



## Principles of contemporary learning...

© Copyright Digipre Computer Consultants



### Essential skills for the participatory culture

- Collective Intelligence — the ability to pool knowledge and compare notes with others toward a common goal
- Judgment — the ability to evaluate the reliability and credibility of different information sources
- Transmedia Navigation — the ability to follow the flow of stories and information across multiple modalities
- Networking — the ability to search for, synthesize, and disseminate information
- Negotiation — the ability to travel across diverse communities, discerning and respecting multiple perspectives, and grasping and following alternative norms

<http://www.newmedialiteracies.org/files/working/NMLWhitePaper.pdf>

© Copyright Digipre Computer Consultants



### Implications & questions...




How does the availability of **diverse**, **highquality** and **easilyaccessible** content change the way our students learn?



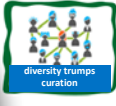
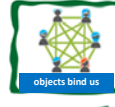


Is it really the teacher's role to **qualityassure** online content?

© Copyright Digipre Computer Consultants



### Principles of contemporary learning...

1. Modern learners have the ability to access high quality content whenever and in whatever format they need it  
...which enables them to draw upon a diverse range of external resources  

2. Modern learners have the ability to publish using a variety of media for low or no cost  
...which enables them to share their ideas and get feedback from others  

3. Modern learners have the ability to form networks  
...which enables them to contrast ideas and experiences with other learners  

4. Modern learners have the ability to form highly interconnected groups around an object of interest  
...which enables them to engage in shared **meaning making**  


from me to we

through the lens of the social learner...

© Copyright Digipre Computer Consultants


through the lens of the social learner...

**FUNecole**

Principles of contemporary learning....

*from me to we*

2. Modern learners have the ability to publish using a variety of media for low or no cost ...which enables them to share their ideas and get feedback from others



the world is our sounding board

© Copyright Digipro Computer Consultants

**FUNecole**



Communicating

- Adding value
- Responding
- Presenting

The world is our sounding board

How does easy **online publishing change** the way that our students learn?

© Copyright Digipro Computer Consultants


through the lens of the social learner...

**FUNecole**

Principles of contemporary learning....

*from me to we*


3. Modern learners have the ability to form networks ...which enables them to contrast ideas and experiences with other learners



diversity trumps curation

© Copyright Digipro Computer Consultants

**FUNecole**




Collaborating

- Personal learning networks
- Situated learning

Diversity trumps curation

What opportunities are presented to schools when our students **create learning networks**?

© Copyright Digipro Computer Consultants



Learning collectively


Rethink

- Rethink assessment
- Rethink ownership

What are the benefits of moving from **individual authorship** to **co-authorship**?

How might we **rethink assessment** in this context?

© Copyright Digipro Computer Consultants



Principles of contemporary learning...

5. Modern learners have the ability to save and retrieve information in a variety of formats ...which enables them to extend their capacity to manage and manipulate information

6. Modern learners have ability to work in teams to participate in open and distributed projects ...which enables learning teams to manage more complex projects

7. Modern Learners have the ability to reuse and build upon the work of others ...which enables them to move beyond individual and isolated projects

8. Modern Learners have ability to quickly obtain feedback for multiple sources ...which enables them to continuously improve their current work

capacity is limitless

think team brain


everything is a remix

fail fast

*from known to unknown*

**through the lens of the inquiry-based learner...**

© Copyright Digipro Computer Consultants



through the lens of the inquiry-based learner...


Principles of contemporary learning...

5. Modern learners have the ability to save and retrieve information in a variety of formats ...which enables them to extend their capacity to manage and manipulate information

*from known to unknown*

capacity is limitless

© Copyright Digipro Computer Consultants



Improved

- Access


Capacity is limitless

Rethink

Who should decide **when** and **how technology** is used in learning?

© Copyright Digipro Computer Consultants

**FUNecole**



Improved

- Store
- Organise
- Retrieve

Capacity is limitless

Rethink

What does **unlimited capacity** make possible for your students?

© Copyright Digipro Computer Consultants


**FUNecole**

through the lens of the inquiry-based learner...

Principles of contemporary learning...

*from known to unknown*

6. Modern learners have ability to work in teams to participate in open and distributed projects ...which enables learning teams to manage more complex projects



think team brain

© Copyright Digipro Computer Consultants


**FUNecole**

through the lens of the inquiry-based learner...

Principles of contemporary learning...

*from known to unknown*

7. Modern Learners have the ability to reuse and build upon the work of others ...which enables them to move beyond individual and isolated projects



everything is a remix

© Copyright Digipro Computer Consultants

**FUNecole**



Influenced

- Read write culture

Everything is a remix

Does **copyright** encourage or **discourage creativity** and **new ideas**?

© Copyright Digipro Computer Consultants

**FUNecole**

**Principles of contemporary learning...**

**data informs**

9. Modern learners have the ability to generate large amounts of data about our technology-based activities ...which enables them to use self-generated data to assess and make decisions on future actions

**learning leaves tracks**

10. Modern Learners have the ability to view the learning artifacts of others ...which enables them to learn from what other learners are doing or have done

**powerful ideas spread**

11. Modern learners have the ability to amplify important and noteworthy content ...which enables them to easily identify and participate in new and noteworthy ideas

**everything is scaffolding**

12. Modern learners have the ability to operate in the same spaces as experts and professionals ...which enables them to make better decisions about their own learning.

*from dependency to autonomy*

**through the lens of the self-directed learner...**

© Copyright Digipro Computer Consultants

**FUNecole**

**Principles of contemporary learning...**

**through the lens of the self-directed learner...**

*from dependency to autonomy*

12. Modern learners have the ability to operate in the same spaces as experts and professionals ...which enables them to make better decisions about their own learning.

**everything is scaffolding**

© Copyright Digipro Computer Consultants

**FUNecole**

We are locking young people's potential up inside our 20<sup>th</sup> Century notions of curriculum



© Copyright Digipro Computer Consultants

**FUNecole**

Modern technologies provide students with the potential for experiences of unprecedented breadth, depth and relevance.



© Copyright Digipro Computer Consultants

FUNecole


We now have the conditions for modern learners to tackle projects of a complexity previously unimaginable.



© Copyright Digipro Computer Consultants

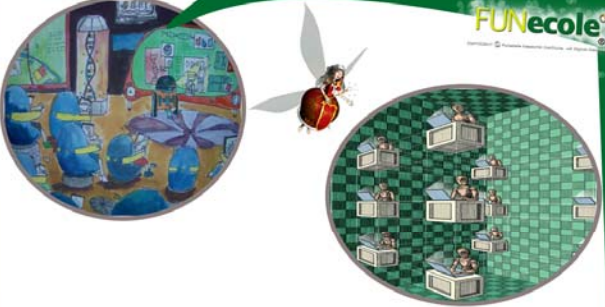
FUNecole

..as a result we must rethink what we expect of our students.  
We must stop underestimating what they are now capable of;  
and above all... set much higher expectations.



© Copyright Digipro Computer Consultants

FUNecole



What might a learning space look like in 20 years?

© Copyright Digipro Computer Consultants

FUNecole

**A different starting point?**

It is difficult to design a space for learning without first envisioning the types of learning intended for the space.


Maximising student learning is at the heart of decisions about the design or re-design of learning spaces.

© Copyright Digipro Computer Consultants

### Dimensions of Innovation

Rethinking our use of Learning Spaces

- What **flexibility will you allow** within your learning spaces?
- To what extent do they **accommodate an extensive range of learning modalities** including..
  - Independent Study, Team / Collaborative work, Peer Tutoring, Project Based Learning, Lecture Format, Performance Based Learning, Hands-on Learning



© Copyright Digipro Computer Consultants.

### Design Principles for Learning Spaces

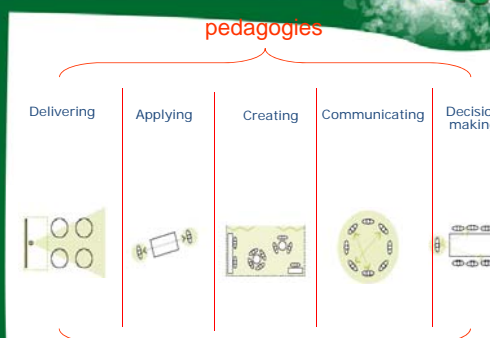
- **Accessible** – to provide access and participation for all and to promote the potential of all learners
- **Collaborative** – to enable cooperation, collaboration and community connectedness
- **Flexible** – to support current and evolving pedagogies
- **Future-proofed** – to enable the space to be re-allocated and reconfigured
- **Stimulating** – to inspire and motivate learning

© Copyright Digipro Computer Consultants.

### Linking pedagogy to space/modalities

pedagogies

Delivering    Applying    Creating    Communicating    Decision making



spaces

Linking pedagogy to space (Scott-Webber)

© Copyright Digipro Computer Consultants.

### Learning Modalities

Linking pedagogy to learning modalities

Activity:

In your groups use one of the Blooms cognitive domains, choose a thinking process. Brainstorm a range of learning activities that enable this thinking process and give an example of a supporting learning space that would help facilitate that activity.

Blooms Revised Taxonomy	Example Thinking Processes	Example Learning Activities	Example of Supporting spaces
<b>Creating</b> (Putting together ideas or elements to develop an original idea or engage in creative thinking).	Designing Constructing Planning Producing Inventing Devising Making		
<b>Evaluating</b> (Judging the value of ideas, materials and methods by developing and applying standards and criteria).	Checking Hypothesising Critiquing Experimenting Judging Testing Detecting Monitoring		
<b>Analysing</b> (Breaking information down into its component elements).	Comparing Organising Deconstructing Attributing Outlining Structuring Integrating		

© Copyright Digipro Computer Consultants.

**FUNecole**

## Questions you should have answers to

?

- What about handwriting? Won't my child's handwriting suffer from using a keyboard all day long?
- Will my child be safe carrying an expensive laptop to school?
- Aside from word processing and accessing data, what advantage is there in using computers for other areas of curriculum, such as mathematical analysis, science and history?
- Won't the students be able to cheat by using spell checker? What effect will that have on their spelling skills?
- Don't computers isolate kids?
- Allocation of storage to students v grade level / subject selection
- School based service / support (cost, level of support, supplier agreements)
- What happens if I want my child to learn in the way I was taught?
- Why did you choose PCs instead of Apple?

© Copyright Digipore Computer Consultants

**FUNecole**

## Questions you should have answers to

?

- Will this laptop be able to play movies when we're on holidays? Is it OK if we take it with us to Fiji?
- I would like my child to be involved in the program, but I can't afford to make the monthly payments. Is there any support for parents in my position?
- Can we personalize the computer? What about engraving my child's name on it?
- I just purchased a computer for home. Why should I buy another one now?
- Aren't there serious health risks with kids using computers? I heard wireless networks cause cancer...?
- Will my child have to take the computer to school each day? My child already has a lot to carry for sport, music and other activities.
- I was going to purchase a laptop for my child as a Christmas present. Can you give us the device before Christmas so my child can use it over the holiday period?

© Copyright Digipore Computer Consultants