How is Montessori education used outside of the classroom?

The Montessori philosophy is a way of life and can therefore extend beyond the classroom to any aspect of life, starting at birth.

**In the Home**
- **Environment**: Adjusted to the needs of the individuals such as furniture and materials proportional to the child and within reach.
- **Strategies**: Promote independence through a balance of structure and freedom as well as allowing children to do as much for themselves as they can.
- **Interactions**: Show respect and consideration to children through eye contact, inclusion in decisions, and taking into account the child’s slower sense of time, among other things.

**In Dementia care**
- **Environment**: Appropriate and individualized environments that promote the success of each individual.
- **Strategies**: Increase self-esteem and high functionality through the simplification of tasks.
- **Interactions**: Encourage residents to work amongst each other as peers to foster a sense of community and fulfillment.

What does it mean to be literate in the 21st Century?

Literacy is... “a complex set of abilities to understand and use the dominant symbol systems of a culture for personal and community development.” -Janice Friesen

In my research I found three of these that stood out: reading and writing, technology, and critical thinking. According to Friesen’s definition, these are the facets of 21st century literacy.

**Reading and Writing**
- In the past we have always judged literacy on reading and writing as words are a dominant symbol system of our society.

**Technology**
- There is an obvious rise in technology usage for pleasure and in work environments.
- Technology has become a dominant symbol system of our society.

**Critical Thinking**
- This is necessary to apply the dominant symbol systems.

What are the benefits of integrating technology into the classroom?

Some of the benefits of integrating technology into the classroom are increased student interest, improved gifted and disabled student learning, a large variety of teaching methods, and more individualized assessments.

**Student Interest**
- Teachers use technology to relate learning methods to students who use technology in their daily lives.

**Gifted and Disabled Students**
- Computers have interactive games and programs designed to encourage gifted students and assist disabled students.

**Instruction**
- Kidspiration and interactive games develop critical thinking skills.
- Class time is saved by using videos that demonstrate difficult concepts.

**Assessment**
- Computers give adaptive assessments that better demonstrate the progress of individual students.