

# School Daze

## Why are Teachers and Schools Missing the Boat on Media?

Victor C. Strasburger, MD

### KEYWORDS

• Schools • Media • New technology • Sex education • Drug education

### KEY POINTS

- Children and teens spend more time with media (>7 hours per day) than they do in school.
- Many schools are using new media (computer, the Internet, iPads, cell phones) in creative ways to keep students interested and motivated.
- Young people can have radically different learning styles, and new technology can be used to teach them differently.
- Sex education and drug education programs need to incorporate media and media literacy into their curricula.
- Given the immediacy of new technology (information at your fingertips 24/7), educators need to rethink some of the basic paradigms of education (eg, rote memorization).

*[My doctor's] only gone to one medical school, but if you go online, you can get advice from all over the world.*

—Teenager quoted in *TECHsex USA*, 2011, p. 17<sup>1</sup>

*...in a world where today's geography or social studies are quite literally tomorrow's history, it's intuitive that an easily updated, real-time text makes more sense than a 5-year-old, dog-eared and scribbled-on book that can be replaced only when there's sufficient funding.*

—Editorial, *Albuquerque Journal*, September 9, 2011<sup>2</sup>

*There's a saying that the music is not in the piano and, in the same way, the learning is not in the device.*

—Professor Mark Warschauer, University of California, Irvine<sup>3</sup>

---

Department of Pediatrics, Division of Adolescent Medicine, University of New Mexico School of Medicine, MSC10 5590, 1 University of New Mexico School of Medicine, Albuquerque, NM 87131, USA

E-mail address: [VStrasburger@salud.unm.edu](mailto:VStrasburger@salud.unm.edu)

Pediatr Clin N Am 59 (2012) 705–715

doi:[10.1016/j.pcl.2012.03.026](https://doi.org/10.1016/j.pcl.2012.03.026)

[pediatric.theclinics.com](http://pediatric.theclinics.com)

0031-3955/12/\$ – see front matter © 2012 Elsevier Inc. All rights reserved.

*We need to build a more compelling narrative that digital literacy is no longer a luxury but a necessity.*

—S. Craig Watkins, author of *Young and the Digital: What the Migration to Social Network Sites, Games, and Anytime, Anywhere Media Means for Our Future*<sup>4</sup>

Most American schools are 50 years behind when it comes to using media wisely and incorporating new technology into the classroom.<sup>5</sup> Like medicine, the educational system has always been conservative and slow to adopt to new advances and new trends. As one author notes<sup>6</sup>:

*The contemporary American classroom, with its grades and deference to the clock, is an inheritance from the late 19th century. During that period of titanic change, machines suddenly needed to run on time. Individual workers needed to willingly perform discrete operations as opposed to whole jobs. The industrial-era classroom, as a training ground for future factory workers, was retooled to teach tasks, obedience, hierarchy and schedules.*

Unlike medicine, however, education only seems to have one yardstick with which to measure success: performance on standardized tests. As a result, new and creative approaches to teaching and learning fall by the wayside unless higher test scores can be documented.<sup>7</sup> This is a prescription for failure and is one of the reasons why American schools are so far behind in teaching students how to adapt to the brave new world of instant technology and connectedness. According to Cathy N. Davidson, codirector of the MacArthur Foundation Digital Media and Learning Competitions, 65% of today's grade-school students may end up doing jobs that have not even been invented yet.<sup>8</sup> Of course, funding schools in general and new technology specifically is a major hurdle for nearly all schools as well (Fig. 1).

## MEDIA USE

Today's students spend more time with media than they do in school: between 7 and 11 hours per day, according to the 2010 Kaiser report.<sup>8</sup> The first "Internet class" (Class of 2015) is now just entering college (Box 1). Media are the leading leisure-time activity for children and adolescents, and they spend more time with media than they do in any other leisure-time activity other than sleeping.<sup>9</sup> By time criteria alone, one would think



Fig. 1. (Copyright © Jim Borgman/Universal Press Syndicate. Used with permission of Universal Uclick.)

Download English Version:

<https://daneshyari.com/en/article/4174059>

Download Persian Version:

<https://daneshyari.com/article/4174059>

[Daneshyari.com](https://daneshyari.com)