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Globaloria Students Demonstrate Tomorrow's Skills to Today's Education Leaders

Charleston, WV (May 31, 2011): A group of middle school and high school students and their teachers demonstrated the power of digital self-learning and tech-empowered teaching to help re-think and re-set educational priorities at the Department of Education at the State Capital today.

Representing three of the 43 schools and 17 counties currently participating in [Globaloria](#) across the state, these students showed West Virginia's education leaders and policymakers the original videogames they had conceived and built during the school year on the Globaloria learning network. Their teachers demonstrated their lesson plans for original "blended learning" and how they integrate digital curricula within their ongoing classroom work.

"Globaloria is stimulating the best activities among our teachers. It kindles a passion for change and stimulates their entrepreneurial spirit to dare and try new things in their classrooms," said Denise Stalnaker, the Globaloria WV State Manager who was a pioneering Globaloria educator and mentor to other educators, and who ran one of the first Globaloria pilot classes in Randolph County in 2007. Additionally, one county superintendent, Wilma Zigmond of Logan County, remarked how excited she is by the fact that all six schools in her county "have been practicing the Globaloria educational innovation through which students work hard every day and master the most advanced computing literacies and essential content knowledge in math, science, and civics by creating social issue and educational webgames."

The presentations were held at the State Board of Education meeting room in Charleston, in the wake of the Board's becoming the first in the nation to adopt the "[10 Elements of Digital Learning](#)" advanced by *Digital Learning Now!*, a national campaign led by former Governor Jeb Bush and Governor Bob Wise to integrate technological innovations into digital teaching and learning education systems nationwide.

Among those present at this dynamic show-and-tell, were WV State Board of Education President Priscilla Haden, the new WV State Superintendent of Schools Dr. Jorea Marple, and former First Lady Gayle Manchin, who has been a driving force behind Globaloria since helping to bring it to the state four years earlier in 2007.

"We built Globaloria to ignite students' minds and their passion for learning," said Gayle Manchin, who Co-Chairs the program with Dr. Idit Harel Caperton, President of the [World Wide Workshop Foundation](#), the creator of Globaloria. "The Globaloria network enables students to follow their own bent and advance at their own pace, as they work in teams and interact with other classes across the network." Idit Caperton added, "We have been modeling new ways to learn and teach, and new methods to participate in a digital world creatively and purposefully. The fifth and final year of the Globaloria pilot in West Virginia begins on July 1, 2011."

WV State Board of Education President, Priscilla Haden, added, “At a time when schools need to be particularly thoughtful about priorities, Globaloria is a way of empowering students with the technology knowledge and creative cognition skills they will need to succeed—both in college and in the global knowledge economy. This is a working model for embracing the 10 Elements of Digital Learning.”

“I am very happy to have Globaloria in our state to continue the technology in education initiative we brought to WV’s educational system during my two terms,” said former WV Governor Gaston Caperton. Now President of the College Board, Caperton sees Globaloria as “something we must give to all West Virginia children as an equal opportunity to be competitive and successful knowledge workers who are able to get jobs in the global economy.” This is why Caperton himself provided a large multi-year grant to bring Globaloria to West Virginia students.

Globaloria (www.Globaloria.org), created by the World Wide Workshop, has been active in West Virginia since 2007 and served over 2500 students and educators to date. It is the nation’s largest education innovation pilot of its kind. This past year it served more than 1200 West Virginia students and educators in 43 schools and 17 counties statewide. Globaloria is a rigorous blended-learning turn-key solution; a year-long academic curriculum comprising programmable wikis and blogs, game design and programming tutorials, game-content resources, and virtual support systems for educators and students. Students drive the design process, taking an original idea to final product. Learning by doing, students are educated in both technical and computational skills and in content knowledge in preparation for college-level studies, especially in STEM curricula of science, technology, engineering, and mathematics, as well as for citizenship and for careers in the global knowledge economy. At its core, Globaloria offers a comprehensive professional development platform and support system (combining online and onsite training) that elevates educators into mastering how to run effective blended-learning classes integrating 1:1 computing with game-designing and content studies in their schools.

The World Wide Workshop (www.WorldWideWorkshop.org) is committed to inspiring young people through social learning and the use of innovative Web2.0 computational media technologies. As a 501c3 incorporated in Charleston WV, we enrich formal and non-formal learning systems nationwide and worldwide. We personalize learning opportunities— especially in economically and technologically disadvantaged communities. Our platforms, curriculum, and programs are based in years of research at the MIT Media Lab and leading internet industry practices, and aligned with President Obama’s national calls to “Educate to Innovate,” and “Change the Equation in STEM Education.” We work with forward-thinking education leaders, governments, corporations, universities, school systems and research centers to enrich public education with the latest technology and innovative STEM learning opportunities. Our research and evaluation results can be found here: www.WorldWideWorkshop.org/reports. For more information: info@WorldWideWorkshop.org

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