

**CRAFTING MEANINGFUL RELECTIONS FOR ePORTFOLIO**

**by Kris Sward**

**Evidence: Assignment 3 – Application of the 4 Cs**

**OLTD Outcome Addressed:** Plan learning opportunities most suitable to the strengths and challenges of a variety of mobile learning and gaming environments.

In order to show further evidence of my learning in 508 I chose to share third assignment where I created a project that would help students and the public learn more about the history of our community and some issues that are prevalent in our area. In doing so I created a series of lessons that would use QR codes, geocaching and social media to find, record and share information about many areas in our community. Though the scope of this project is massive, there are a number of community groups that I can foresee would be willing to take on aspects of it and help in its full implementation.

While completing this project I was a bit pensive as I thought I might be going off the beaten path a bit too far. I was thrilled to receive feedback from my instructor and find out he loved the idea and was excited about its potential. I was particularly excited about the prospect of taking on a leadership role in bringing this project to fruition as it will benefit not only our school and students but any visitors to our community as well. As I finish my commitment to this Master's program, I look forward to giving back to my community and developing this project further.

I feel that this project is a great use of technology to develop a sense of community and an understanding of history and that it showcases just how effective mobile devices can be in developing shared knowledge.