Instructions

Explore the following issues/questions.

> What are some emerging technologies, and how will they assist students?
> What are the challenges in implementation?
> What criteria should we use to evaluate the effectiveness of a digital tool in enhancing student learning outcomes?
> How can we integrate digital tools to encourage peer-to-peer learning and collaborative problem-solving?
> How can we effectively balance traditional teaching methods with digital tools to create a more engaging learning experience?
> What role does AI play in enhancing student engagement and motivation?
> What are the ethical concerns associated with AI in education?

Adaliz: Like my classmates, I believe that AI is one of the most impactful emerging technologies that will significantly influence students' learning experiences. However, it's important to teach students to view AI as a tool to support their work, not replace it. For instance, AI can help students organize their thoughts while writing. They can provide a rough idea of what they want to say, and AI can assist in refining the paragraph to make it clearer and more concise. It can also help generate topic ideas for essays or writing assignments. When used correctly, AI can be an incredibly helpful resource—but without proper guidance, students may misuse it as a shortcut for cheating. I also believe that VR could be a valuable tool for supporting students who struggle with behavioral issues or mental health challenges. Often, these students may lash out or shut down, refusing to communicate with teachers or other adults. They may view adults as obstacles, making it difficult for them to build trust. However, VR could offer a safe and controlled environment where students can practice coping strategies, explore social-emotional learning scenarios, or even engage in calming virtual experiences like guided meditation or nature walks. These immersive experiences can help students self-regulate, reflect on their emotions, and build trust over time—all without the pressure of real-world interactions. But again, just like with AI, students need proper guidance on how to use VR technology, or it could lead to negative outcomes. Without structure, students might use VR purely for entertainment or become overly reliant on it as an escape from real-world challenges rather than a tool for growth. It’s important that educators set clear intentions and boundaries to ensure the technology is used in meaningful and supportive ways.

I believe one of the main challenges in implementing these technological tools in schools is securing adequate funding and providing proper training. Especially with the recent budget cuts made under the Trump administration, it may take some time before we see counselors using tools like VR to support students or teachers receiving the necessary training to effectively use AI in the classroom and teach their students how to use it responsibly.

I believe that to evaluate the effectiveness of these digital tools, teachers should consider whether students are writing more effectively, thinking more critically, or demonstrating overall growth in their learning—especially in writing. When it comes to VR, effectiveness could be assessed by monitoring changes in student behavior, perhaps by using a behavior tracking chart to see if there are improvements over time.

Christopher: The main technology that I can think of would be AI but another would be the introduction of VR in the classroom. With AI it allows students to express their ideas in ways they might not have thought of before or giving them an outline to work with. With VR in the classroom it would allow the student to experience different concepts or scenarios that the school may not have in the budget, like dissections.
The challenges of implementing AI would be figuring out what was the student's idea and what was generated by AI. Two years ago at my school our AP Literature teacher had to have almost her whole class rewrite their book reports because they were almost all AI generated. With VR it becomes a budget and time contrast because the goggles are not cheap and if you can not do one to one with students how do you find time to have all of them give it a try. The science department 3 years ago had a Meta Quest purchased by our district and we have yet to use it because we can not find a convenient way to use it in the classroom.
I think that Google has given a lot of great tools like docs and slides to allow students to work together to add to their learning but also Peardeck has been a great tool. With Peardeck you can have interactive presentations with questions where students can see other students answer the questions in real time anonymously. There is also a feature called Flashcard Factory where the students can work in pairs making vocabulary flashcards with definitions and pictures then you can have the class vote on them and after you are done send out the final product to the whole class.

Paula: One of the most impactful emerging technologies that will greatly impact students is Artificial Intelligence, especially generative AI. Students are already being challenged to not rely on AI and to complete assignments authentically. Today's students are very used to just looking up answers on the internet instead of wrestling with questions to generate authentic answers. Many of my students struggle with critically thinking about ideas. They just want the answer and to move on to the next question. I have used some generative AI programs to help design lessons for my students and we have used it as a class to receive specific feedback on writing. I regularly incorporate digital tools in my classroom. I like to use learning apps to help students cement learning after I have taught a new concept. Instead of just putting my students on the digital learning app my school is using for intervention, I like to teach/reteach the topic through modeling and then have them practice working with the topic on their own on the digital platform. I think generative AI will be most useful for teachers to create better lessons and enhancements to the learning environment. After watching one of the videos for this week, I immediately checked out Khanmigo and fell in love with it's Blooket generator. I created one to review STAAR testing strategies to use with my students before testing. I also think that it is easier to incorporate AI into certain subjects than others especially when funding and resources are limited. Science teachers could incorporate virtual labs. Writing teachers can use AI for real-time feedback for students. Teachers can create interactive lessons in minutes with Curipod, Magic School, etc. Maybe as costs come down, school will be able to add more virtual reality to labs to enhance instruction.

For my article, I'm looking at writing about using AI and digital tools to help students with their writing. I currently use Curipod to give my students immediate feedback on their writing, Padlet for collaborative discussions,

Thaddeus: Some emerging technologies that will impact students is AI. AI is already starting to affect students and most areas of our lives. It can be used to aid in making our lives easier, but it can just as easily be used to have it do all the work for you and submit what it gives you. Just as Mr. Harrison had to talk to the class about the proper use of AI and the subsequent misuse caused a previous student to be kicked out of the program, AI is already affecting many areas of our lives and will most likely affect us in other areas and more directly in the future by impacting the job market. Many schools are already trying to decide how to implement this tool. Some schools have started to embrace this tool and show students how to effectively and responsibly utilize AI. While other schools have decided to ban AI. Historically, people have always found a way around this limitation and subsequently gravitate to grossly misusing any new technology without proper instruction on using the new tool effectively and responsibly. We should treat AI as a tool to improve creativity. In ELA, it should be used to improve your writing so teachers can demand better writing. Just like I am currently using Grammarly to improve my grammar. Or Math using Khan Academy that uses AI to help you learn the answer, instead of instantly giving you the correct answer with no explanation, this way we can determine your grade not on the correct answers but your ability to show or explain how you got the correct answer. In graphic design, students use the image generation and image correction of AI. But like ELA, graphic design teachers can start expecting a higher quality of work, or like math, the students have to explain the image and the reasons for certain things. Through this, we are teaching students that AI can do the work, but it will never be able to replace our creativity because AI only does what you tell it to. Teaching the proper use of AI will allow teachers to start with the idea of copyright and then transition into the ideas and issues with AI and copyright. In my class, we have philosophical discussions about copyright to help student expand their view to not always be self-centered, and stealing a song is contributing to a struggling artist not getting paid what they deserve, and then flipping it to ask if they deserve the credit for doing something.