

**Pillar 1, Middle School:  
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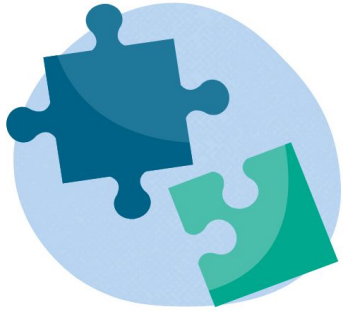
# Middle School Innovative use of Technology



## Evidence

- Using experiential learning with machine learning tools to demystify AI and increase accessibility
- Exposing youth to music composition through coding
- Kids as experts: teach teachers and peers (educative curriculum; reciprocal teaching)
- Culture and technology connection; role of language and history

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## Challenges

- Effective strategies and optimal amount of structure/guidance for **co-design**
- **Teacher** workloads + capacity for research
  - Technology - rapidly changing
  - Data practices
  - Compensation
  - Support for difficult topics in classroom
- Connecting students to STEM professionals that look like them

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Research

- Tensions between **scaling** and core features of a program
  - Local relevance
  - Depth of content
  - Pathways may vary
- What **types of data** can help us understand what students are learning?
- Middle school and work? Awareness of STEM societal challenges/needs; Research should focus on how to *prepare* for work / 21st century skills
  - shift from jobs to **problems and purpose**

