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# Building Bridges: Facilitating a Third Space in the post-secondary classroom

— Presented by Matt Sajn (Niagara  
College) —



# Workshop Outcomes

1. Develop an understanding of what is meant by the 'third space'
2. Explore the concept of community via technology; integrate 'classroom community' techniques into one's own practice.
3. Demonstrate a working understanding of how specific learning tools can be used in the modern post-secondary classroom.

# Who am I?



**Niagara  
College  
Canada**

**APPLIED DREAMS.**

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# Take 5

What is digital citizenship?

Post ideas to <http://www.todaysmeet.com/ThirdSpace>



# What is digital citizenship?

In layman's terms, digital citizenship is the norms of **responsible and appropriate interaction with technology**. It requires a **critical understanding that our responsibilities are no longer just the immediate, face-to-face community in which we live, but also include our ever-expanding digital communities**. It also encompasses **the world as we access global communities online**. Digital citizenship requires that we **update the more-traditional critical skills with an eye toward the digital as new tech tools are added at an alarming rate**. These skills include plagiarism, copyright, and the increasingly complex source evaluation in ever-expanding formats, as well as the tools necessary to ethically and morally navigate cyberbullying, digital etiquette, security, safety, hacking, social networks, open source, knowledge sharing/ communication, e-commerce, and technology balance (in daily life). This is **not an all-inclusive list: as technology continues to evolve, and digital citizenship themes will need to be adapted as new technology uses bring up issues unknown to us today** (Preddy, 2016).

# Digital Citizenship

1. It is more than our ability to read between the lines, or to comprehend a passage.
2. Refers to an understanding of credibility, authenticity, and medium.
3. Takes into account adaptability: *today's tools are not necessarily going to be tomorrow's tools.*
4. As educators what is our role?
  - a. To create a space which allows our students to explore avenues towards meaning.
  - b. Facilitating both critical reading and critical thinking
  - c. Recognizing and responding to problem solving dilemmas



# Moving towards the third space

1. Get into groups of 3-4.
2. Log in to <http://www.todaysmeet.com/ThirdSpace> with a specific name for your group - i.e. CommaChameleon
3. Answer the following question:
  - a. From a cultural standpoint, what does it mean to be a hybrid? (Search: Cultural Hybridity)
  - b. In a similar way, how can we say that our students are digital hybrids upon entering into our class?

# Answer Garden

On your phones, computers, or tablets, contribute to the wordcloud at <https://answergarden.ch/298611>

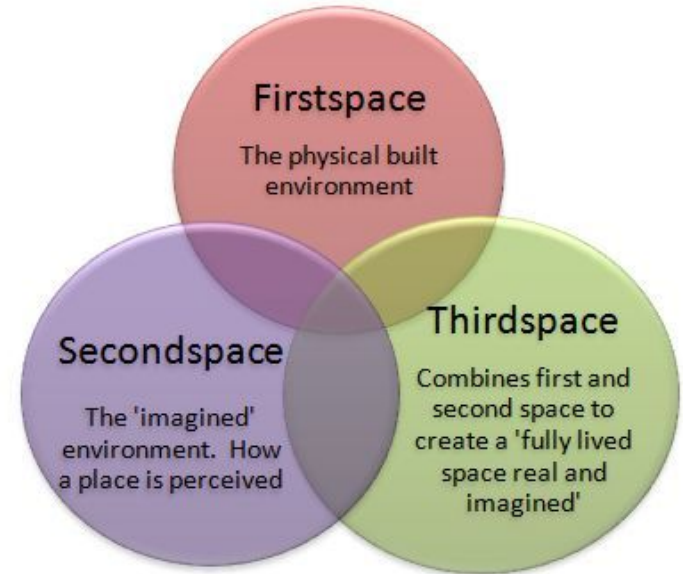
In a word, what is the role of technology in your classroom/learning space?



# The Third Space - Homi K. Bhabha

What is it?

"It is that Third Space, though unrepresentable in itself, which constitutes the discursive conditions of enunciation that ensure that **the meaning and symbols of culture have no primordial unity or fixity; that even the same signs can be appropriated, translated, rehistoricized, and read anew**" (Bhabha, 2006).



# The Third Space - Randall Packer

**First Space:** The Physical World (i.e. the classroom)

**Second Space:** The World of Representations (the virtual world; something symbolic and constructed by the imagination)

**Third Space:** A shared, social, collective experience, informed by both the physical and the symbolic (i.e. #EdChat)



[TodaysMeet.com/ThirdSpace](https://TodaysMeet.com/ThirdSpace)

# Today's Meet

1. Breaking the ice
2. Allows a voice to the voiceless
  - a. Students not fully comfortable in the English language
  - b. Students with shyness or social anxiety
3. Gives students a chance to facilitate and guide their own learning experiences
4. Gives educators a glimpse into an otherwise semipermeable world -- students let loose

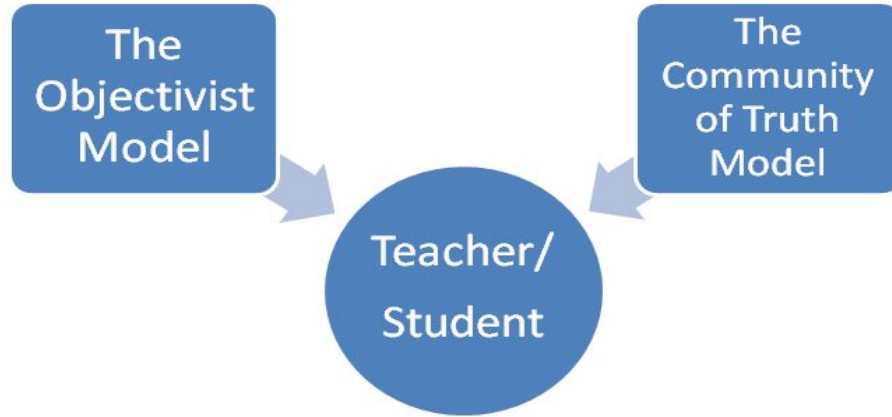
# Linolt

1. Familiarity
2. A space in which students can be themselves: ownership and license
3. Real-time, interactive results
4. Empathy: students see a topic, idea, or a place through the eyes of another.

Some examples:

- [Horticulture](#)
- [Culinary](#)

# Creating Community Model : Parker Palmer



*“To teach is to create a space where the community of truth is practiced.”*

# Community in Technology

Facilitating an inclusive space where you are able to get to know your students:

Icebreakers

Reflective Activities

Learning Activities

*How can I engage my students with technology to ensure learning takes place?*



# In closing

1. Technology is not just a supplement to learning -- is a space in itself, where learning is enjoyed and created by users.
2. Educators are both architects and facilitators of this. This role changes with each class, program area, level of need, etc.
3. 'Community' no longer defined by time and space; it is largely a conversation or process which can be dropped in or out of.
4. The point of building bridges is to link common ground: let's work on continuing this discourse as educational professionals.



# Questions or concerns?

Feel free to post questions to <http://www.todaysmeet.com/thirdspace>, or to twitter via the hashtag #WNYThirdSpace to keep the conversation going.

Come visit us at NC! We have a very cool cat [running the show](#).



# References

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