ORIGINS

Of EdTech

Mariana Ludmila Cortes
2021

One Laptop per Child

one laptop per child

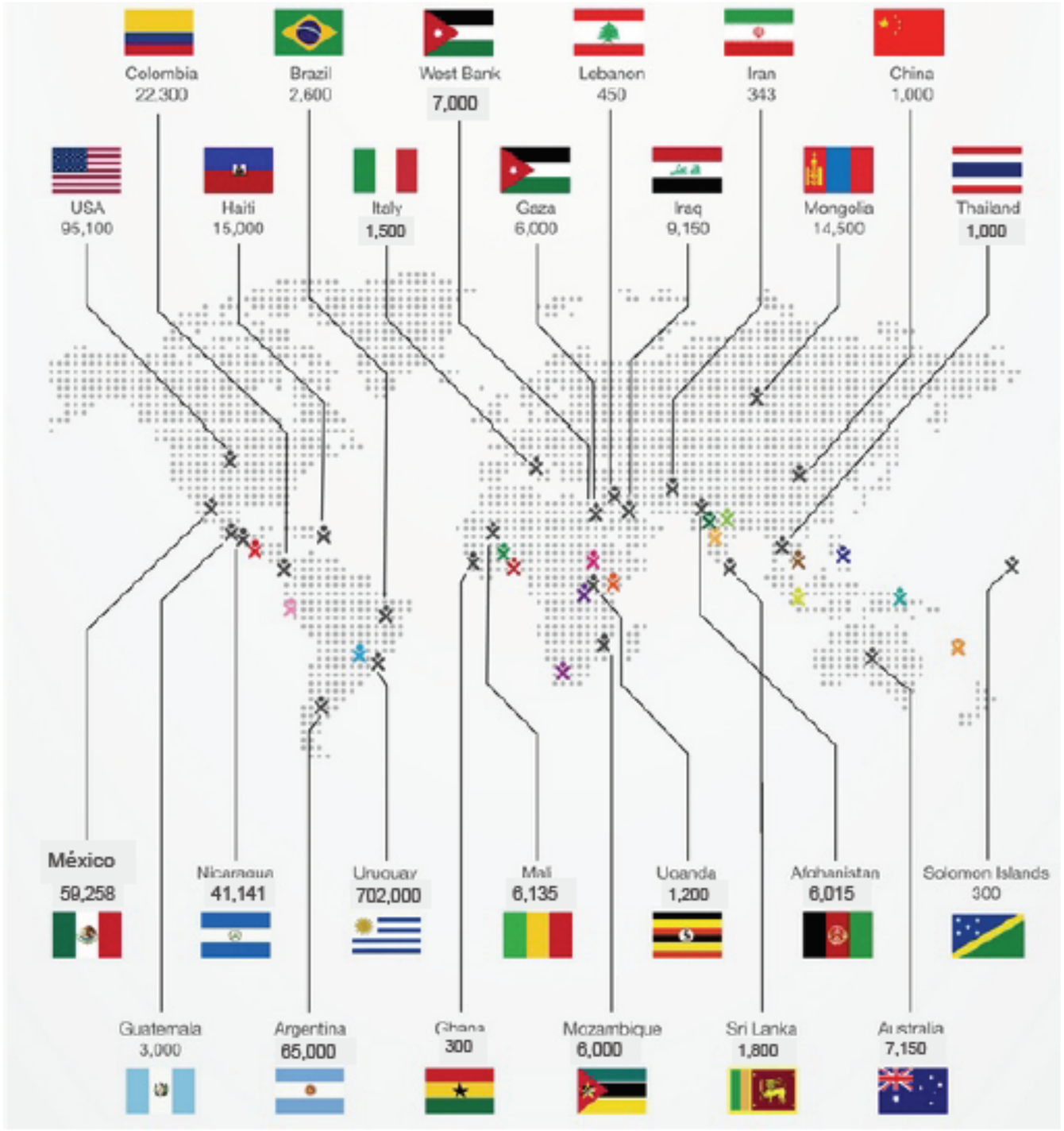
worldwide: 3,000,000 laptops

History

NICHOLAS NEGROPONTE from Theory to reality

Every child in developing countries has the same opportunities to access the world of learning through a low-cost laptop with connectivity

DAVOS 2005 - KOFI ANNAN Y NEGROPONTE launch OLPC



Cambodia
1,000

Cameroon
4,618

Federated States of Micronesia
800

Malaysia
100

Nepal
6,600

Papua New Guinea 2,350

Peru
980,000

Paraguay
10,082

Philippines
2,260

Rwanda
213,760

South Africa 500

Costa Rica
4,000

Ethiopia
6,840

India
1,900

Kenya
500

Nigeria
6,100

Pakistan
1,200

Honduras
58,900

Armenia
4,600

Gabón
8,100

Marshall Islands
1,000

What do they have in common?

- IA
- Mathematics
- Mathetic
- Philosophy
- Epistemology
- Technology
- EdTech
- Programming
- Coding
- Lego
- Learning
- Makers Movement
- Cognitive Science
- OLPC

Massachusetts
Institute of
Technology

MIT MEDIA LAB

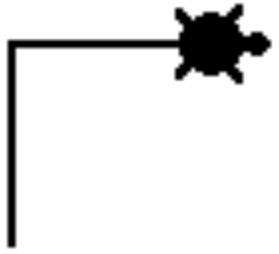
What is **IA**?

- **Artificial Intelligence**

Senegal circa 1982

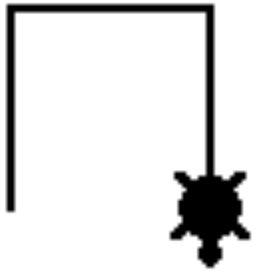
forward 50

right 90

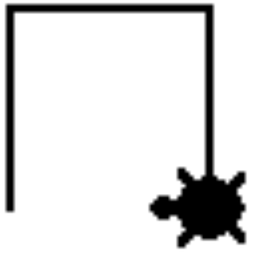


forward 50

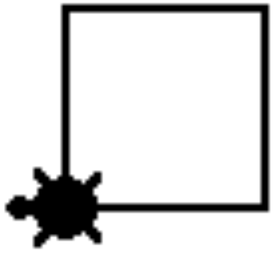
right 90



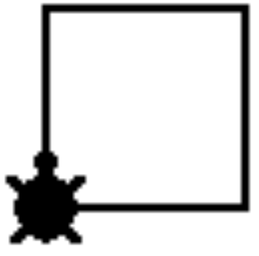
forward 50



right 90



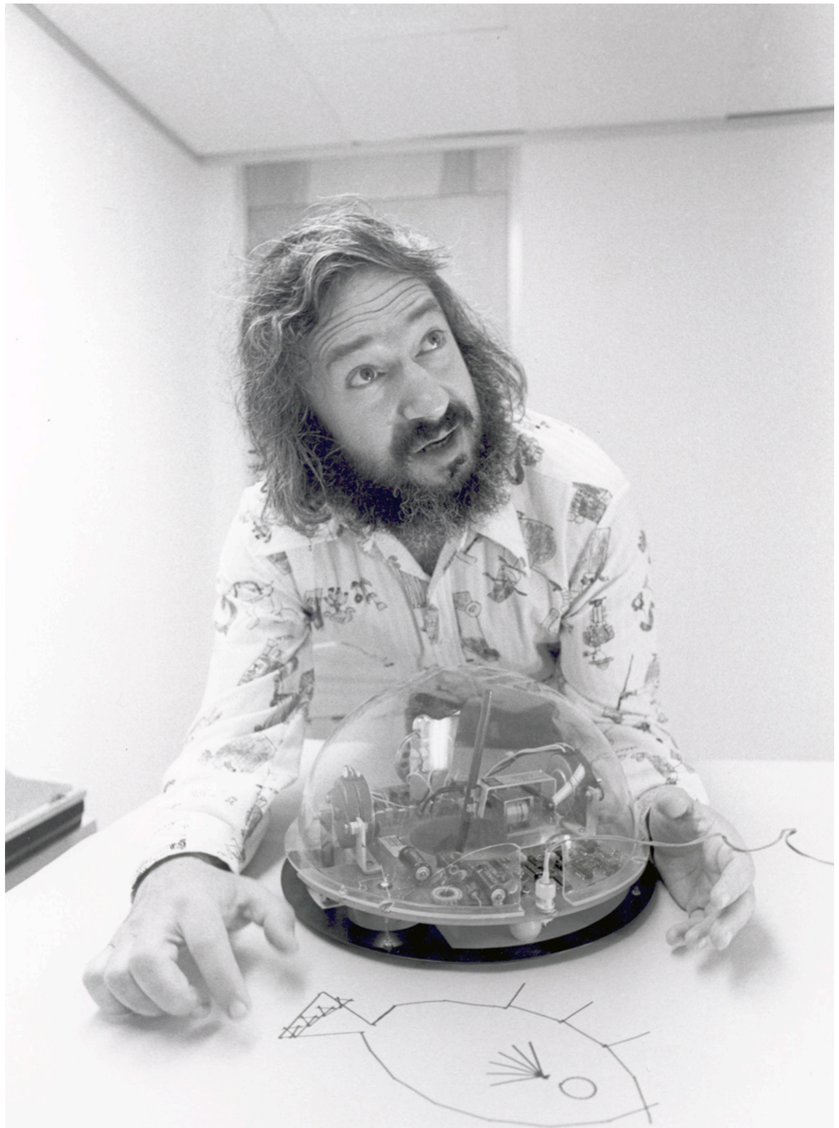
forward 50

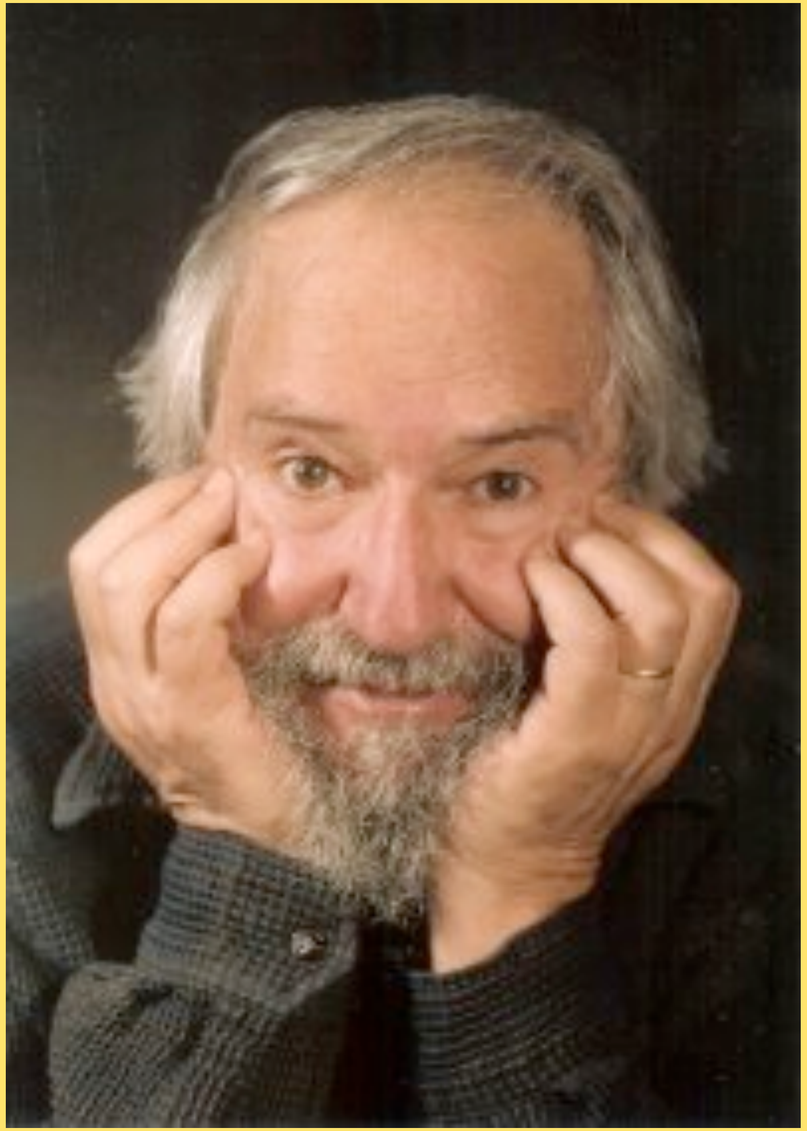


right 90

Papert

MATH vs. Mathematics





Debugging

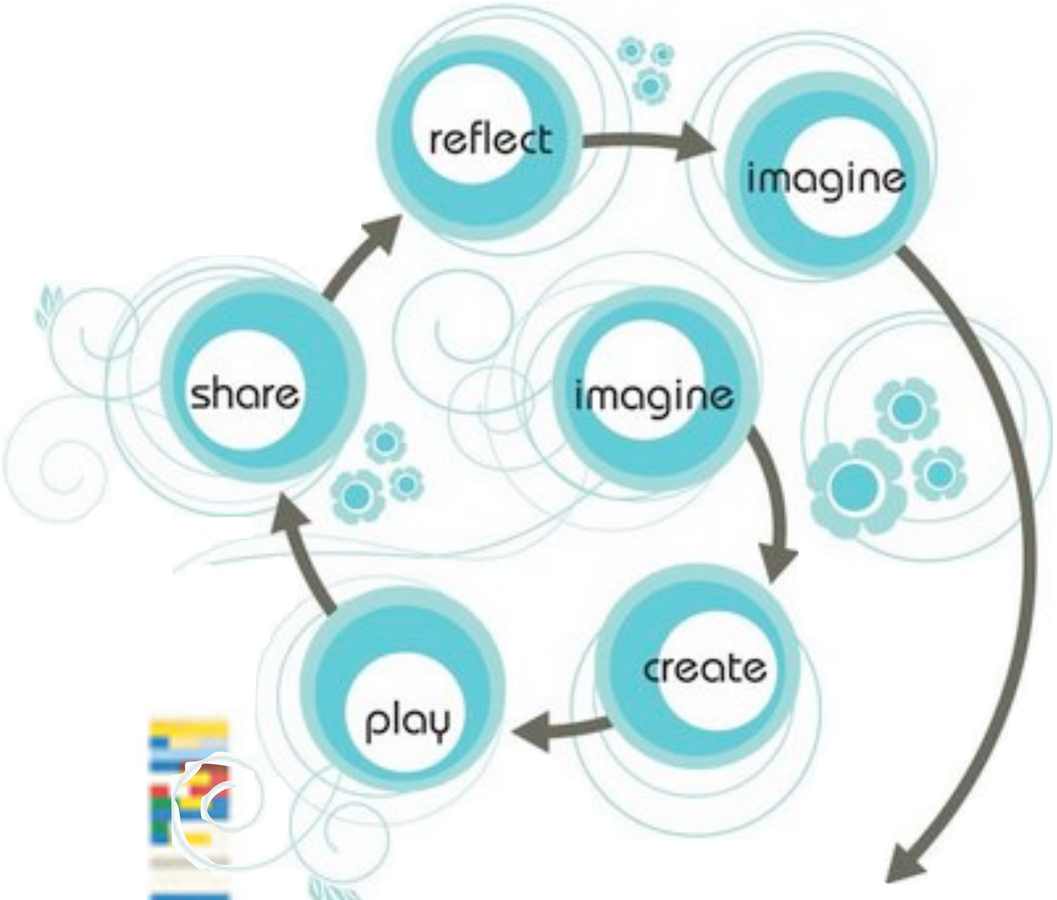
Thinking to think

Reflect

Problem solving

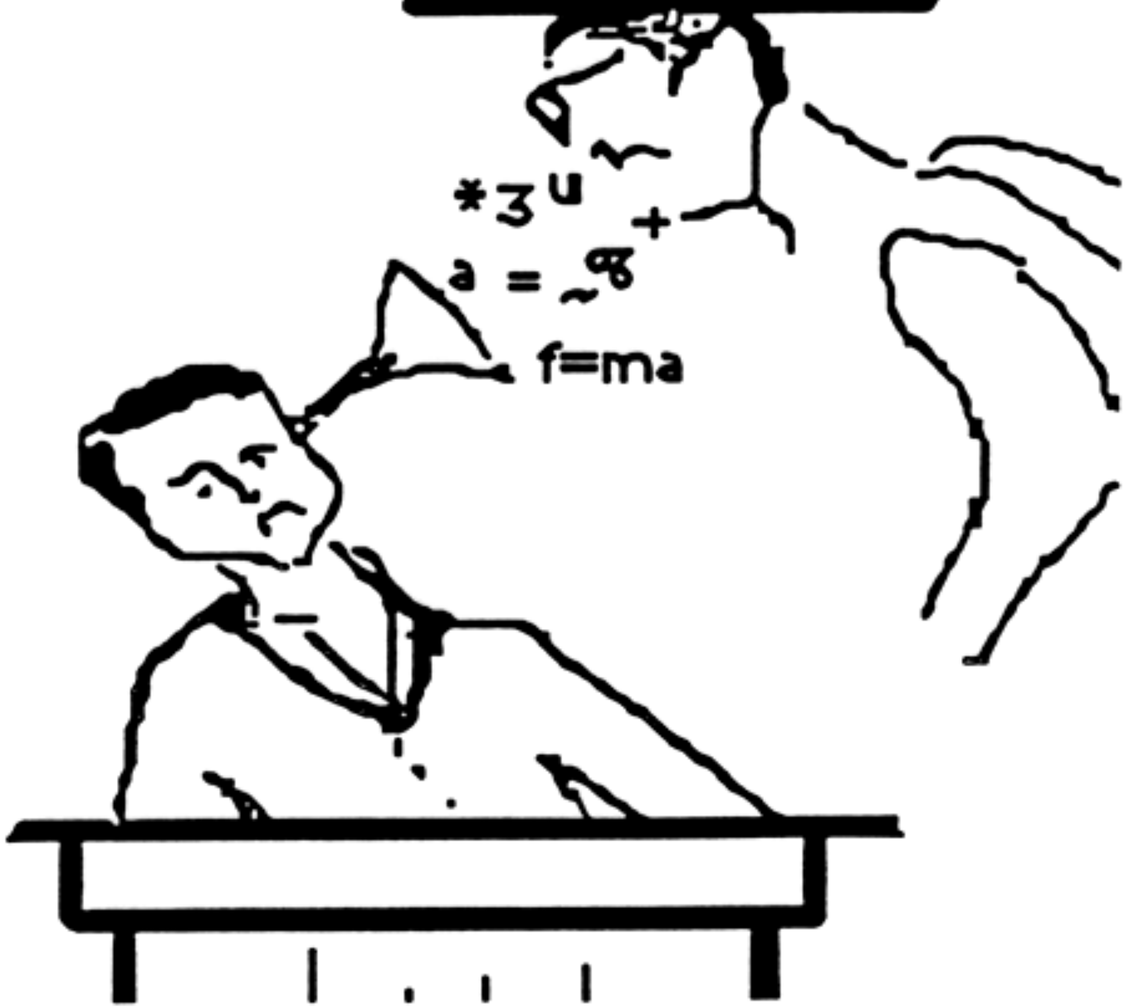
Comprehension

LEARNING


reflect
imagine
share
imagine
create
play

“LEARNING CAN ONLY HAPPEN WHEN A CHILD IS INTERESTED. IF HE’S NOT INTERESTED, IT’S LIKE THROWING MARSHMALLOWS AT HIS HEAD AND CALLING IT EATING.”

— KATRINA GUTLEBEN



The mind is not a vessel to be filled
but a fire to be kindled.

- Plutarch -

It is not about technology but what children can do with it.

Constructionism & powerful ideas

The central focus should not be on the machine, but on the mind.

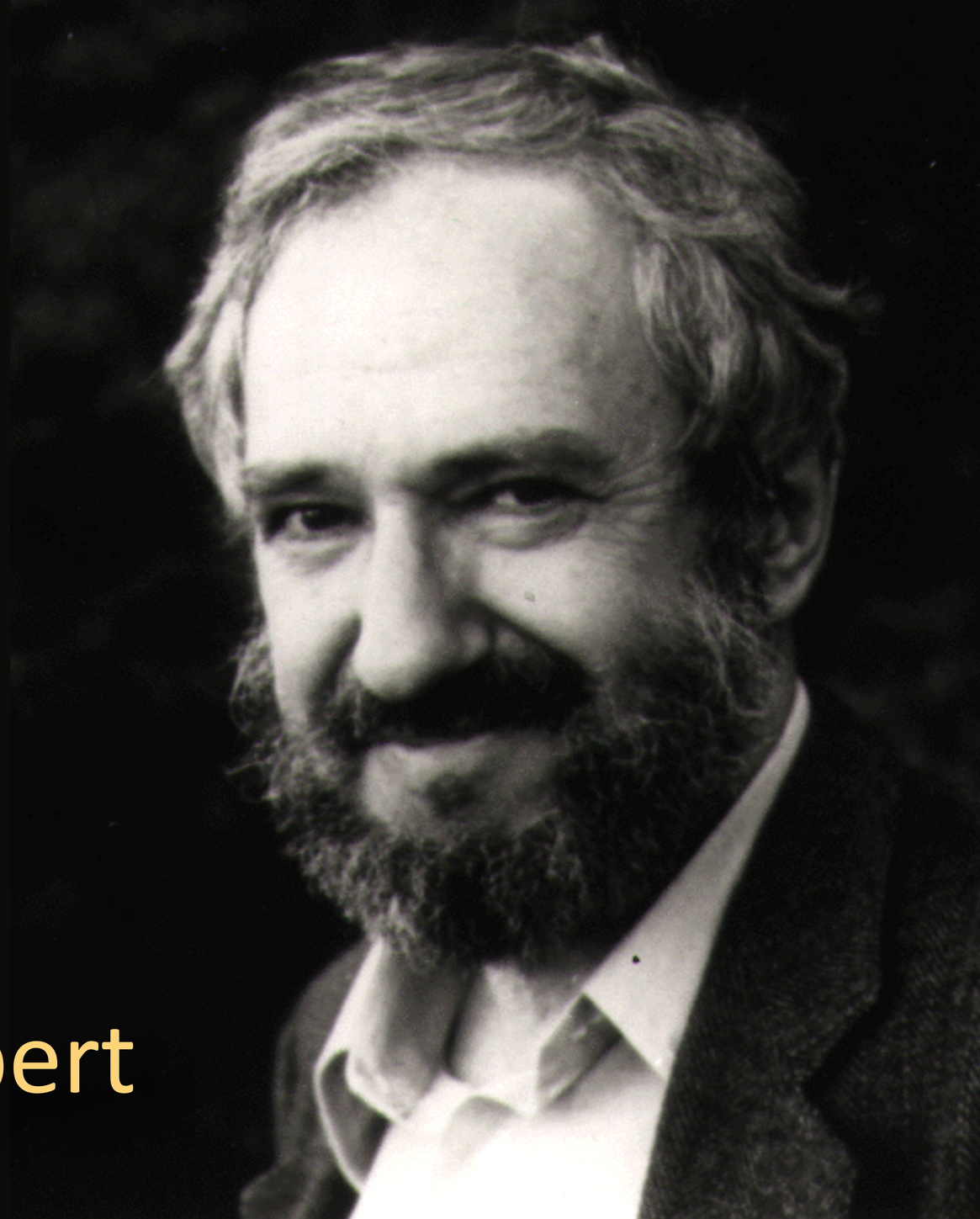
If we focus on learning, the computer would be the means for each child to have the possibility of acquiring new knowledge about himself in the world around them, while gaining skills on the functioning of his mind.

... and thus, children become CREATORS rather than consumers of Educational Software.

Seymour Papert

CONSTRUCTIVISM

- EdTech
- LEGO Mindstorms
- Coding
- One Laptop per Child
- MAKER movement
- AI Lab - MIT



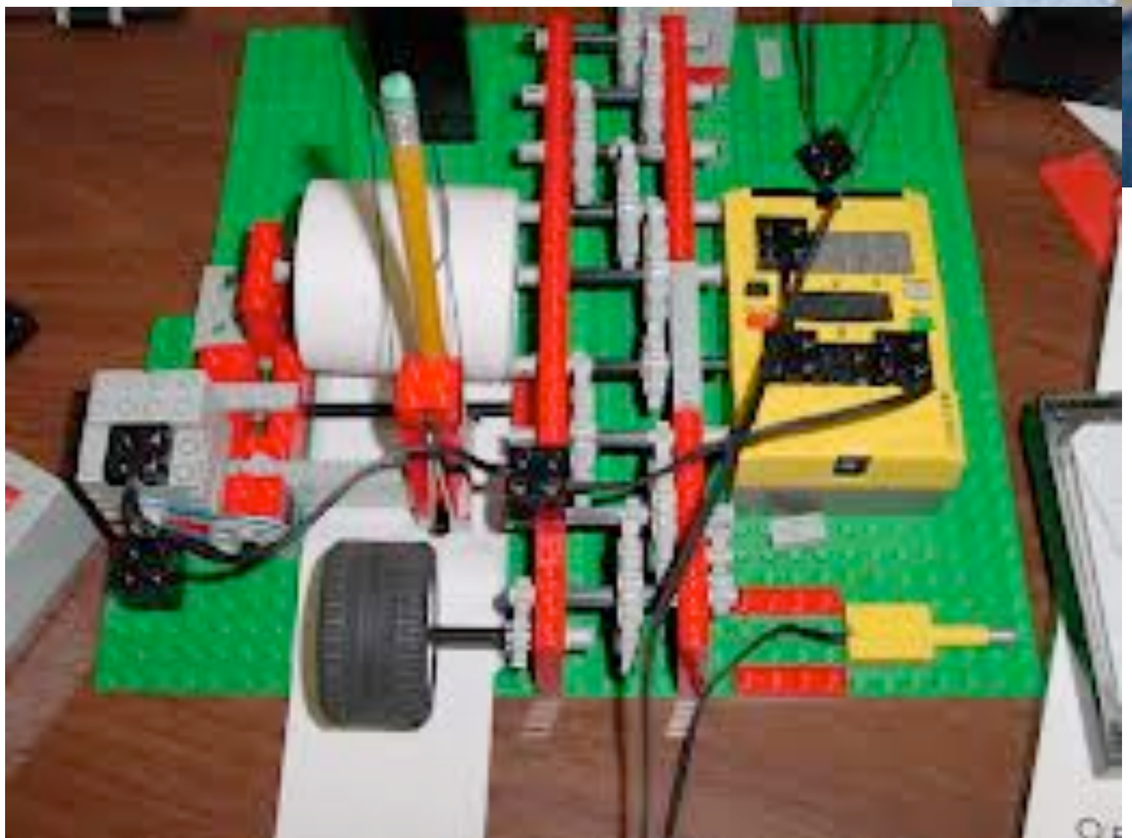
Seymour Papert

Have we achieved this or are we far from what the original intention was?

8 Powerful Ideas

1. Learning by doing

2. Technology as material to build/construct

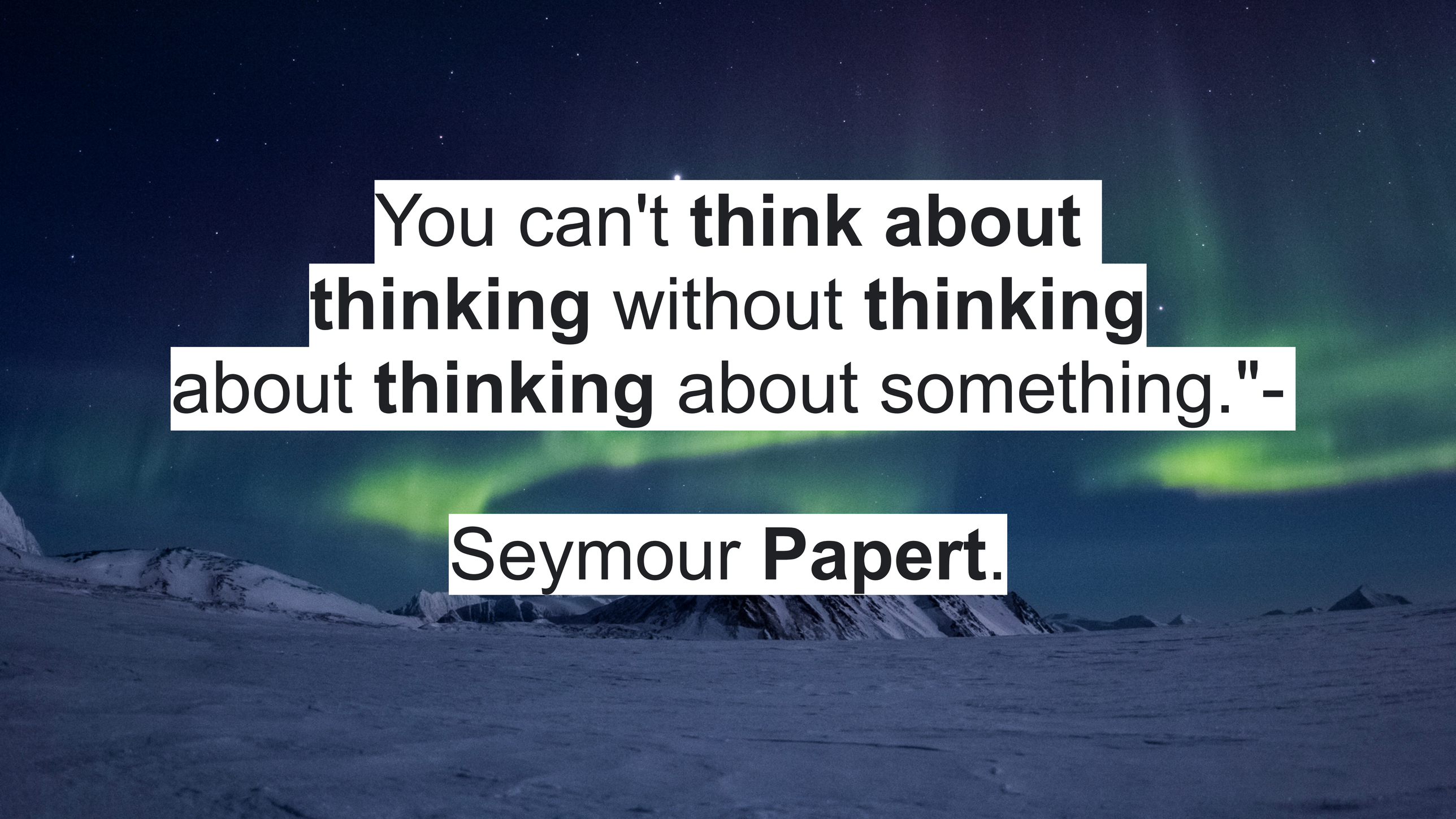


3. Hard Fun

4. Learning to learn

Epistemology

- Think about Thinking


You can't **think about thinking** without **thinking** about **thinking** about something."-
Seymour **Papert**.

5. Take your time

6. You can only do things right if you have done things wrong.

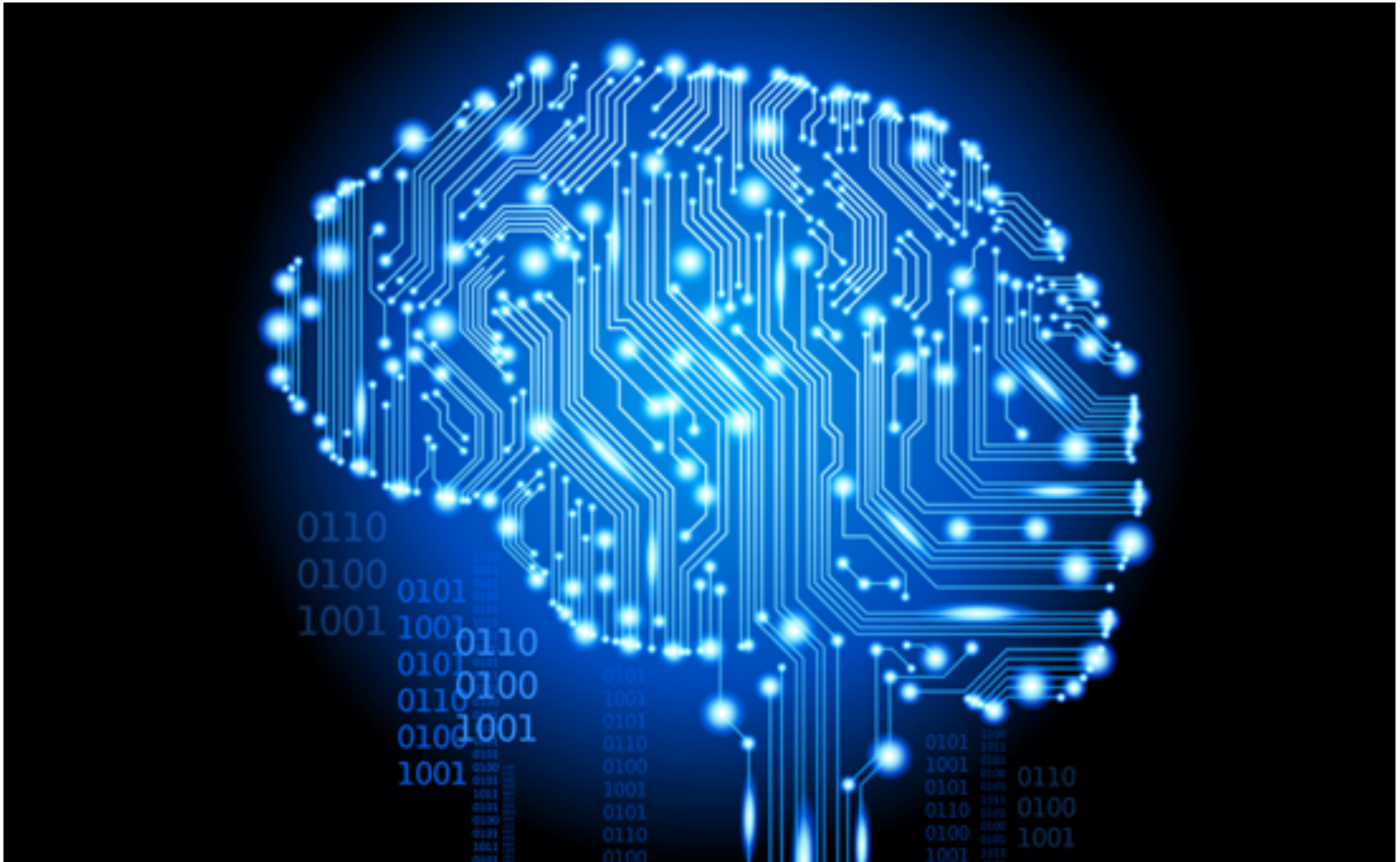
Learn from mistakes

7. Do yourself what you want your children to do

"I expect you all to be independent, innovative, critical thinkers who will do exactly as I say!"

8. Digital Fluency

Computational thinking



Permitir al niño aprender matemáticas al hablar en lenguaje matemático sobre cosas que realmente le importan.


ask What's your name? and wait
say join Hello answer for 2 secs
y position -150
wait until touching > 80
switch to costume jump
say game over
NEO


I Challenge
you to
inspire me!


ANYWHERE,
ANYTIME,
ANYONE,
Be CREATIVE