

# LOGGED ON

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**Erasmus+**

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**LOGGED-ON**

Empowering learning with technology

# Agenda

- Monday 18<sup>th</sup> January 2016
- Conference room 1
- 0930 Tea/Coffee
- 1000 Welcome/Introductions
- 1045 Tour of College
- 1115 Learning Walk
- 1215 Lunch
- 1315 Background of ILT development in the College and our vision
- 1415 Carousel of ILT based learning
- 1515 Presentation
- ‘What is current ?’
- ‘What will develop teaching and learning ?’
- 1615 Plenary/feedback
- 1645 Finish

# Welcome

- In groups of 4, each person in the group of a different nationality
- You must introduce one other person in your group in the language of the person you are introducing.
- You are to answer 5 questions about the person
  - Name
  - Profession (School/College)
  - Favourite app
  - Hobbies
  - What you aim to achieve from this project ?

# ILT @ Kendal College

- Every class to have access to interactive whiteboards
- Internet access for all within college
- Moodle (repository for information)
- Access to PC's for all students
- Prezi
- Mobile technologies – I pads/Tablets
- Staff CPD

- Wordpress
  - Repository
  - Blogging
- Facebook
- ProMonitor/ProSolution/Proportal
- Interactive Apps
  - Socrativ
  - Edmodo
  - Lumosity
  - Elevate
- Office 365

- TED talks
- Smart assessor
- Augmented Reality
- E-safety
- BYOD

# Our Vision

- An efficient, forward thinking, highly engaging teaching methodology that prepares learners for a highly competitive, fast developing environment of work and life.

- [https://www.ted.com/talks/nonny\\_de\\_la\\_pena\\_the\\_future\\_of\\_news\\_virtual\\_reality](https://www.ted.com/talks/nonny_de_la_pena_the_future_of_news_virtual_reality)
- Virtual Reality
  - As close to real life as possible
  - Variety of scenarios



- **Blended Learning**
  - Accessible
  - Economical
  - Engaging
  - Utilises every day technologies
  - Suits differentiated learning styles
  - Develops ILT skills

- Gamification

- To support development of teaching and learning through the medium of games and rewards.
- Crowdsourcing has been gamified in games like Foldit, a game designed by the University of Washington in which players compete to manipulate proteins into more efficient structures. A 2010 paper in science journal Nature credited Foldit's 57,000 players with providing useful results that matched or outperformed algorithmically computed solutions.
- [https://www.ted.com/talks/gabe\\_zichermann\\_how\\_games\\_make\\_kids\\_smarter](https://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter)

# Flipped Learning

- The opposite of the norm
- Underpinning knowledge delivered via online with a higher level discussion developing in the classroom
- <http://videoformyclassroom.blogspot.co.uk/>
- [http://www.kaltura.com/index.php/extwidget/preview/partner\\_id/470781/uiconf\\_id/3676811/entry\\_id/1\\_omx1fx6i/embed/legacy?](http://www.kaltura.com/index.php/extwidget/preview/partner_id/470781/uiconf_id/3676811/entry_id/1_omx1fx6i/embed/legacy?)

# Additional Learning Needs

- What we would like

# Carousel

- Twitter - Lorraine
  - Gamification – Zaeed
  - Wordpress – Angela
  - Apps – Fernanda
- 
- How could we use this ?
  - Have we used this ?
  - What measures could we take to check whether it is successful ?

# What is current

- **Access to Mobile Devices**
  - 89 percent of high schools students have access to Internet-connected smart phones
- **Internet Connectivity**
  - 64 percent of students surveyed identify 3G- or 4G-enabled devices as their primary means of connecting to the Internet
- **Use of Video for Classwork and Homework**
  - 46 percent of teachers are using video in in the classroom
- **Mobile Devices for Schoolwork**
  - Sixty percent of students are using mobile devices for anytime research, 43 percent for educational games and 40 percent for collaboration with their peers.
- **Using Different Tools for Different Tasks**
  - students are designing “best-fit” solutions for their very specific needs.

- **Paying Attention to the Digital Footprint**
  - Sixty-four percent of high school students responding admitted to being careful about the things they post online
- **An increased Interest in Online Learning**
  - A desire to have more control over their learning and believing that they will get more support from an online teacher.
- **Gaming is Growing, and the Gender Gap is Closed**
  - Students interest in taking gaming technology and applying it to learning difficult concepts, as well as their interest in using games as a way to explore career opportunities. Also no gender difference in students' interest in games, with younger girls actually showing more gaming activity than their male counterparts.
- **Social Media in Schools**
  - “Today’s students, are looking at social media not as a separate thing that you do occasionally but as a pervasive part of the way they are living their lives outside of school — one they want to connect with their lives inside the classroom.”
- **What Devices Belong in 'The Ultimate School?'**
  - Fifty-six percent of students said laptops were most important
  - 62 percent of students want to bring their own devices.

# What will develop teaching and learning ?'

- Accessibility
- Reliability
- Ease Of use
- Discuss
- Kahoot