

At The Touch of a Button

Drones, VR & Nanotech Oh my!

In the past 10 years I have heard over and over that that jobs we are preparing our students for haven't even been created yet. Today I saw a news article in one of my apps that stated there is a current need for an additional 300 drone pilots needed in the military. Drone pilots weren't even on the public radar even a year ago. Now we find ourselves in a frenzy to develop regulation and rules for flying private drones, and military and agricultural drones as a necessity to work most efficiently. Jobs that just now have been created are based on a current need in society. [problem--solution]

The way we leverage technology in education can make all the difference in the world around us. In our educational world of digital differentiation and self-paced, self-guided instruction, virtual reality is slowly making its way toward our classrooms.

Do you think those students that graduated knew they would be creating virtual reality tools and programs when they started out on their journey of getting a college degree? I would surmise that those students in college today are taking a leap of faith not knowing exactly what their profession really will be. What they can be assured of is that they have the 21st Century Skills of: critical thinking, communication, collaboration & creativity. We live in an age of ideas and ever-changing innovation.

Without these skills you will quickly be left behind in the digital dust.

This creates a critical urgency; we don't have an instructional minute to waste as educators. We must take the big leap and dive in as collaborative and innovative educators if we are going to provide our students with the necessary skills and content to be successful in our world today.