

A group of children wearing red shirts are sitting on the floor, focused on a project. They appear to be working with a large sheet of paper or a map that has a grid pattern. The scene is brightly lit, and the children are engaged in their activity.

How are
young people
changing as a
result of
digital media?

RISK

SHIFT

Large grants → Small/renewable
Center → Edge

Harold Washington Library Chicago



AGILITY

SHIFT

Expertise/Model → Co-Design
(adjacencies; speed dating)

Co-Designing



Game designers



Librarians Youth



Researchers





SERENDIPIDITY

NETWORKS

February 2011



February 2012





NARRATIVE



What have you seen your youth learn through Scratch coding?

"As kids are creating Scratch projects, they're learning to code. But, even more importantly, they're coding to learn." - Mitch Resnick, "Let's teach kids to code" TEDx Talk

Share on Google+

Share on Twitter



Jun 2013 Coding is for Everybody: Learning through Creating, Personalizing, Sharing, and

FEATURED STORIES



Q&A: Cathy Davidson on Institution Building to Prepare Students for the Information Age

May 28, 2013

Q&A: Mimi Ito on Connected Learning for All

Q&A: Howard Rheingold on Using Technology to Take Learning into Our Own Hands

Are Class Differences in Parenting Creating a New Digital Divide?

BLOG

5/14/13



What We've Learned About Digital Media & Learning
We kick off a series of conversations with thought leaders on how the field of digital media and learning has changed over time, and where it's headed.

STUDENTSPEAK



Seeking Teachers To Pilot the SimCityEDU Game This Summer!

By [Amna Siddiqui](#) | May 29, 2013



Are you a U.S.-based teacher interested in piloting GlassLab's **SimCityEDU** game *before* it hits classrooms this fall? If your summer plans this year include working with middle school students in grades six through eight, read on!



THANK
YOU