

LEARNING TRANSFORMED: FROM CHALKBOARDS TO TOUCHSCREENS

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The educational landscape has changed dramatically in the last century. What used to be based on textbooks, chalkboards, and face-to-face lectures has changed into a dynamic, technology-driven experience. Teaching resources and techniques have evolved to meet the demands of a society that is constantly changing, from traditional classrooms to digital platforms.

The norm in classrooms during the 19th and early 20th centuries was chalkboards and rote memorization. While pupils copied notes and repeated facts, teachers presented information at the front of the room. The main points of emphasis were discipline, repetition, and structured training. Although these strategies worked well for basic math and reading skills, they frequently lacked flexibility and engagement.

The classroom evolved along with technology. By the middle of the 20th century, radio programs, filmstrips, and overhead projectors had entered schools. These resources provide fresh approaches to grabbing students' interest and clarifying difficult ideas. A more interactive approach to education was adopted, promoting both visual and aural learning.

Schools were using personal computers by the 1980s and 1990s. The main features of early instructional software were Math games, typing drills, and simple problem-solving activities. Instructors began utilizing computers to monitor student progress in addition to augmenting instruction. The late 1990s saw the explosion of the internet, which

permanently altered the educational landscape by opening a world of resources and global connectivity.

Notebooks are no longer as common as tablets and laptops. With interactive teachings that engage kids through touch, multimedia, and real-time collaboration, smartboards have supplanted chalkboards. Online learning systems make education more accessible and individualized than ever before by enabling students to access lessons from any location.

A blended learning environment that blends in-person engagement with digital innovation is today supported by learning management systems, video conferencing tools, and AI-powered tutoring apps. This method develops the critical thinking, creativity, and problem-solving abilities that are vital in the twenty-first century.

As artificial intelligence, augmented reality, and virtual reality push the envelope of what is feasible, learning continues to evolve. Imagine students using virtual reality to explore ancient Rome or getting immediate feedback from an AI tutor. These developments have the potential to improve education by making it more inclusive, personalized, and immersive.

Although the tools of education have evolved significantly from chalkboards to touchscreens, the objective has remained the same: to stimulate students' interest, increase their knowledge, and get them ready for the future. The way we educate and learn will change along with technology, creating new opportunities for future generations.

References:

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