

# Handheld Learning in Wild Places

Helping Students with the Nature of Learning

Mark Standley

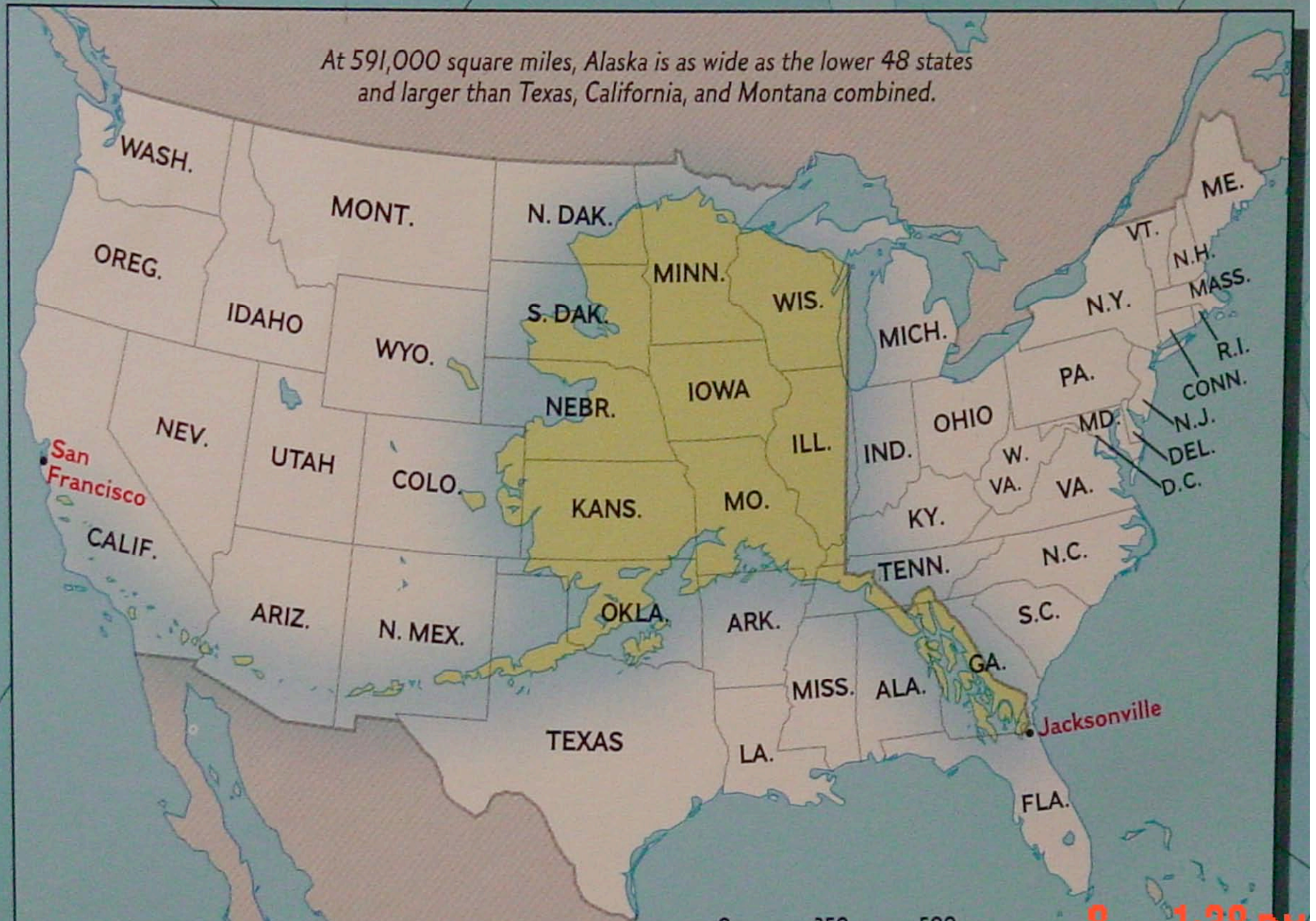
Principal, Highland Tech School





# RELATIVE SIZE OF ALASKA AND THE CONTIGUOUS U. S.

*At 591,000 square miles, Alaska is as wide as the lower 48 states and larger than Texas, California, and Montana combined.*



S. Australia:

978,810 (sq km)



England:

130,410 (sq km)



S. Australia:

978,810 (sq km)



England:

130,410 (sq km)



Alaska: 1,056,414 (sq km)





OCT

ALASKA



J528959  
03

The Last Frontier

IBLEVE



# Teaching Storytelling through Nature

Students are spending less time in nature and more in front of technology. Schools need to find a solution for the "nature deficit disorder" that is getting so much attention lately. How can we help?

Storytelling is at the heart of good learning and relationships. Using the process of storyboarding, digital movie creation, web-based streaming of video, and community marketing, educators and administrators can learn to incorporate the power and spectrum of video technology into the education system. Students sharing the story of the nature in wild places through digital storytelling.







# Be the iPod on the Wall

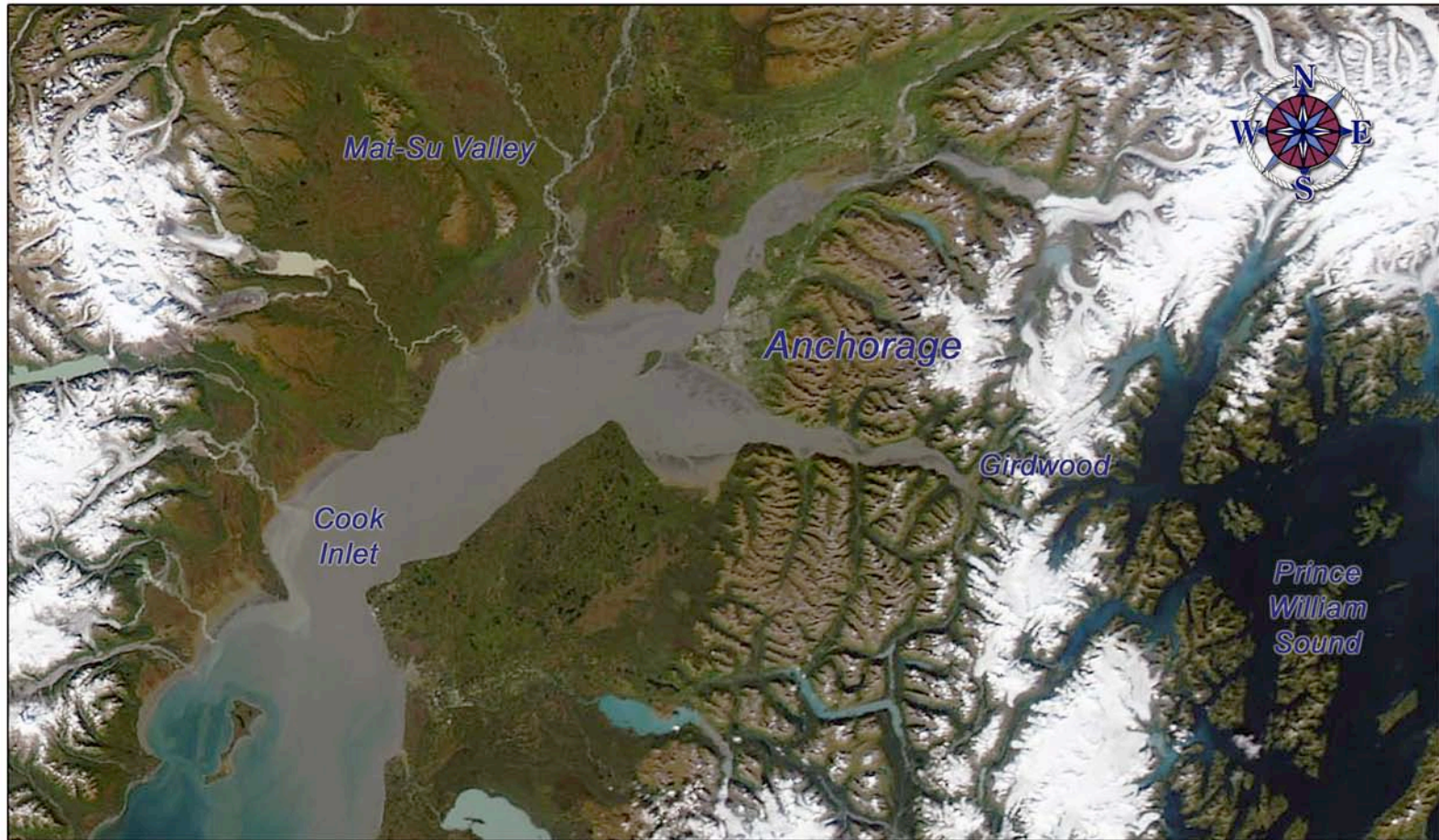
- Turn to your neighbor
- Imagine what these kids are saying...

Time: 1 minute

- Share “what you heard...”

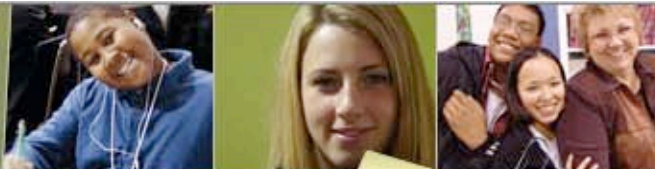






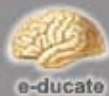
*South Central Alaska*





- HOME
- NEW TO HTH
- ACADEMICS
- ACCOUNTABILITY
- BUILDING COMMUNITY
- CHARACTER DEVELOPMENT
- VOLUNTEER OPPORTUNITIES

5530 E. Northern  
Lights Blvd. #1  
Anchorage, AK 99504  
Tel: 907-742-1700  
fax: 907-742-1711  
E-Mail



**Highland Tech High**  
(HTH) is a standards-based, public charter secondary school (grades 7-12) located in the Anchorage School District.

**Mission:**  
Highland Tech High equips students with the academic, social, and technical skills to excel in today's world and contribute positively to our society and the future. Students who graduate from HTH are able to choose their future, whatever that choice may be.

New students to HTH should plan on spending most of the three days taking entry level tests as well as completing any registration information.



**School Calendar**

2008						
S	M	T	W	T	F	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

[click here](#)

**ENROLL NOW!!!**  
ARE YOU LOOKING FOR MORE  
THAN JUST A SCHOOL?

"I ENJOYED MY EXPERIENCE AT HIGHLAND TECH - A SAFE, SMALL SCHOOL WITH HANDS ON LEARNING. NOW I'M REALLY READY FOR COLLEGE AND MY FUTURE."  
HIGHLAND TECH GRADUATE '08

NEW STUDENT OPEN HOUSE DATES  
TUESDAYS 7:00 - 8:00PM  
9/16, 9/23, 9/30, 10/7



Grades 7-12  
A Public School

Educating for Leadership, Educating for Life  
[www.highlandtech.org](http://www.highlandtech.org) | 907.742.1700

**Stakeholder's Corner**

Parents·Students·Staff·Community Members·Business Partners

**UPCOMING EVENTS AND NEWS**

*Please join us for a spaghetti feed to celebrate our 5th year anniversary!  
Wednesday, September 17th at 6pm  
[click here for more information!](#)*

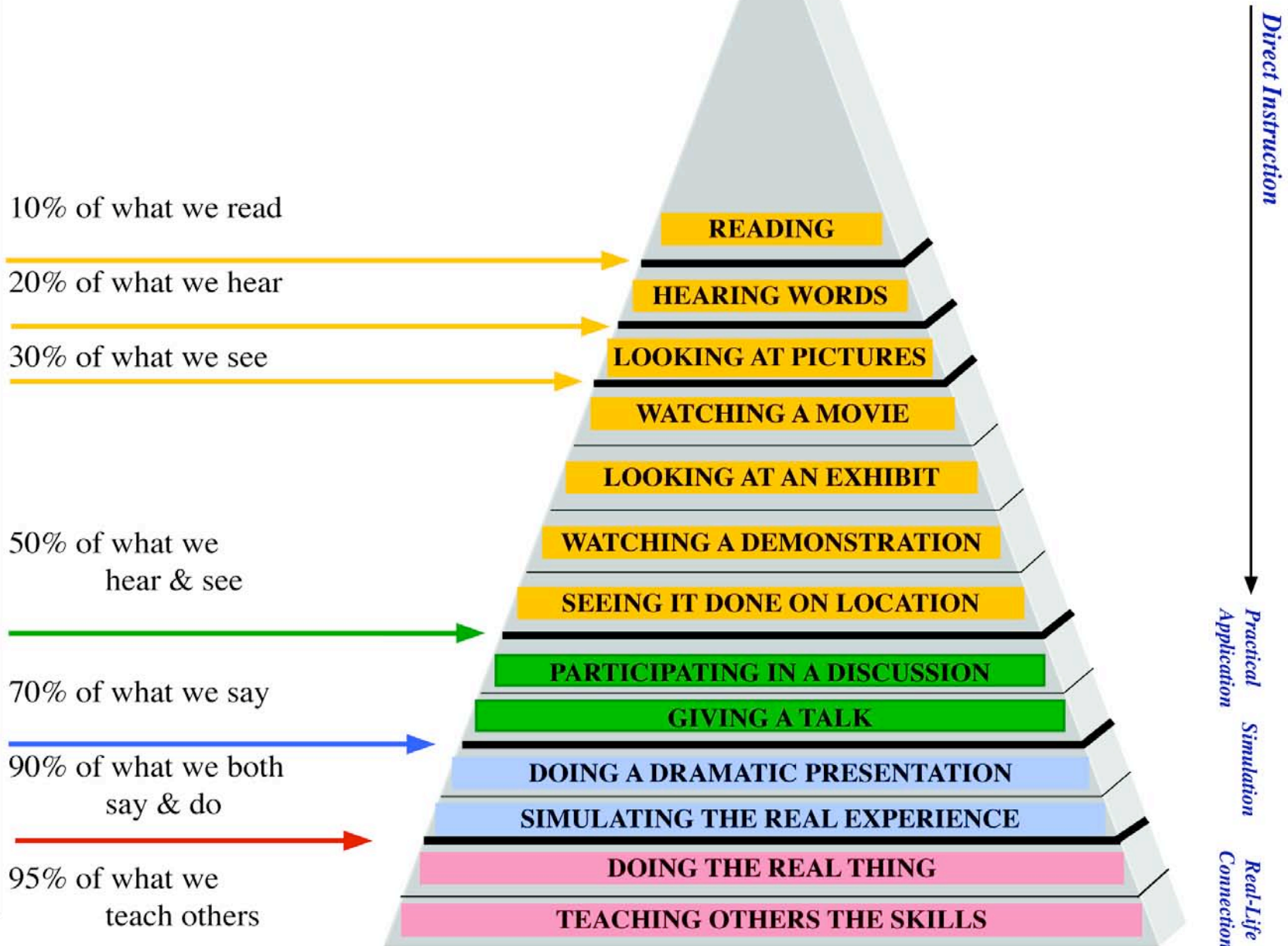
**Exploratory Fridays!**

Transcripts

Picture Day

# Percent of Retention

# Balanced Instructional Model











## ASTE ANNOUNCES THE 4TH ANNUAL

# iDidaMovie



### A DIGITAL MOVIE CONTEST FOR EDUCATION IN ALASKA!

ASTE ([www.aste.org](http://www.aste.org)) and its partners are proud to announce the 4th Annual iDidaMovie digital Movie Contest – a chance for students and educators to demonstrate their creativity and their digital movie making skills.

Join us in this fun event and have your movie on display at the ASTE 2003 Conference.

Winners receive cash prizes and have a chance of being drawn from the category winners for two tickets to Hawaii!

Students and educators wishing to enter the contest must visit the ASTE iDidaMovie website for final rules, forms, scoring rubrics and conditions. Entries must be received no later than 5:00 pm on January 24th, 2003.

Send your digital movie to:

ASTE iDidaMovie Contest  
PO Box 142781  
Anchorage, AK 99514-2781.

### JUDGING CRITERIA

#### Student Involvement

Evidence of student involvement in the creation or content of the movie.

#### Content Quality

The flow of accurate information and the quality of the images and sound.

#### Technical Merit

Appropriate use of transitions, titling, background music, special effects, etc.

#### Impact

The degree to which the movie achieves the intent of the category.

#### Accuracy

Precision with respect to content information and English usage.



### FOUR CATEGORIES:

#### Teach Me Something

Make an instructional or how-to digital movie.

#### Make Me Laugh

Make a digital movie that's sure to get the audience laughing!

#### Tell Me a Story

Tells a story about your family, your community, your culture or about you!

#### Teaching and Learning in Alaska

Brag about your school by showcasing what makes your school, teachers, administrators and students the best in the state!

### FOUR LEVELS:

Participants will now compete within 4 age levels

- K-5 Elementary
- 6-8 Middle School
- 9-12 High School
- University/Adult

### PRIZES

\$200 cash prize to every category winner in each level plus your winning entry will be placed in a hat to be drawn for eight tickets to Hawaii! (*restrictions apply – see ASTE website for details*)

### CONTEST RULES SUMMARY

- Movies must be created by current Alaskan educators and/or students. At least one member of each production company must be an ASTE member.
- Movies must be in QuickTime format on cross-platform CD-ROM.
- You may enter as many movies as you like; however, each movie may be submitted in one category only.
- Movies must be two minutes or under in length with a file size no bigger than 30MB.
- ASTE can disqualify any entry deemed inappropriate within their sole discretion. (*Shoot for a "G" rating!*)
- Digital movies must be received by 5:00 PM January 24, 2003.
- Release forms for everyone in your movie must accompany the movie entry.
- Any copyrighted work – movies, logos, photos, video clips – must have the appropriate permission attached.
- By submitting a movie, the contestant(s) grant ASTE and their designees the right to publish the movie in part or in whole in any medium. Copyright of the movie will remain with the contestant.
- Check the ASTE website ([www.aste.org](http://www.aste.org)) for full details and downloadable rules and forms.

Visit [www.aste.org](http://www.aste.org) for full information, forms and guidelines. Download a scoring rubric to see how your creation will be evaluated!

iDidaMovie sponsored by:



[www.hawaiianvacations.com](http://www.hawaiianvacations.com)



[www.schoolaccess.net](http://www.schoolaccess.net)



[www.apple.com/education](http://www.apple.com/education)



[www.arctic.net](http://www.arctic.net)



[www.serrc.org](http://www.serrc.org)

# Handheld Learning in the Wild

- inquiry based learning
- digital storytellers
- science tools in the classroom and outdoors
- relationship with natural places
- partnerships with national parks

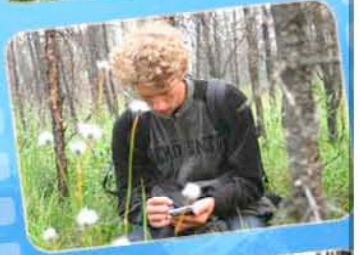
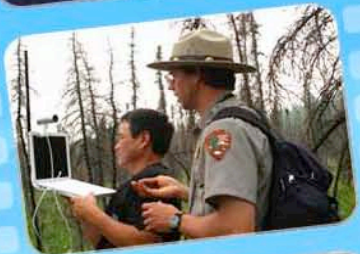
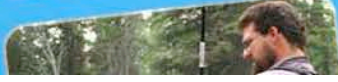
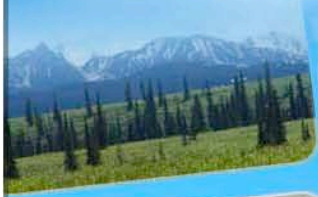








# DENALI SCIENCE & STORYTELLING CAMP















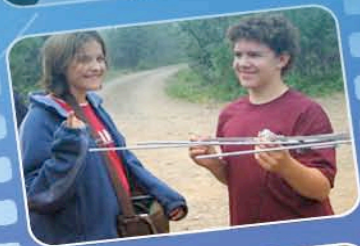






# LAKE DISTRICT SCIENCE & STORYTELLING CAMP

*England*



Lake District photos by: © Val Corbett

















# Handheld Learning in the Wild

- ICT professional development for teachers
- a chance to try out new pedagogy(reform-minded)
- learning in/about wild places
- systems thinking
- What's in your backyard?... try your local park(s)



# Alaskan Scientists of the Future (ASOF)

❏ Home	❏ 2008 Expectations	❏ Inquiry-Based Science	❏ Technology Tools	❏ Storytelling
❏ Global Warming	❏ Mentors from UAA Engineering Dept.	❏ Camps	❏ Site Blogs and Projects	
❏ Classroom Tools	❏ ASOF Continued Support	❏ Antarctica Polar Traverse		

The Alaska Scientists of the Future project will encourage Alaskan students to pursue careers in science and technology through active engagement in the deployment of innovative, environmental monitoring stations in Alaska. Students will be involved in inquiry-based science curriculum to create, collaborate, and research through these stations with other students, teachers, and scientists in Alaska and Hawaii. Teachers involved in the project from [Denali Borough School District](#), [Highland Tech High School](#) in Anchorage, and [Chugach School District](#) will participate in professional development to gain new skills in field-based research, new technology skills, and inquiry-based teaching strategies. University-level and field-based scientists will play active roles in the project through teaching, researching, collaborating, and disseminating the results of ASOF. ASOF projects will allow students to work side by side with scientists and other students to actively engage in hands-on projects, such as Rivers of Ice, It's My Fault, AsoF Fables, and Whale Radio, to build new ways to learn, share, and research in real time. Using technology, such as wireless video conferencing, real time data gathering, and digital storytelling, students will learn what it means to do real science and tell the "story" of the research data in ways their own team and broader audiences can understand and support. ASOF builds upon the best practices from ONR's project in Hawaii through collaboration and sharing resources. Ultimately this ASOF will help prepare more students for science careers in the Alaska and the U.S.

# TEACHING STORY

Teaching Powerful Storytelling



[www.teachingstory.com](http://www.teachingstory.com)



# Handheld Learning in Wild Places

standley\_mark@asdk12.org

[www.teachingstory.com](http://www.teachingstory.com)

[www.futurescientists.org](http://www.futurescientists.org)

