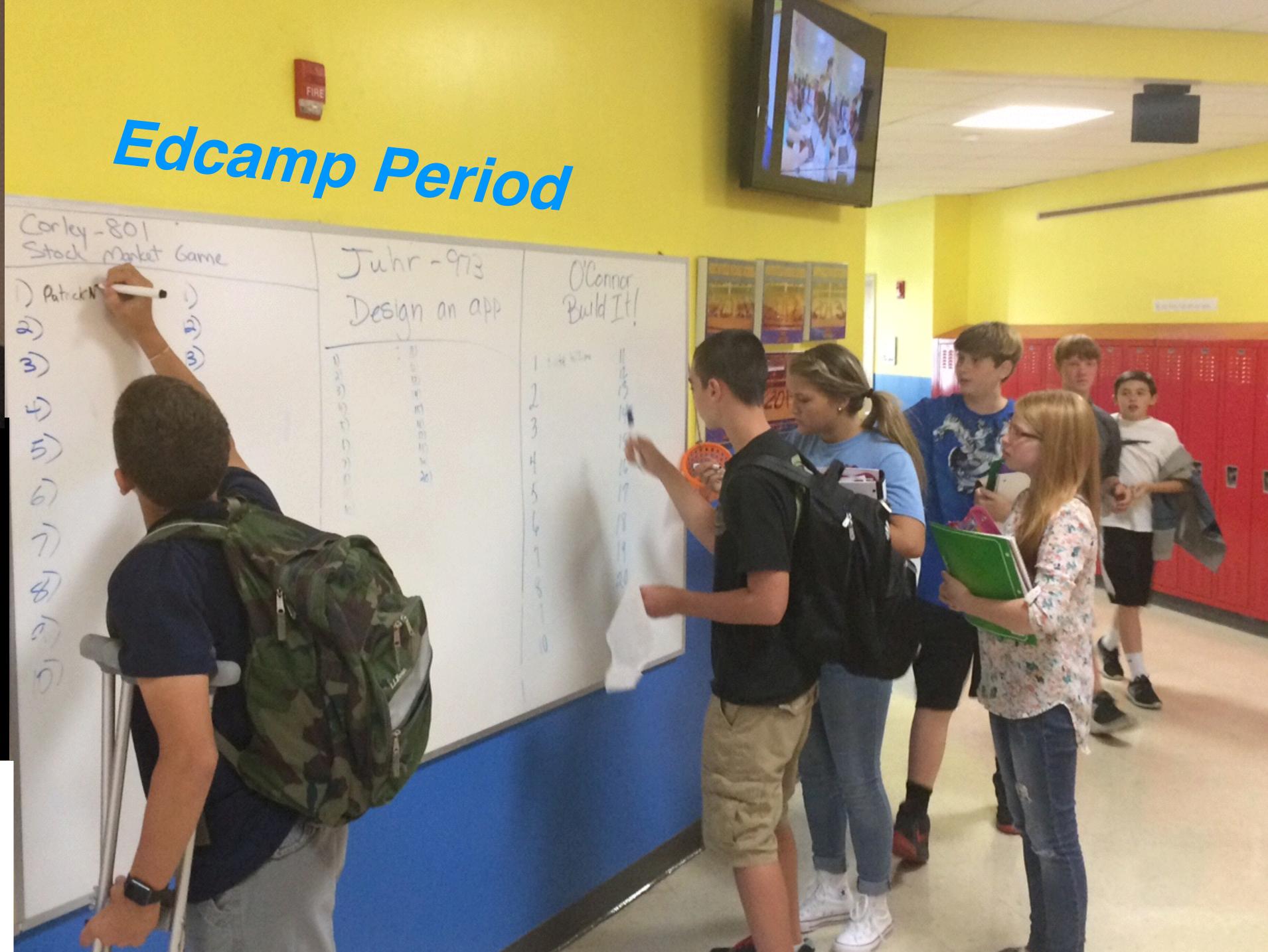
Chris Craft, Teacher South Carolina
@crafty184



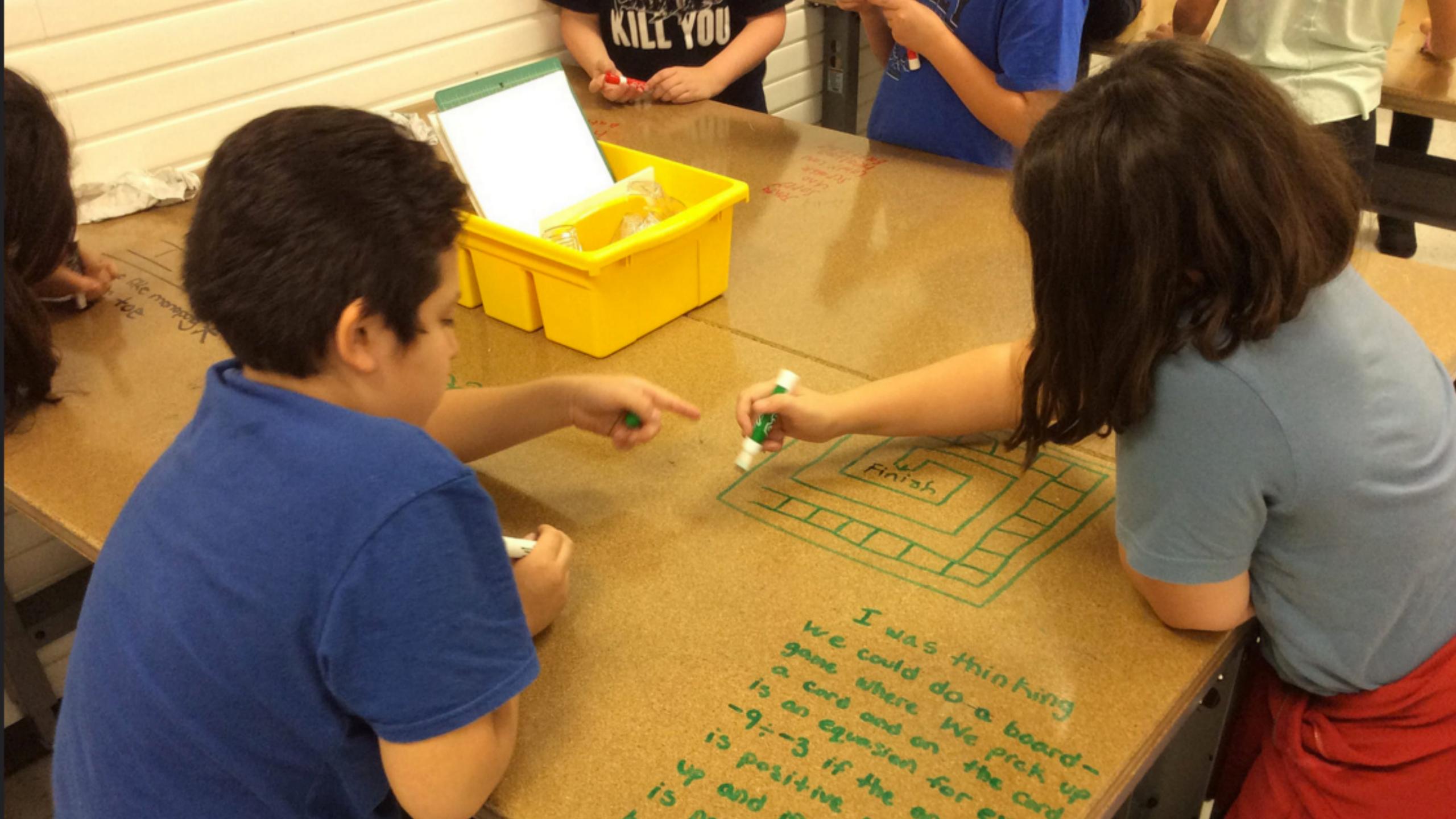


Kevin Jarrett, STEAM Teacher Northfield Community Middle School Edcamp Founder @kjarrett



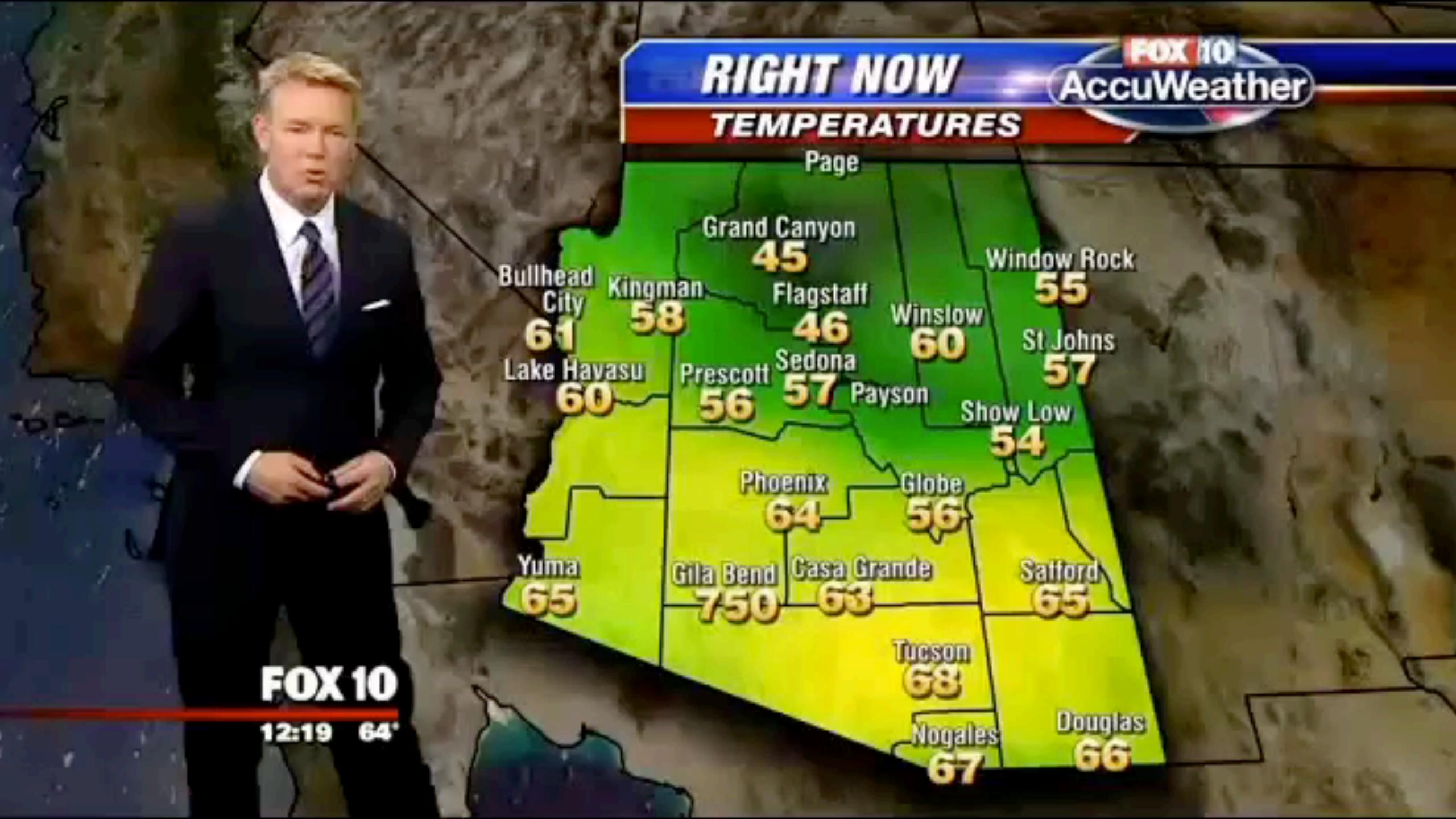










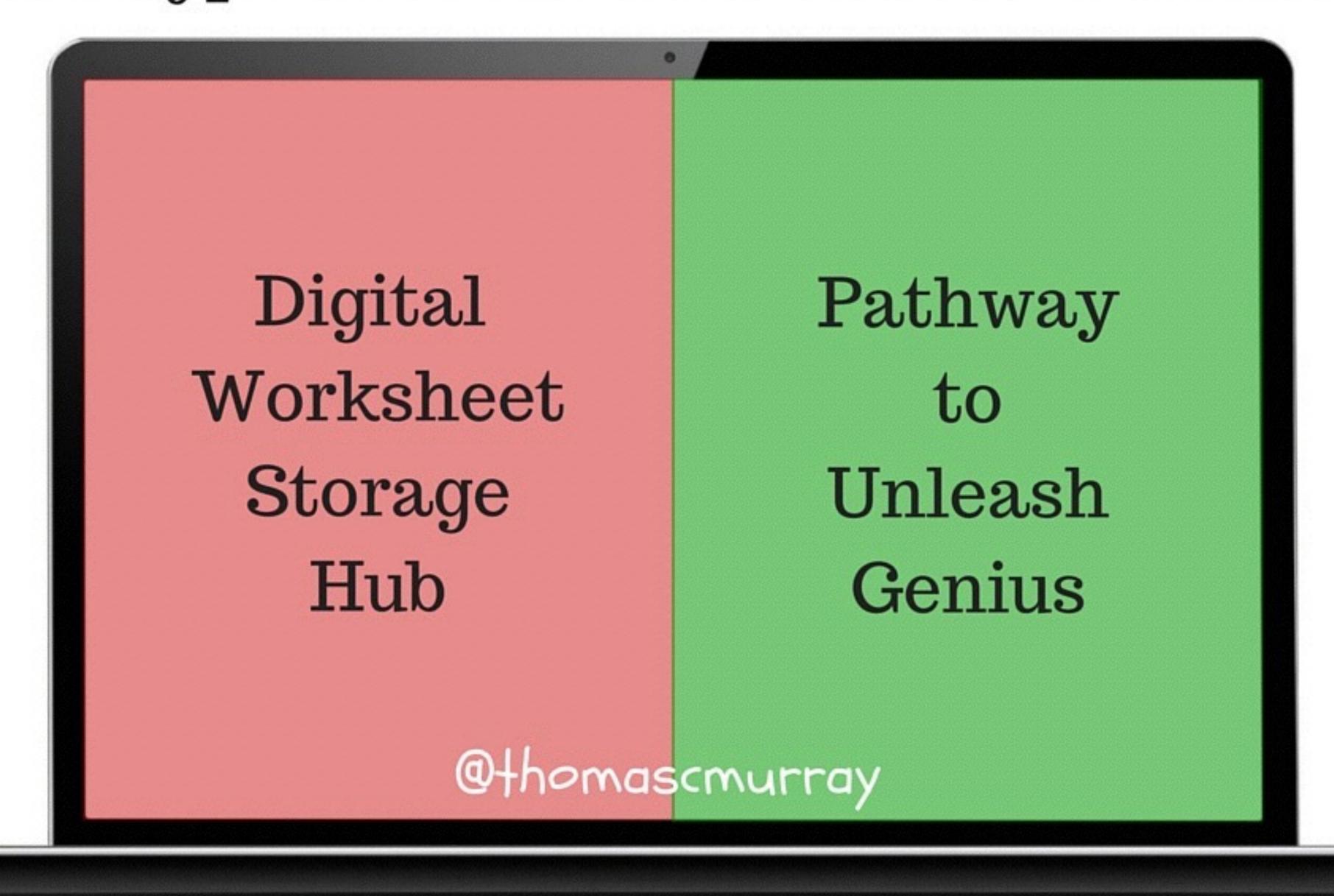


"Your attitude, more than your aptitude, will determine your altitude." - John Maxwell

Today's technology is the worst technology that our kids will ever see moving forward.

- @thomascmurray

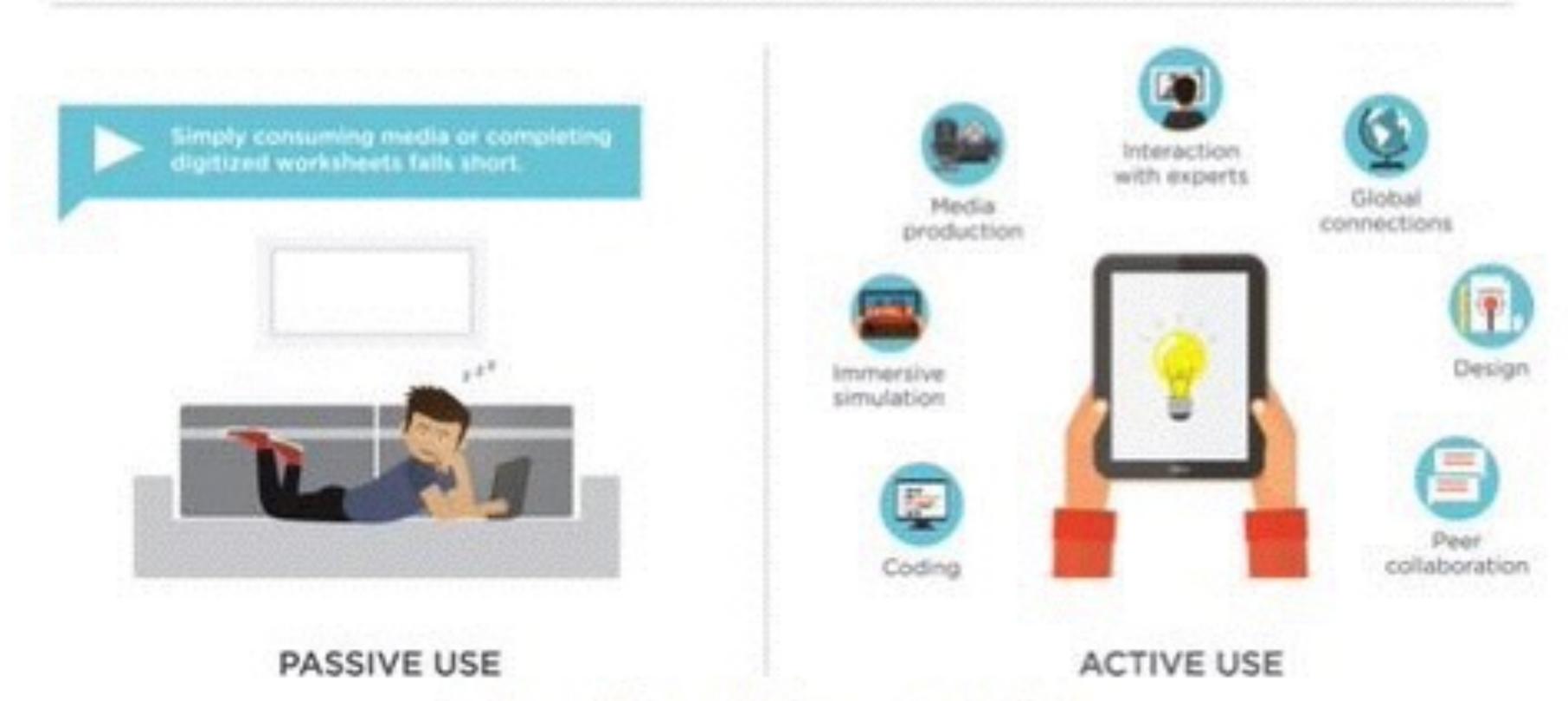
What Type of Devices are in Your Classroom?



DIGITAL USE DIVIDE

While essential, closing the digital divide alone will not transform learning.

We must also close the digital use divide by ensuring all students understand how to use technology as a tool to engage in creative, productive, life-long learning rather than simply consuming passive content.



tech.ed.gov/netp

MANY OF TODAY'S CLASSROOMS HAVE AMAZING ZIST CENTURY TOOLS SITTING IN ZOTH CENTURY LEARNING ENVIRONMENTS.

SHIFT PEDAGOSY.

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School Innovators build relationships.







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