

# how Digital Learning contributes to Deeper Learning

Creating deeper learning opportunities for every student in every classroom can be achieved by using personal digital learning tools that customize the educational experience and serve the individual needs of each student on his/her own unique learning path. There are three main ways that digital learning promotes deeper learning:

## personalized skill building

affordable preparation for deeper learning

**personalization:** customized learning experiences

**motivation:** engaging and adaptive instructional experiences

**persistence:** more learning hours per day/year

## schools & tools

foster deeper learning

**production:** produce, publish & present high-quality work products

**collaboration:** dynamic grouping and scheduling, virtual teams

**simulation:** immersive complex problem solving

## enhanced access

expanded options and extended reach

**access:** 24/7 access to great teachers and content

**acceleration:** more and faster performance feedback

**options:** many new pathways to mastery

## new student roles

Across the country, students are taking on roles that are pushing the traditional boundaries of learning. Through these opportunities, students can connect to their future with authentic and meaningful learning.

In these settings, students are...



Conduct rigorous projects in authentic, project-based learning classrooms at [Avalon Charter School, Minnesota](#), [New Country School](#) and the [New Tech Network](#) of schools



Publish high-quality products the way they do in Esther Wojcicki's Palo Alto High School journalism program



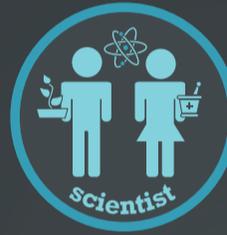
Encourage students to collaborate using tools like [Google Drive](#), [Conceptboard](#), [Animoto](#), [Edmodo](#) & [TitanPad](#)



Compare/contrast cities now & 400 years ago at [High Tech High's 9th grade film festival](#)



Be given opportunities to practice discourse as exhibited on [StudySync](#) and gain practice as in the [Boston Debate League](#)



Experience an augmented-reality science field trip through Chris Dede's team at Harvard created [EcoMUVE](#)



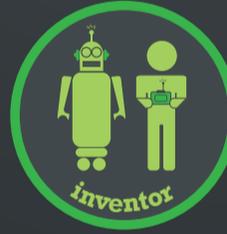
Have the chance to learn by doing something they love the way [Big Picture](#) students do



Become history experts like 12-year-old [Civil War expert Andrew Druart](#) with project-based learning opportunities



Develop games like they do in [Globaloria](#) and [E-Line](#) and at New York City's [Quest to Learn](#) secondary school



Be engineers, designers and inventors in a [FIRST Robotics](#) competition



Have your school be a maker faire with a focus on producing and sharing high-quality products



Learn to write code in high school, like they do at [CodeHS](#), [hackathons](#) and [Girls Who Code](#)



Learn the basics of starting a business like they do in [Network For Teaching Entrepreneurship \(NFTE\)](#)



Learn to take on complex challenges, work with a client & produce quality work products the way they do at [NYC iSchool](#)



Work across grade-level bands to engage with peers & classmates as a natural part of their learning environment at [Acton Academy](#)

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