

Digital Technology Group

Stony Brook News Literacy Conference – March 12, 2009

How can digital technology help
shape News Literacy courses?

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What \$1 million would fund

- **online resource center**
- **training for teachers**
- **news application for students**

Online Resource Center

- clearinghouse for best practices
- news literacy **lesson plans** and guidelines
- **online courses**: can be effectively **taught online**
- **case studies**: best/worst coverage examples
- **materials** from news providers
- **tools** to aggregate, rate, compare the news
- **social network** connections, discussion groups

Training for Teachers

- **all grade levels:** K-12, college
- learn **applications** as well as technologies
- **collaboration** with students, peer-to-peer
- **access to tools:** computers, digital technology
- **tech support**

News Application for Students

- **hands-on news application** for students
- helps students **make choices as editors**
- based on **news literacy principles**
- encourages **peer-to-peer comparisons**
- learning through **game-like interactions**
- **progressive skill development** over course
- help **express & compare** student **worldviews**

Worldview Construction Kit

- **online multiplayer application**
- based on student's **current news consumption**
- **auto-track** what news you view & link most
- **sort your news links** (facts vs. opinion, P.O.V.)
- **express your worldview** with best stories
- **compare & contrast** different worldviews
- **60 Seconds**: quick student newscasts
- **game-like rewards** and user interface
- publish **weekly broadcast** with best newscasts
- built-in **instructional & training** materials