

THE PROPITIOUS AND INSALUBRIOUS EFFECTS OF COMPUTERS IN CLASSROOMS

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Machines were invented with the hopes of simplifying human activities. For instance, computers have taken the role of all the other gadgets combined. It has become a writing companion for most people, with a wide variety of word-processing applications that help make the job a lot easier than the traditional use of pen and paper. Grammatical and vocabulary limitations are resolved by utilizing autocorrect functions and applications.

Furthermore, computations that were done using a calculator or worse done manually some decades ago, could be accomplished with one click of a mouse. Learning has also become more leisurely as students can acquire new skills and abilities while enjoying instructional videos and other useful applications.

Computers have also lightened learners' burden of carrying textbooks since digital copies of most books are readily available nowadays. A vast amount of information is also made available online and can be accessed for free anytime, which makes research seem like a breeze.

In addition, learners who don't have artistic qualities are able to still create masterpieces through digital art which can be done using various editing applications.

However, the use of computers in classrooms has also fostered undesirable effects such as it sometimes causes distractions during class discussions. Learners also preferred to take pictures of the presentations rather than write lectures even if the latter helps them retain information better.

Another downside of using computers is that they don't authentically improve learners' writing or artistic skills. Different functions indeed help make their work better but the true question is - can they still create works of art even without the aid of computers?

Lastly, computers create a social divide among learners since it's quite expensive and not everyone can buy one. Thus, it's misaligned with the Department of Education's mission to promote a fair learning environment among learners.

As educators, it is our responsibility to ensure that the use of computers doesn't hinder us from providing quality education that is accessible and beneficial to all learners. We should know when and where to set the limitations.

References:

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