

EDF 4550: CRITICAL FOCUS ON EDUCATION



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EDF 4550: Critical Focus on Education

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TABLE OF CONTENTS

Licensing

1: Philosophy and Curriculum

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education

2: Long arm of the Law

- 2.1: What is Cyberbullying?

3: Pandemic Panic

- 3.1: From the three Rs to the four Cs radically redesigning k-12 education

4: Technology at Your Fingertips

- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology

5: Textbooks, Curricular Materials, and Homework

- 5.1: Should Textbooks Still Play a Role in Schools?

6: Competency Based Education

- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 6.3: Reimagining Time - A Podcast for Educators

7: Failing Schools

- 7.1: America's Failing Public School System

8: School Violence

- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence

9: Professional Development

- 9.1: School-based teacher professional development

Index

Glossary

Detailed Licensing

Licensing

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1: PHILOSOPHY AND CURRICULUM

1.1: Progressivism

1.2: Philosophical Foundations of Education

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1.1: Progressivism

This chapter will provide a comprehensive overview of [Progressivism](#).

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1.2: Philosophical Foundations of Education

In this section, we will explore the [philosophical foundations of education](#) in the United States.

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2: LONG ARM OF THE LAW

2.1: What is Cyberbullying?

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2.1: What is Cyberbullying?

Cyberbullying is bullying that takes place over digital devices like cell phones, computers, and tablets.

What Is Cyberbullying

Cyberbullying is bullying that takes place over digital devices like cell phones, computers, and tablets. Cyberbullying can occur through SMS, Text, and apps, or online in social media, forums, or gaming where people can view, participate in, or share content. Cyberbullying includes sending, posting, or sharing negative, harmful, false, or mean content about someone else. It can include sharing personal or private information about someone else causing embarrassment or humiliation. Some cyberbullying crosses the line into unlawful or criminal behavior.

The most common places where cyberbullying occurs are:

- Social Media, such as Facebook, Instagram, Snapchat, and Tik Tok
- Text messaging and messaging apps on mobile or tablet devices
- Instant messaging, direct messaging, and online chatting over the internet
- Online forums, chat rooms, and message boards, such as Reddit
- Email
- Online gaming communities

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Special Concerns

With the prevalence of social media and digital forums, comments, photos, posts, and content shared by individuals can often be viewed by strangers as well as acquaintances. The content an individual shares online – both their personal content as well as any negative, mean, or hurtful content – creates a kind of permanent public record of their views, activities, and behavior. This public record can be thought of as an online reputation, which may be accessible to schools, employers, colleges, clubs, and others who may be researching an individual now or in the future. Cyberbullying can harm the online reputations of everyone involved – not just the person being bullied, but those doing the bullying or participating in it. Cyberbullying has unique concerns in that it can be:

Persistent – Digital devices offer an ability to immediately and continuously communicate 24 hours a day, so it can be difficult for children experiencing cyberbullying to find relief.

Permanent – Most information communicated electronically is permanent and public, if not reported and removed. A negative online reputation, including for those who bully, can impact college admissions, employment, and other areas of life.

Hard to Notice – Because teachers and parents may not overhear or see cyberbullying taking place, it is harder to recognize.

Laws and Sanctions

All states have laws requiring schools to respond to bullying. As cyberbullying has become more prevalent with the use of technology, many states now include [cyberbullying](#), or mention cyberbullying offenses, under these laws. Schools may take action either as required by law, or with local or school policies that allow them to discipline or take other action. Some states also have provisions to address bullying if it affects school performance. You can learn about the [laws and policies](#) in each state, including if they cover cyberbullying.

Frequency of Cyberbullying

There are two sources of federally collected data on youth bullying:

- The 2022 [School Crime Supplement](#) to the National Crime Victimization Survey (National Center for Education Statistics and Bureau of Justice) indicates that, nationwide, among students ages 12-18 in grades 6-12 who reported being bullied during school (19.2% of all students), about 21.6% reported being bullied online or by text, including nearly twice as many girls (27.7%) as boys (14.1%).
- The 2023 [Youth Risk Behavior Surveillance System](#) (Centers for Disease Control and Prevention) indicates that an estimated 16% of high school students were electronically bullied in the 12 months prior to the survey.

See also "[Frequency of Bullying](#)."

3: PANDEMIC PANIC

3.1: From the three Rs to the four Cs radically redesigning k-12 education

3.1: From the three Rs to the four Cs radically redesigning k-12 education

The battle against nonliteracy has focused on teaching everyone to read and write text. But new technologies that facilitate more holistic learning styles, engaging all of the learner's senses, may open the locked stores of global knowledge for all. Instead of reading, 'riting, and 'rithmetic, we'll move to [critical thinking](#), [creative thinking](#), ["compspeak,"](#) and [calculators](#).

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4: TECHNOLOGY AT YOUR FINGERTIPS

4.1: Assistive Technology in the Schools

4.2: Supporting Student Engagement With Technology

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4.1: Assistive Technology in the Schools

The [Assistive Technology in the Schools Course](#) aims to familiarize educators and parents with assistive technology devices and services, and provide a foundational understanding of what it means to consider, assess, and implement assistive technology (AT) with students to remove learning barriers.

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4.2: Supporting Student Engagement With Technology

Students [engage](#) deeply in class when tech tools encourage them to construct ideas, collaborate with peers, and create unique work.

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5: TEXTBOOKS, CURRICULAR MATERIALS, AND HOMEWORK

5.1: Should Textbooks Still Play a Role in Schools?

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5.1: Should Textbooks Still Play a Role in Schools?

Good [textbooks](#), educators and researchers increasingly argue, offer cohesion and structure where internet-sourced curricula fall short.

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6: COMPETENCY BASED EDUCATION

6.1: Learner Autonomy

6.2: Competency Based Learning

6.3: Reimagining Time - A Podcast for Educators

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6.1: Learner Autonomy

#42 [Learner Autonomy](#) With Ben Kinnear, MD MEd.

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6.2: Competency Based Learning

[Listen: Equity & Access Podcast](#)

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6.3: Reimagining Time - A Podcast for Educators

[Reimagining Time](#)® is a podcast by Enriching Students®. In each episode, we'll dive into the creative ways educators are using time to transform their schools and classrooms, and better support students. Look for a new episode every two weeks!

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7: FAILING SCHOOLS

7.1: America's Failing Public School System

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7.1: America's Failing Public School System

The [issues](#) within America's education system today.

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8: SCHOOL VIOLENCE

8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom

8.2: Social-Emotional Learning

8.3: Defusing School Violence

8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom

In this [activity](#) from the Commonwealth Theatre Center in Louisville, Kentucky, students select several emotions and determine what these emotions would look like in a drawing and as a selfie. To understand and express our emotions we need to learn how to properly define them.

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8.2: Social-Emotional Learning

[Social-Emotional Learning](#) is essential for work and school environments. Since it is the transition to high school, this is very important at the middle school level. Students will learn how to be self-aware and build healthy relationship skills. Once the entire social-emotional lesson is completed, the students learn how to: work with others, build resiliency, achieve goals, reduce bullying, and prevent risky behaviours.

8.3: Defusing School Violence

This [lesson](#) explores the complexities of a situation in which immigrant students attend a school that is plagued with racially motivated violence. Working in small groups and as a class, students will discuss possible solutions and outcomes and apply their problem-solving skills to issues affecting their own school and community.

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9: PROFESSIONAL DEVELOPMENT

9.1: School-based teacher professional development

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9.1: School-based teacher professional development

This is intended to serve as a [one-stop center](#) for schools that want to try out school-based teacher professional development (CPD). It spells out the process as well as the skills and attitudes required for its implementation. Some tools are also provided.

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INDEX

C

consumer surplus

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education
- 2.1: What is Cyberbullying?
- 3.1: From the three Rs to the four Cs radically redesigning k-12 education
- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology
- 5.1: Should Textbooks Still Play a Role in Schools?
- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 7.1: America's Failing Public School System
- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence
- 9.1: School-based teacher professional development

D

deadweight loss

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education
- 2.1: What is Cyberbullying?
- 3.1: From the three Rs to the four Cs radically redesigning k-12 education
- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology
- 5.1: Should Textbooks Still Play a Role in Schools?
- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 7.1: America's Failing Public School System
- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence
- 9.1: School-based teacher professional development

E

economic surplus

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education
- 2.1: What is Cyberbullying?
- 3.1: From the three Rs to the four Cs radically redesigning k-12 education
- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology
- 5.1: Should Textbooks Still Play a Role in Schools?
- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 7.1: America's Failing Public School System
- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence
- 9.1: School-based teacher professional development

P

producer surplus

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education
- 2.1: What is Cyberbullying?
- 3.1: From the three Rs to the four Cs radically redesigning k-12 education
- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology
- 5.1: Should Textbooks Still Play a Role in Schools?
- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 7.1: America's Failing Public School System
- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence
- 9.1: School-based teacher professional development

S

social surplus

- 1.1: Progressivism
- 1.2: Philosophical Foundations of Education
- 2.1: What is Cyberbullying?
- 3.1: From the three Rs to the four Cs radically redesigning k-12 education
- 4.1: Assistive Technology in the Schools
- 4.2: Supporting Student Engagement With Technology
- 5.1: Should Textbooks Still Play a Role in Schools?
- 6.1: Learner Autonomy
- 6.2: Competency Based Learning
- 7.1: America's Failing Public School System
- 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom
- 8.2: Social-Emotional Learning
- 8.3: Defusing School Violence
- 9.1: School-based teacher professional development

GLOSSARY

S

Sample Word 1 | Sample Definition 1

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 - Licensing - *Public Domain*
 - 1: Philosophy and Curriculum - *Public Domain*
 - 1.1: Progressivism - *Public Domain*
 - 1.2: Philosophical Foundations of Education - *Public Domain*
 - 2: Long arm of the Law - *Public Domain*
 - 2.1: What is Cyberbullying? - *Public Domain*
 - 3: Pandemic Panic - *Public Domain*
 - 3.1: From the three Rs to the four Cs radically redesigning k-12 education - *Public Domain*
 - 4: Technology at Your Fingertips - *Public Domain*
 - 4.1: Assistive Technology in the Schools - *Public Domain*
 - 4.2: Supporting Student Engagement With Technology - *Public Domain*
 - 5: Textbooks, Curricular Materials, and Homework - *Public Domain*
 - 5.1: Should Textbooks Still Play a Role in Schools? - *Public Domain*
 - 6: Competency Based Education - *Public Domain*
 - 6.1: Learner Autonomy - *Public Domain*
 - 6.2: Competency Based Learning - *Public Domain*
 - 6.3: Reimagining Time - A Podcast for Educators - *Public Domain*
 - 7: Failing Schools - *Public Domain*
 - 7.1: America's Failing Public School System - *Public Domain*
 - 8: School Violence - *Public Domain*
 - 8.1: Selfie My Emotions | Social and Emotional Learning- The Arts for Every Classroom - *Public Domain*
 - 8.2: Social-Emotional Learning - *Public Domain*
 - 8.3: Defusing School Violence - *Public Domain*
 - 9: Professional Development - *Public Domain*
 - 9.1: School-based teacher professional development - *Public Domain*
 - Back Matter - *Public Domain*
 - Index - *Public Domain*
 - Glossary - *Public Domain*
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