



## GLOBALORIA CELEBRATES DIGITAL LEARNING DAY (FEB. 6, 2013) PROGRAM SHOWCASES INNOVATIVE DIGITAL LEARNING IN ACTION

**CA, NY, TX & WV** – February 4, 2013: Three thousand youth in 50 schools and community centers across the nation are opening their classrooms to demonstrate the power of digital teaching and learning the Globaloria Way on the second annual [Digital Learning Day](#) on February 6.

In honor of [Digital Learning Day](#), [World Wide Workshop](#) is partnering with the [Alliance for Excellent Education](#) to celebrate innovative teaching practices that make learning more engaging for students. World Wide Workshop's [Globaloria](#) program is the first and largest social learning network for developing digital literacy, STEM knowledge and global citizenship skills through game design.

Parents, friends, community members, press and policy makers are invited to attend a Globaloria class and experience an innovative, hands-on "game-design studio." In a variety of implementations—from a middle school Computing class in West Virginia to an all-girls' high school Spanish class in New York City, and everywhere in between—Globaloria students are developing original STEM games, collaborating with their peers and teacher, using a digital curriculum, and accessing peer and expert support through an online network.

World Wide Workshop is proud to align Globaloria with the characteristics of digital learning in schools as defined by Digital Learning Day. **Personal and flexible**, Globaloria engages students in learning-by-doing and empowers them to manage personalized learning goals. **Led by teachers with significant support**, Globaloria cultivates technical expertise in educators through on-site professional development and ongoing virtual mentorship. Globaloria also **provides flexible and high-quality resources** through comprehensive platforms, cloud-based tools, and live technical support. Characterized by collaborative learning and innovation using technology, Globaloria is successful in fostering effective digital learning and teaching practices in any classroom.

### **About Digital Learning Day**

In 2012, the Alliance for Excellent Education held the first-ever Digital Learning Day to promote uses of technology to support teachers in public schools for grades K-12. Tens of thousands of educators participated. **"We are proud to serve as a Pioneering Partner of Digital Learning Day since its founding. Digital Learning Day is important for celebrating change makers and calling for better learning opportunities for all students. With Globaloria we forge effective digital learning and education innovation throughout the nation that aligns with DLD's deep learning principles,"** said Dr. Idit Harel Caperton, President of the World Wide Workshop, Digital Learning Day partner.

On February 6, 2013, the Alliance for Excellent Education invites teachers, parents, principals, and state education leaders to engage in the second annual Digital Learning Day through local and national events.

"Digital Learning Day emphasizes empowerment," said Bob Wise, President of the Alliance for Excellent Education. "Providing the technological tools to empower teachers creates a more collaborative, supportive, and transparent school culture. Quality teaching joined with effective technology can empower students to be life-long learners and producers of content and information by ensuring that they are ready for college and a career. And, finally, planning effectively for the inevitable shift to digital content and blended learning empowers education and political leaders to make decisions that put students first and support teachers."

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## DIGITAL LEARNING DAY

[World Wide Workshop](http://www.worldwideworkshop.org) is a nonprofit organization that invents social media and digital technology applications to help youth and educators participate as leaders in the global knowledge economy. Globaloria is the first and largest social learning network for developing digital literacy, STEM knowledge and global citizenship skills through game design. Launched in 2006, the results-proven Globaloria is at work today in middle- and high-school classrooms and community centers in four states: California, New York, Texas and West Virginia. To learn more about how Globaloria classrooms nationwide are participating in Digital Learning Day, go to [www.globaloria.org/dld](http://www.globaloria.org/dld).

[The Alliance for Excellent Education](http://www.allianceforexcellenteducation.org) is a Washington, DC-based national policy and advocacy organization that works to improve national and federal policy so that all students can achieve at high academic levels and graduate from high school ready for success in college, work, and citizenship in the twenty-first century.

To arrange for your press/media school visit or for a background interview on February 6th, please contact: [Ward@collaborativecommunications.com](mailto:Ward@collaborativecommunications.com) or 646-895-9167