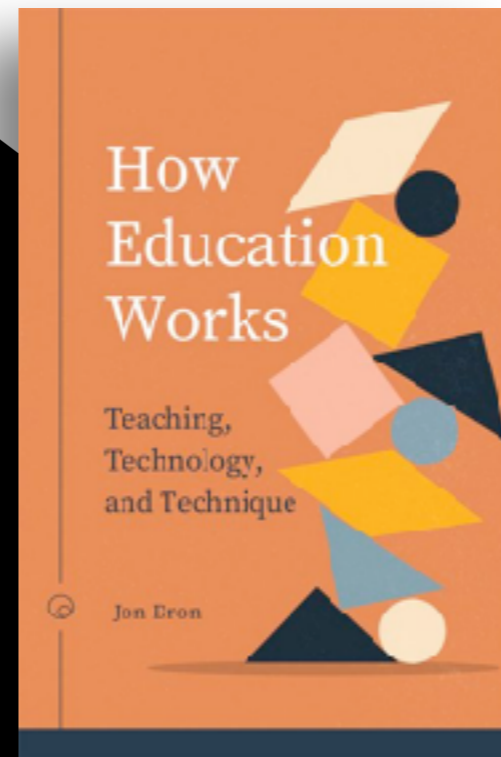


How to Be an Educational Technology

An Entangled Perspective on Teaching

Contact North | Contact Nord Webinar
September 2024

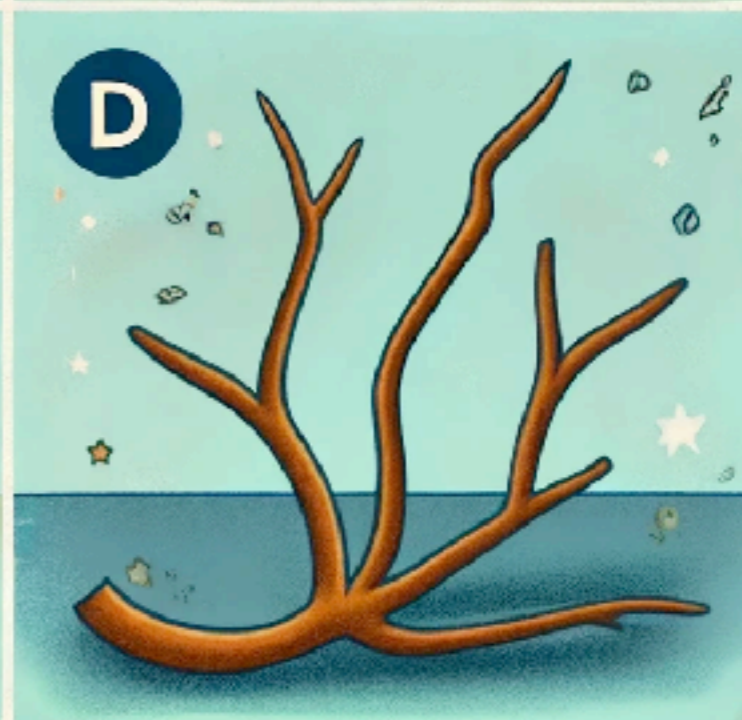


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Are these learning technologies?

- A. An LMS
- B. An online quiz
- C. A school
- D. A fallen tree branch



Could this be a technology?



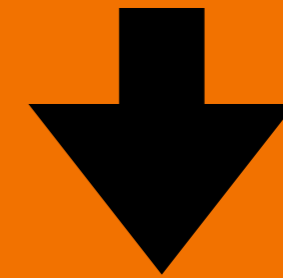


What *is* a technology?

W. Brian Arthur:

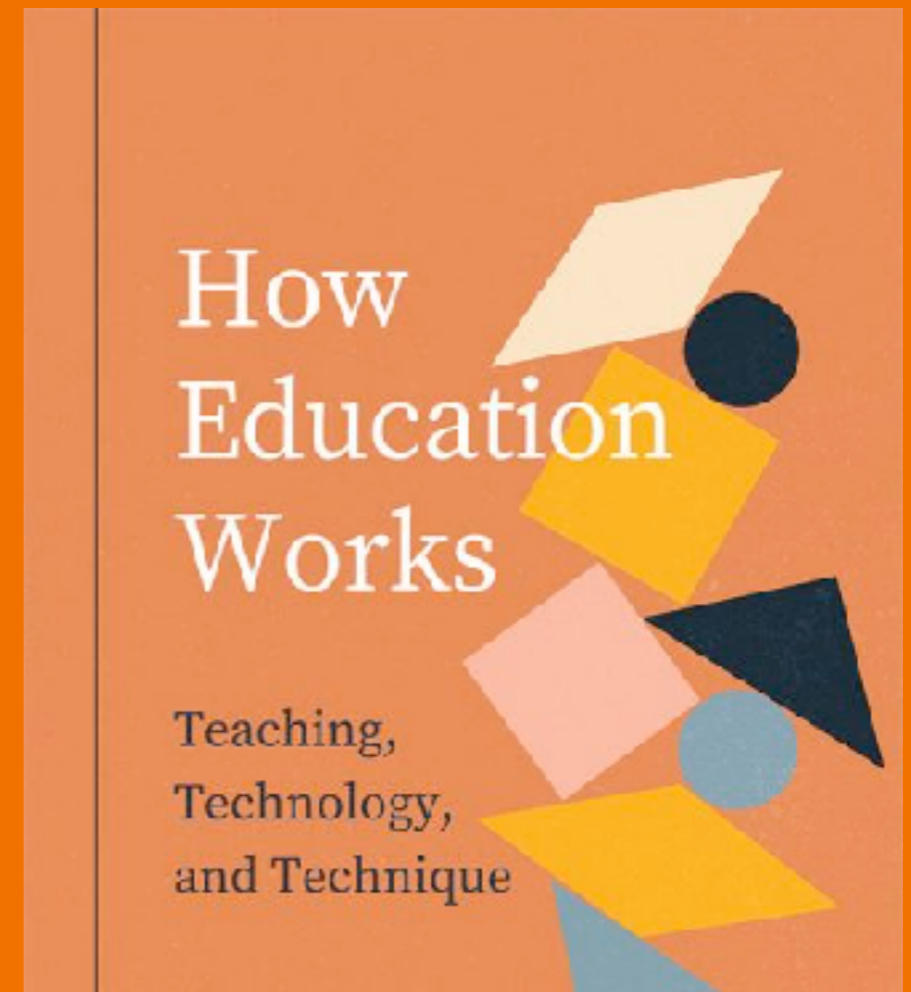
Arthur, W. B. (2009). *The Nature of Technology: What it is and how it evolves*. Free Press.

The orchestration of phenomena to our use



me:

organizing stuff to do stuff



lots of stuff



any stuff





**Pedagogies
(pedagogical
methods) are
technologies, too**

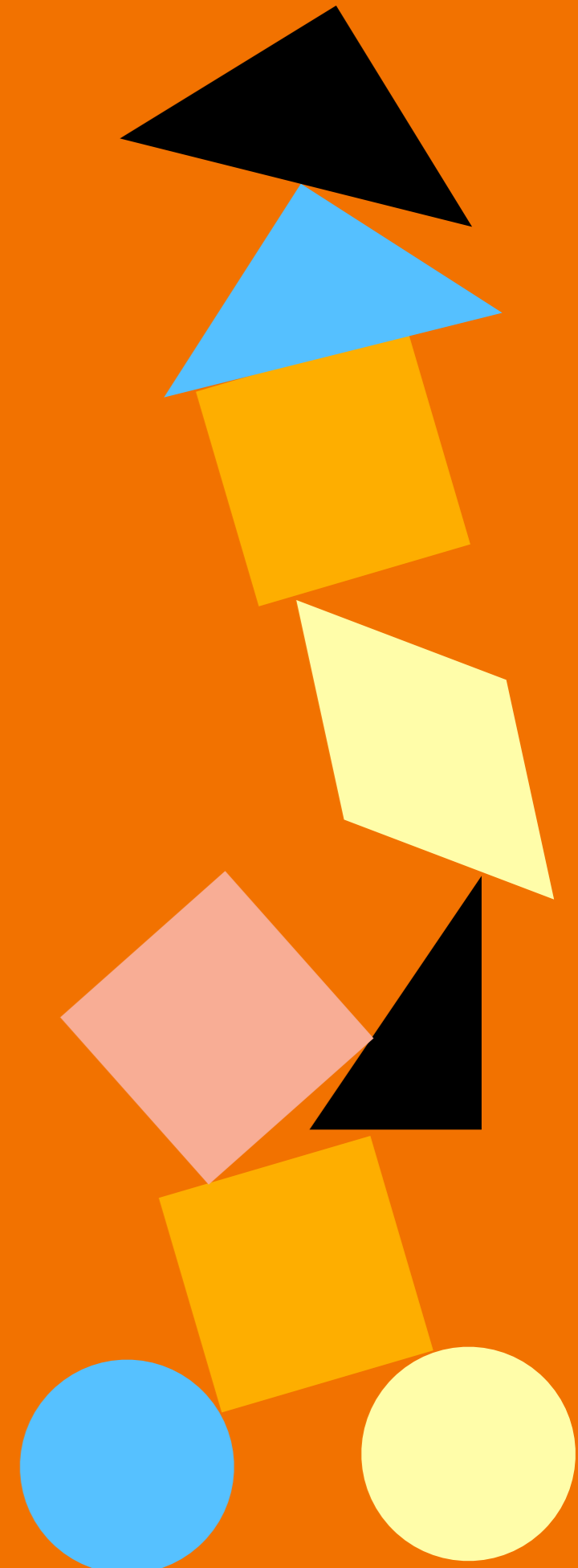
organizing stuff to do stuff



the stuff
that is
organized to
do stuff includes
other stuff that is
organized to do stuff

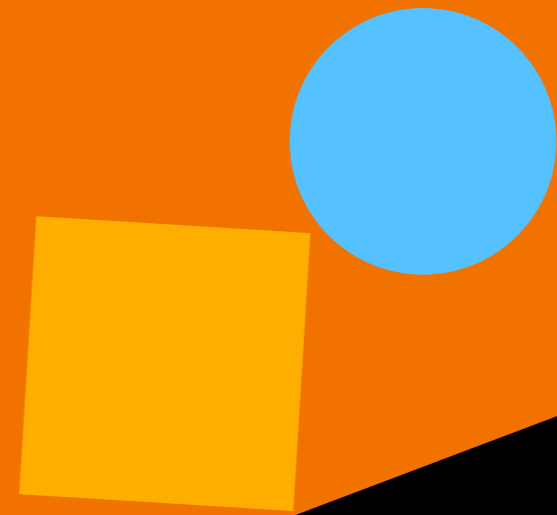


technologies are assemblies



There are no naked pedagogies.

Pedagogies *never* come first.





What does it mean to
use a technology?





Organizing stuff to do stuff





The use *is* a technology



We are participants in, not just users of technologies





and they participate in
us



Technique: what we do with what has been done



technologies enacted by humans
(*or other intelligent agents*)

Soft technique/hard technique



talent < — — > skill

We are the orchestrators



and/
or



we are part of the orchestration

Soft technique

T'ain't What You Do (It's the Way That You Do It)



Oliver, S., & Young, T. (1939). *T'ain't what you do (it's the way that you do it)* [Audio recording]. Vocalion.



Aside: Generative AI can do soft technique, too



(unlike any prior technology)

Pace layering, path dependencies and adjacent possibilities



The hard constrains the soft.
The hard enables the soft.

Technologies make more technologies possible



Hence our collective and individual intelligence and cultures



**All intelligence is
collective**



and so is all teaching



Swimming in a sea of teachers...

...the most important of which is the learner



Educational systems create the adjacent possibles for learning. They provide the parts.



The learner brings the rest and makes the whole.

**T'ain't
What You
Do (It's the
Way That You
Do It)**





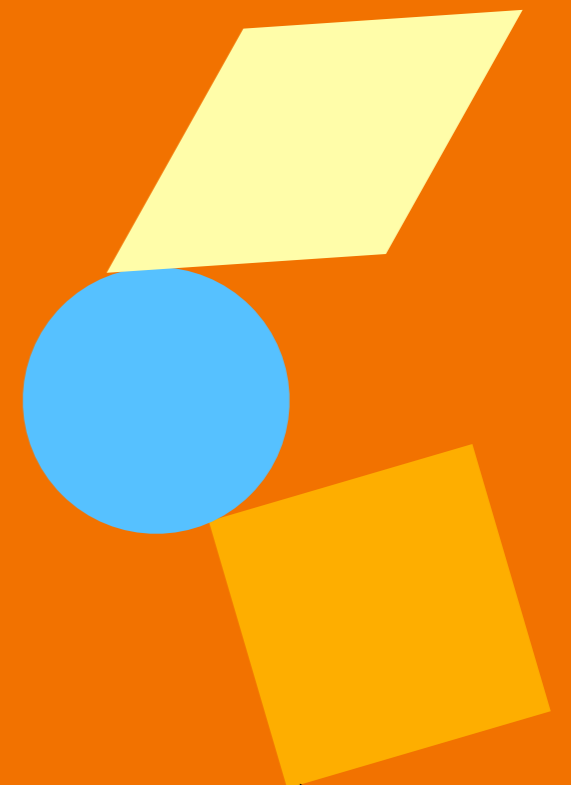
T'ain't What
You Do (It's
the Way That
You Do It)



and the Way
That Everyone Else Does It

That's what gets results

This explains a lot



Do computers in classrooms improve learning outcomes?



Do transistors in classrooms improve learning outcomes?



Do screws in classrooms improve learning outcomes?

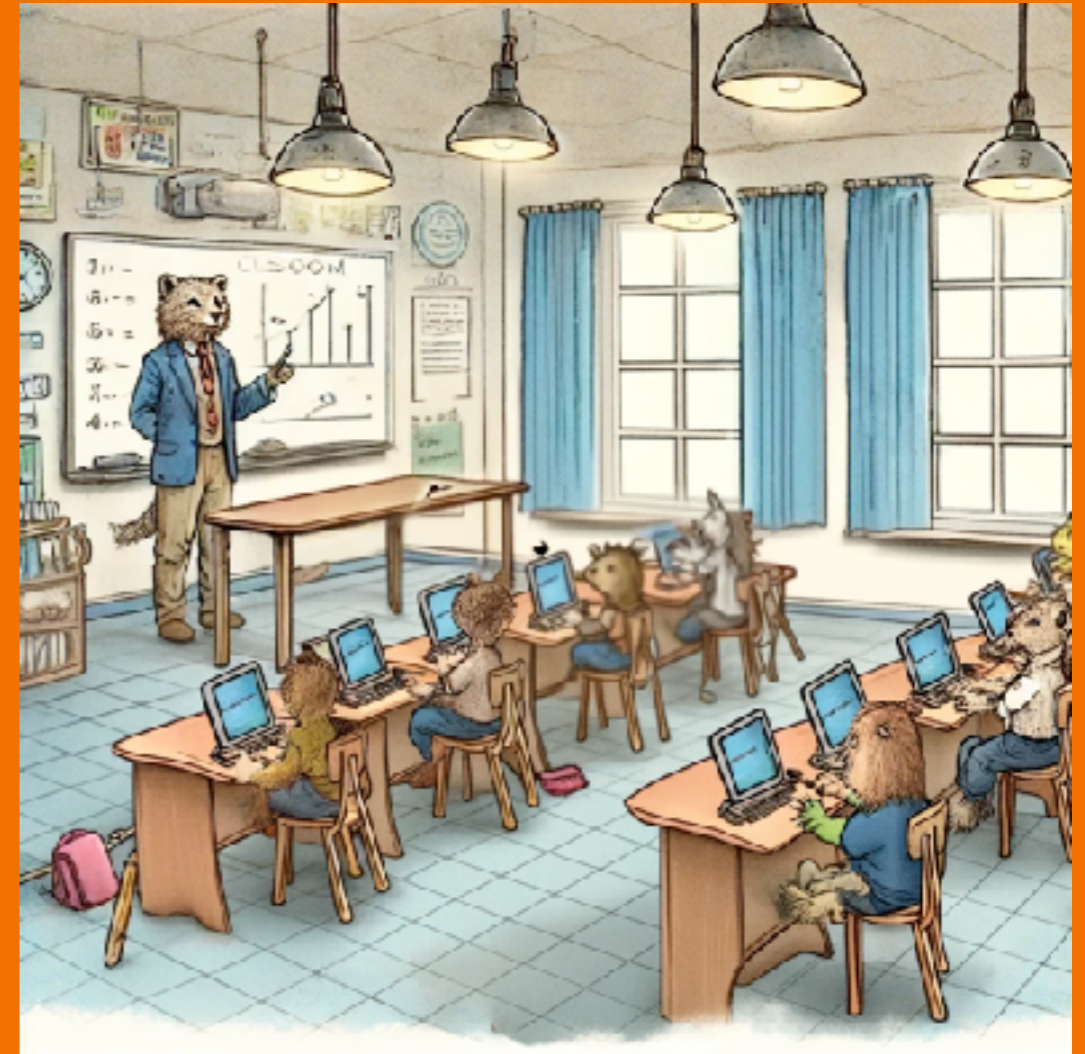


Does [insert your preferred teaching method here] in classrooms improve learning outcomes?



The 2 sigma challenge





The “no significant difference” phenomenon

Being-taught habits



Which teaching models work best?



“Everything works”
(including nothing)



What does make a difference...



Passion

for learning, for teaching, for the subject

Compassion

for learners

Skill and talent

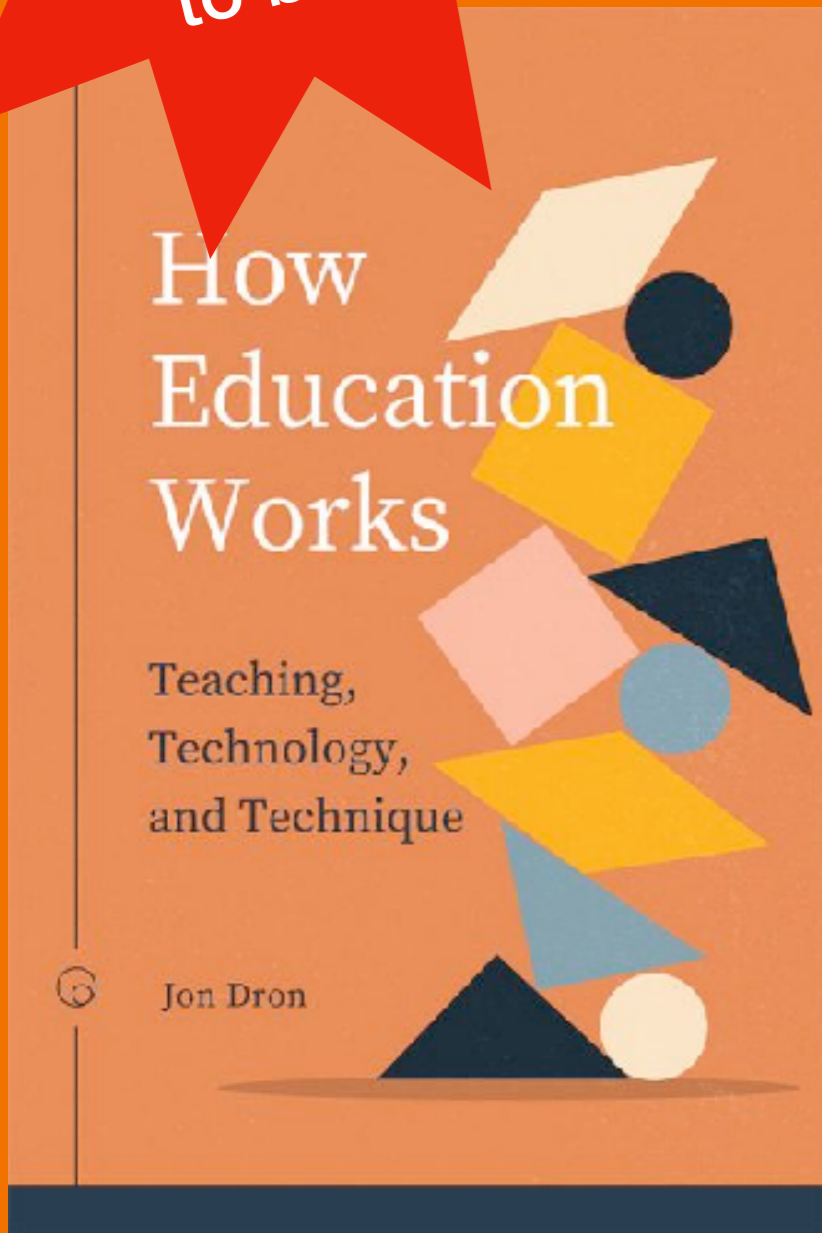
in all the technologies that matter (pedagogy, tech, content, organization, etc)

Understanding

of the whole (especially how learners are learning)



Free to
read,
inexpensive
to buy!



Thank you



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