Reaching and Teaching the 21st Century Student

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Abstract

An Action Research Project for the culmination of a Master's Degree program in Educational Media Design and technology was conducted during the current school year. The purpose of this Action Research was to determine if technology such as Edmodo and Go!Animate would help Gen Y students learn and relate to classical literature such as Shakespeare, Stoker and Homer. Research showed that using technology, specifically Web 2.0 tools, helped students synthesize and relate to literature in a way that is more familiar to them. For the cycles students used Go!Animate to create an animated comic strip for each chapter of Bram Stoker's Dracula to share as an overall review. Edmodo, a social network, gave the students the opportunity to interact as their assigned characters from The Iliad. They had to complete assignments in character such as: interpretation of events, going beyond the end of the text, favorite music, etc. Students were also assigned roles from the Iliad to create a video interview of the characters to increase understanding of the roles each character played. Edmodo was again used in The Tragedy of Julius Caesar to raise consciousness of forms of persuasion and each student chose a topic from a list, created his/her own video using various forms of persuasion, posted them on Edmodo and then commented on each using a set rubric. The end results proved that technology increased interactivity with the text and characters and therefore increased overall comprehension.