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Raffles Institution

education
technology

http://www.ri.edu.sg

2010

Raffles Institution

1. Overview: Raffles Institution & Education Technology Department (ETD)

2. When to adopt technology?

3. Who develops e-content?

4. Typical workflow in content development for 360° Publishing-Learning

5. Infrastructure and resource implications

6. Our "virtual eco-system"

7. How content is crowned to be "King"

Who We Are...

Founded by Sir Stamford Raffles in 1823, we are the oldest school in Singapore.

Raffles Institution is an independent school comprising an all-boys' Secondary section and a co-educational Junior College (K7-12).

We offer the Integrated Programme (RP), together with Raffles Girls' School (Secondary), or 6 years education.

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- RI provides education for students pursuing the <u>General Certificate in Education</u>, Advanced Level (GCE A-Levels).

- GCE A-Levels lacks the assessment component that incorporates online summative testing.

- Traditional F2F using productivity software to author content.

- Very small handful of teachers experimented with E-learning (Yahoo Groups, Moodle and Email)

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- RI commenced its eLearning Pilot Programme in Jan 2007

- The deliverables are cascaded into 3 main areas:
    1. infrastructure setup & support
    2. courseware development
    3. student enrichment

- Management, teachers and students must keep an open-mind and trust that technology is the ideal catalyst to enhance the educational experience - with the right blend RI can develop a better learning environment for the digital natives

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• Education has a lot of activities - school hours, tuition, CCA's, sports and play time?

• Do we allow time for children to explore what they want to explore?

• How do we help students to become "explorers" in learning if some parents do not fully understand and support this mode?

• Why do children love computer games? Can educators leverage on this entertainment platform?

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• We only have 24 hours a day.

• Learning is not studying, grades drive and shape studying behaviours.

• Ideally, assessments are reflections of one's level of understanding and the ability to solve problems with diversed methods.

• Are we giving the right amounts of information to cater to different rates of learners?

• Technology can help learning and understanding more efficiently, thereby warping time to allow exploration of self interests.

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EQUAL FREQUENCY
EQUAL AMPLITUDE

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To provide an alternative conducive and productive learning environment so that face-to-face learning can be further enhanced with digital technologies.
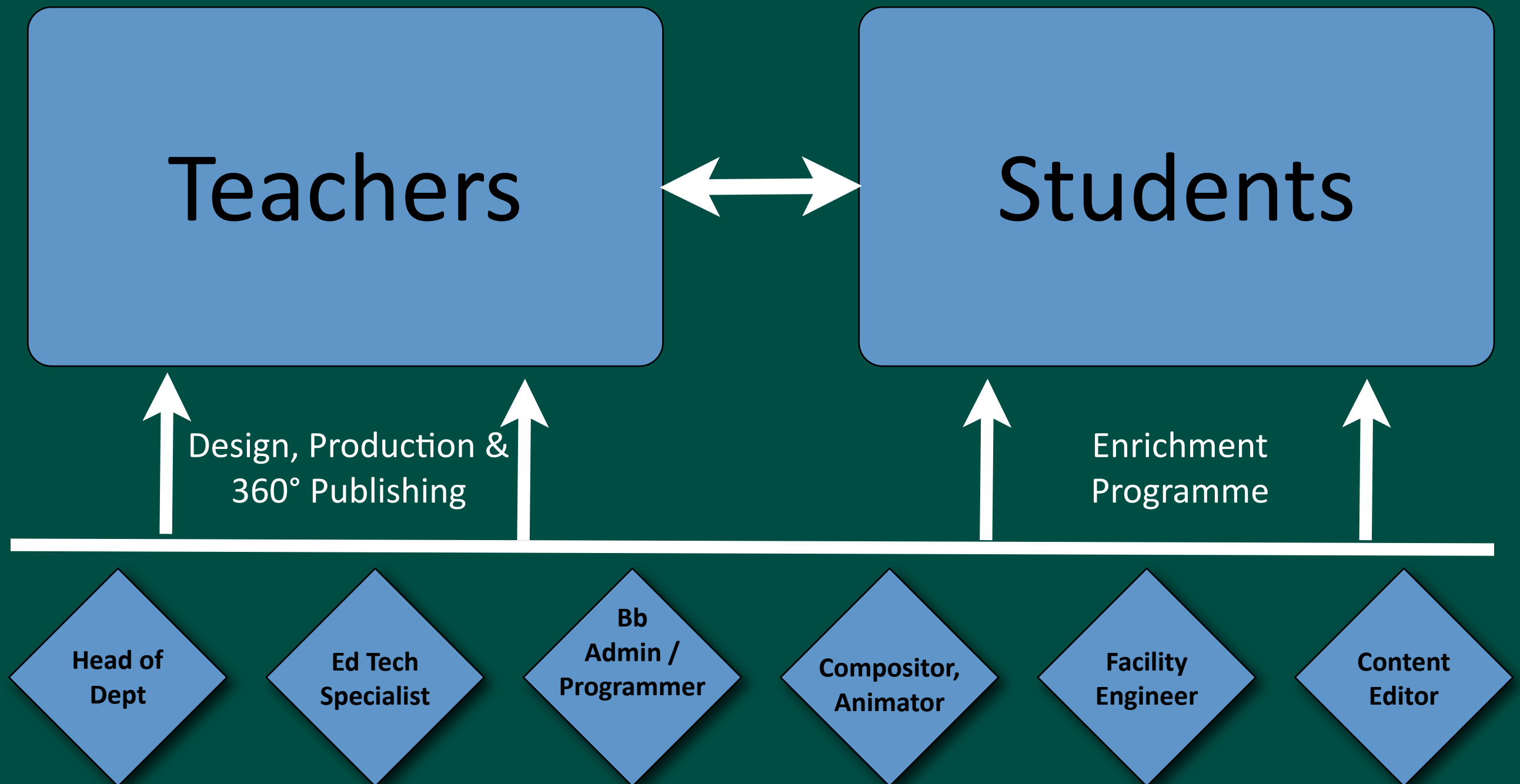
The ultimate outcome is to enhance a teacher's delivery, if needed, and provide a more effective, productive, timely and independent learning experience for students.

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ETD serves the teachers by assuming the following roles:

- ▷ e-instructional designers
- ▷ Producers of multimedia teaching/learning content
- ▷ R&D specialists
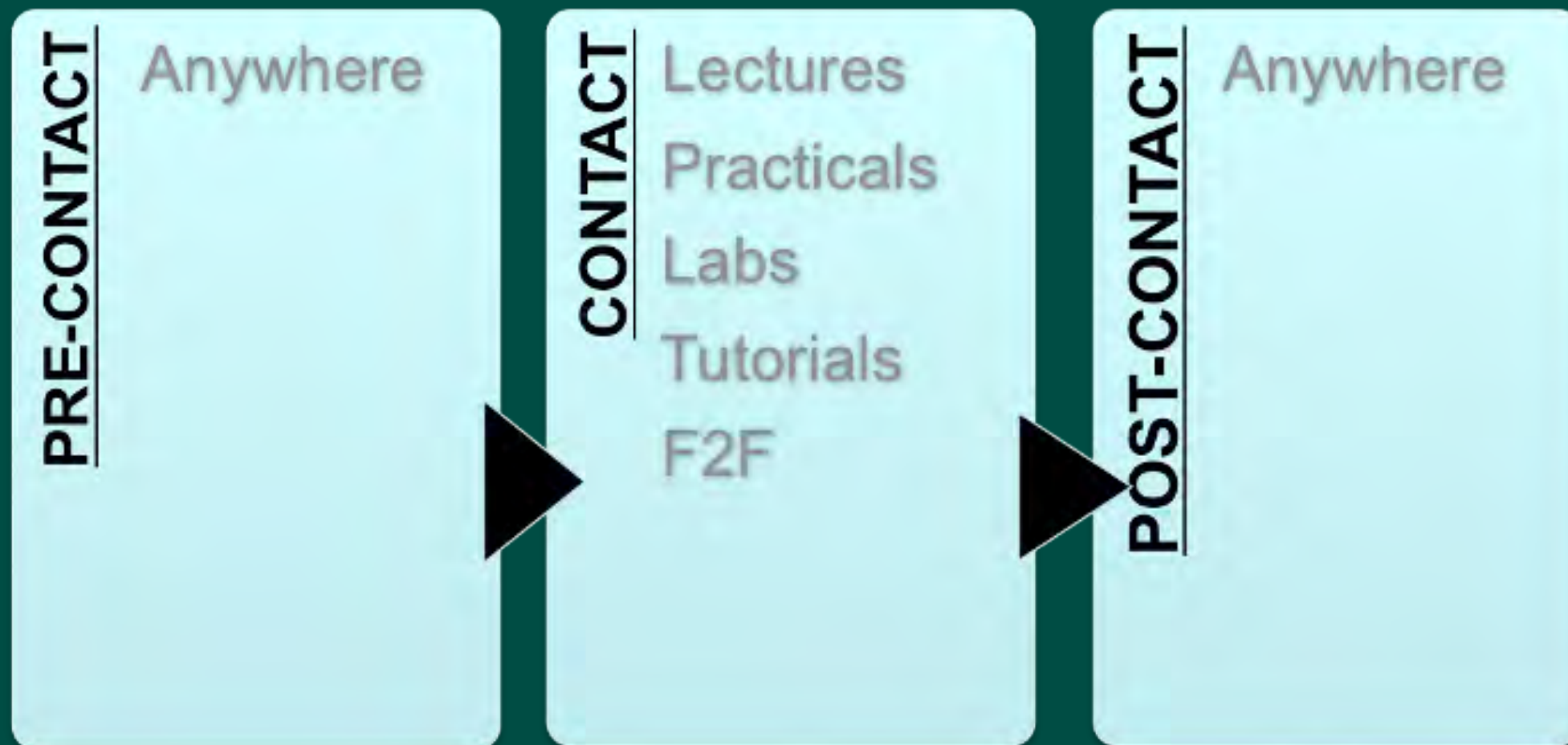- ▷ LMS administrator
- ▷ or technology specialists

We DO NOT get involved with....

- ▷ School or student information administration
- ▷ IT/AV technical support

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PRE-CONTACT	CONTACT	POST-CONTACT
Anywhere	Lectures Practicals Labs Tutorials F2F	Anywhere

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PRE-CONTACT

Anywhere

Spark
Interest

Suggested strategies:

- Develop "bite-sized" learning packages to prepare for classroom contact.

- Create content for students to review and prepare for difficult topics ahead.

- Develop engaging pre-requisite materials/exercises/notes to support classroom contacts.

- Provide external website links to prepare for discussions in class.

- Cultivate students to be more disciplined when learning. This leads to better time-management practices.

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CONTACT

Lectures
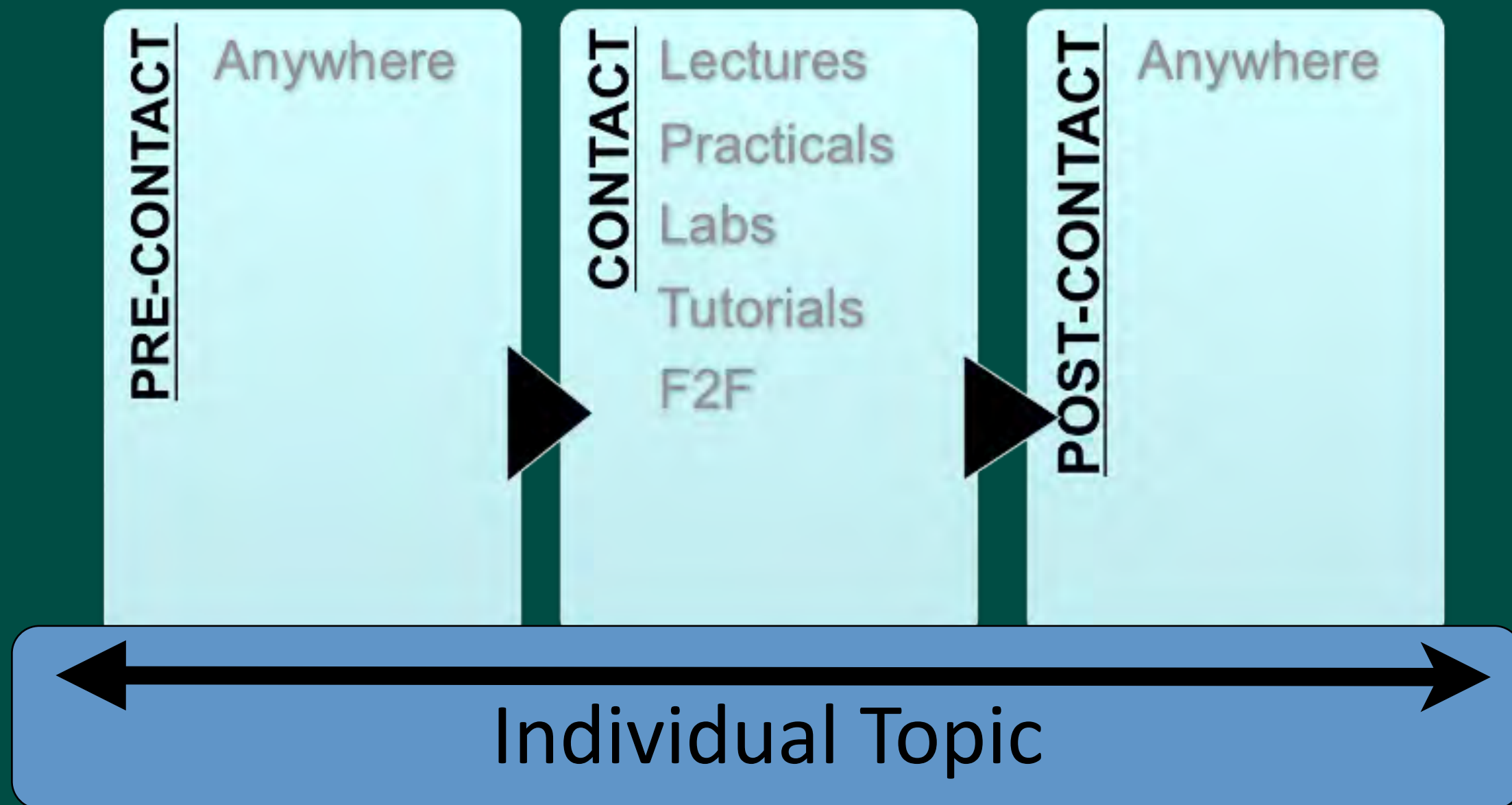Practicals
Labs
Tutorials
F2F

Drive
Clarity
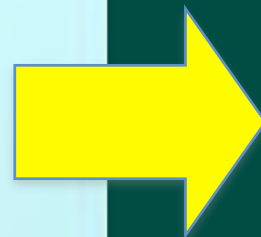
Suggested strategies:

- Interactive presentations (animation, videos, audio, etc) to complement/support traditional lecture/tutorial/lab/practical classes.

- Create optional classroom presentation recordings (ie. use of tablet PC's and screen capturing software) for students to review what was taught during class contacts.

Post-Contact Strategies

POST-CONTACT

Anywhere

Validate Knowledge

Suggested strategies:

• Online exercises/formative assessments to validate their understanding of all or some topics.

• Integrate topics vertically/ horizontally with continued learning.

• Captured, archived, and indexed classroom lectures allows students to make up missed classes or review/reinforce/master specific material before an exam, ultimately improving student learning outcomes.

• Provide a "just-in-time" or asynchronous learning platform and promote/cultivate independent learning outside classroom.

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PRE-CONTACT
Anywhere

CONTACT
Lectures
Practicals
Labs
Tutorials
F2F

POST-CONTACT
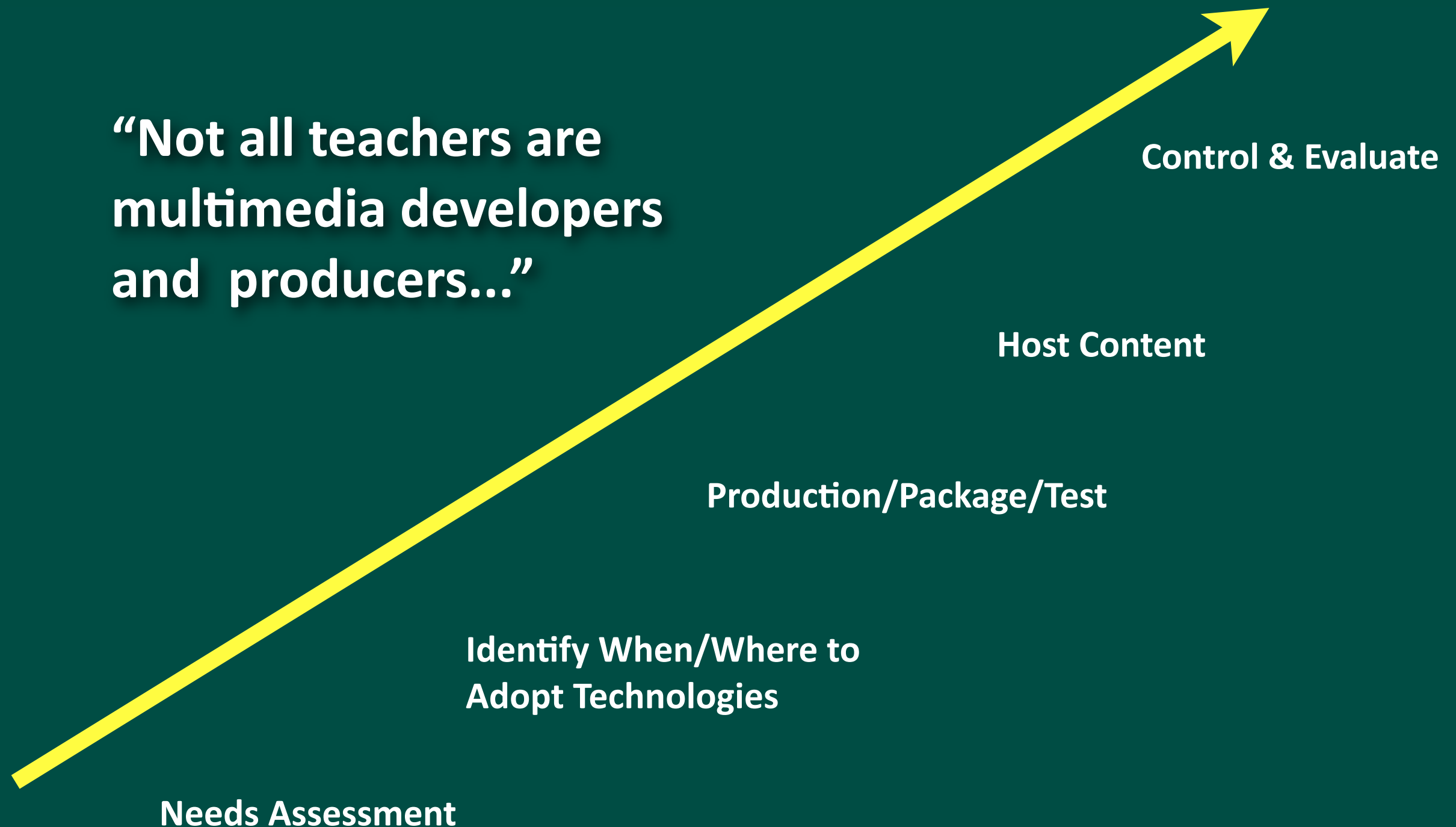Anywhere

Individual Topic

Multiple learning activities, single topic

Who Develops & Produces E-content for T&L?

"Not all teachers are multimedia developers and producers..."
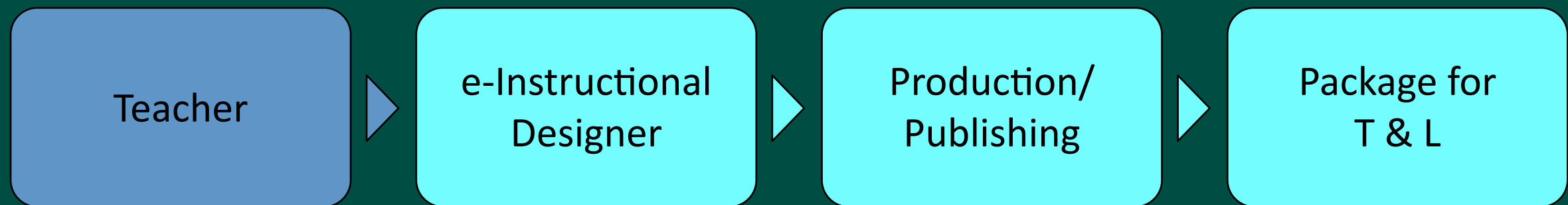
Control & Evaluate

Host Content

Production/Package/Test

Identify When/Where to Adopt Technologies

Needs Assessment

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| Teacher | → | e-Instructional Designer | → | Production/ Publishing | → | Package for T & L |
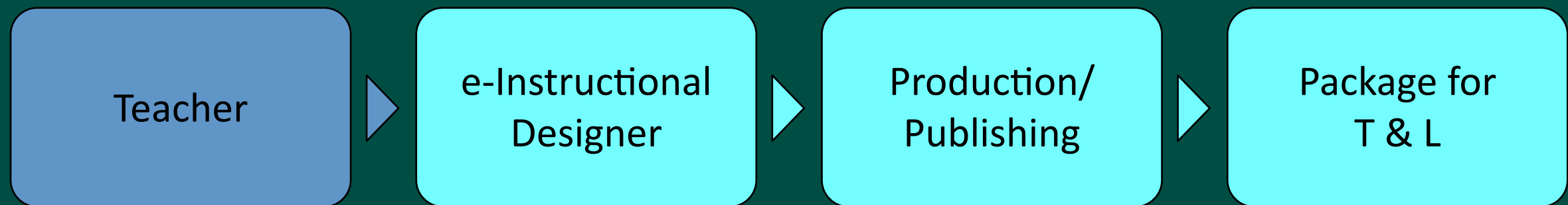
Discussion - Teacher and ETD Member

1) Areas to decide:
    a) What are the issues/objectives?
    b) Which areas within the topic?
    c) Technology used at Pre/Post or during contact.
    d) Deadline
    e) Security Levels

3) Profile teachers' communication skills.

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Teacher → e-Instructional Designer → Production/ Publishing → Package for T & L
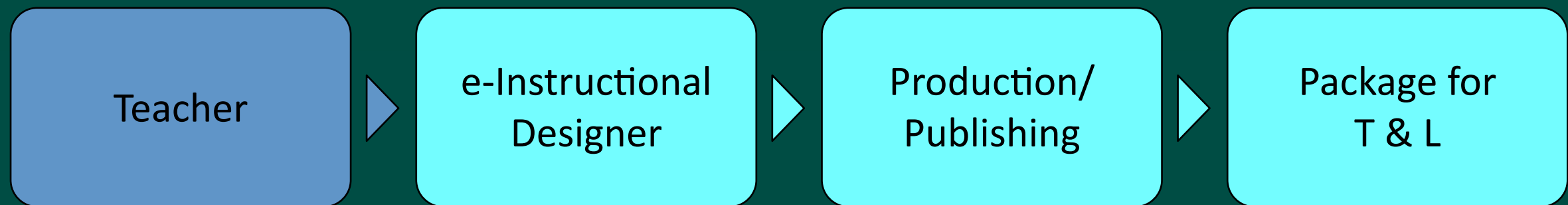
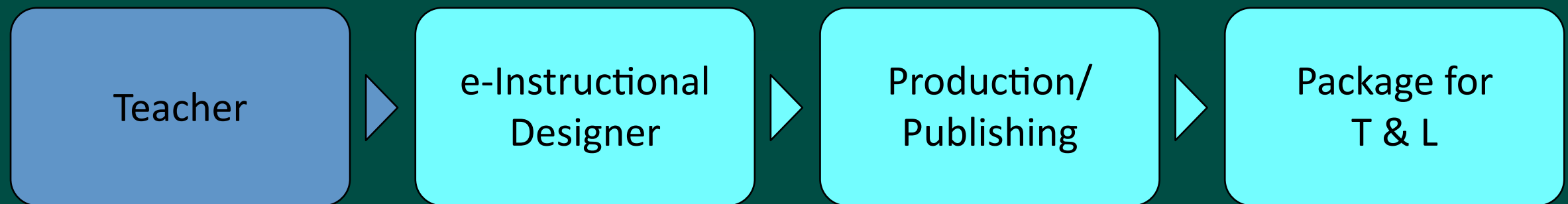**Possible Deliverables**

1) Classroom recordings
2) Rich Media "e-Crumbs"
3) Web courses
4) Formative Assessments
5) Interactive games/exercises
6) Virtual Learning Journeys
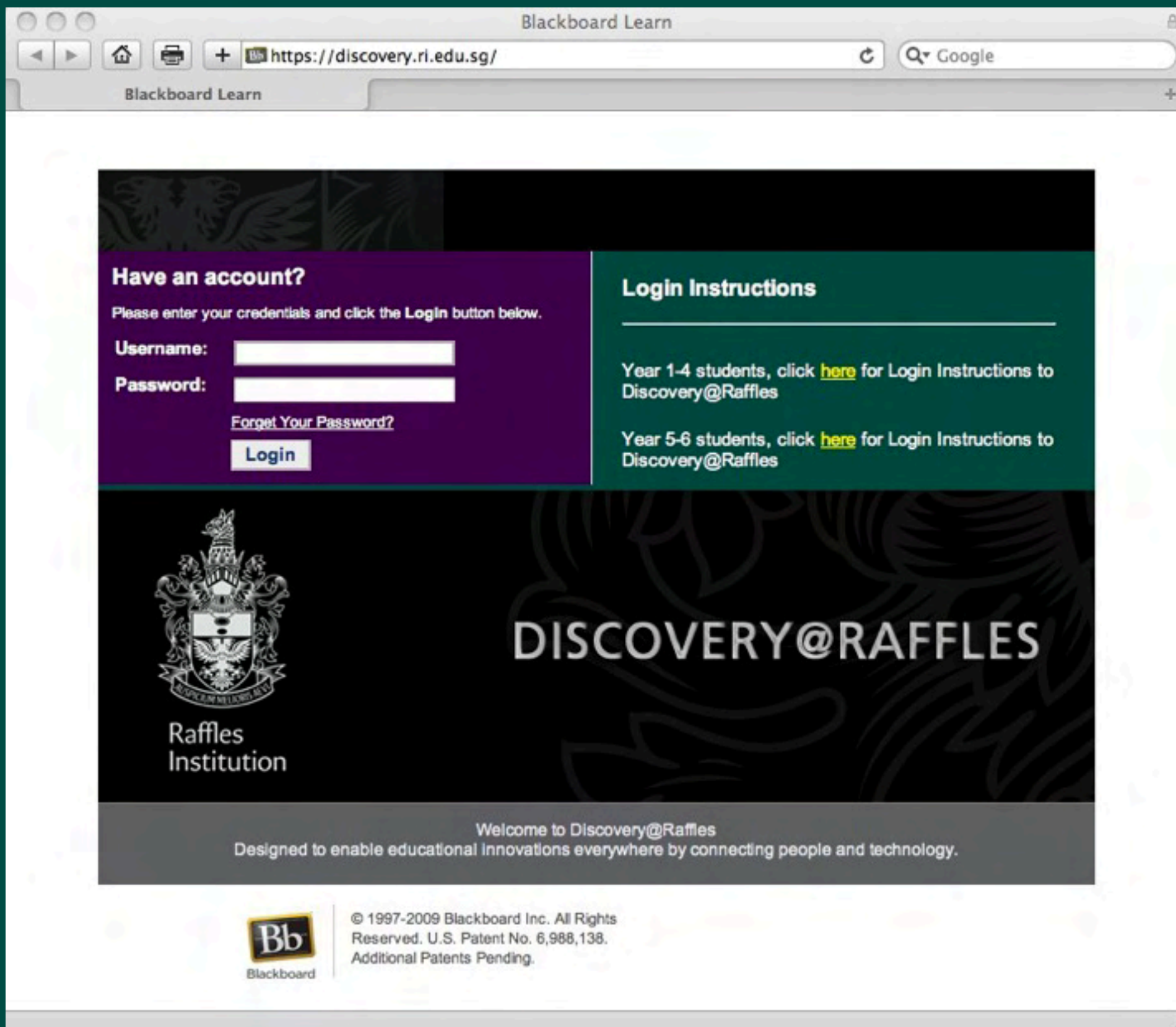7) Copyright Clearance
8) Original Student Notes

Teacher	→	e-Instructional Designer	→	Production/ Publishing	→	Package for T & L

PUBLISHING

0°

Delivery Platforms

1) Security add-ons (ie. DRM)
2) Blackboard
3) Classroom delivery support
4) Library or student labs

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https://discovery.ri.edu.sg

Blackboard Learn

https://discovery.ri.edu.sg/

Google

Blackboard Learn

Have an account?

Please enter your credentials and click the **Login** button below.

Username:

Password:

Forget Your Password?

Login

Login Instructions

Year 1-4 students, click here for Login Instructions to Discovery@Raffles

Year 5-6 students, click here for Login Instructions to Discovery@Raffles

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DISCOVERY@RAFFLES

Welcome to Discovery@Raffles
Designed to enable educational innovations everywhere by connecting people and technology.

© 1997-2009 Blackboard Inc. All Rights Reserved. U.S. Patent No. 6,988,138. Additional Patents Pending.
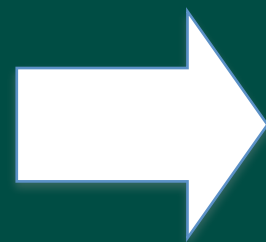
Blackboard

What We Require From LMS

- Accommodation for large user base (up to 7,000)
- Scalable
- Works well with evolving web/media standards
- Customisation for individual to groups to school
- Upward vertical integration to higher ed schools
- Alumni support
- E-Portfolio creation and management
- Anti-plagarism support
- Online formative assessment formats

Since Apr 2007
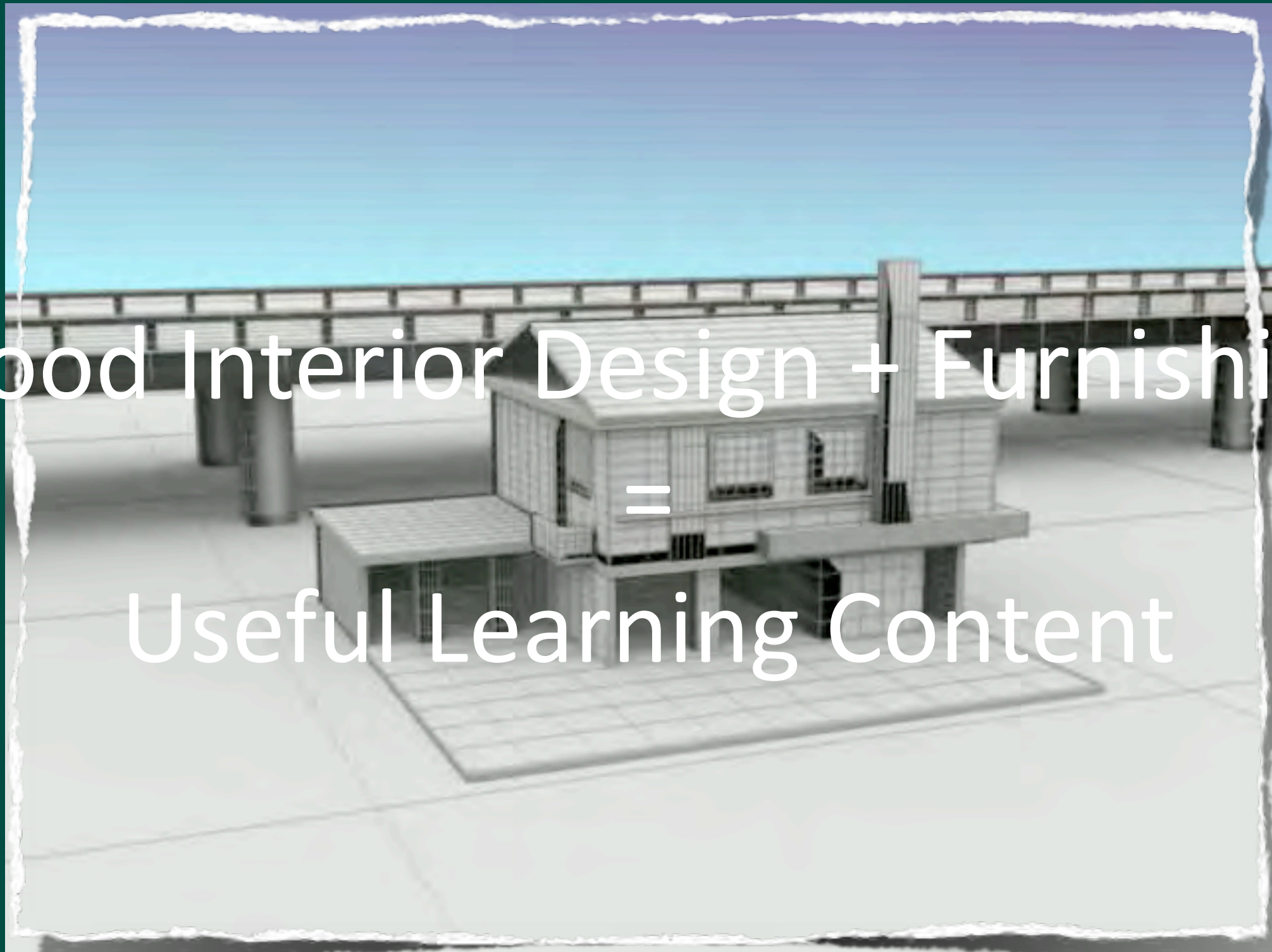
Jan 2010

OLD
LMS
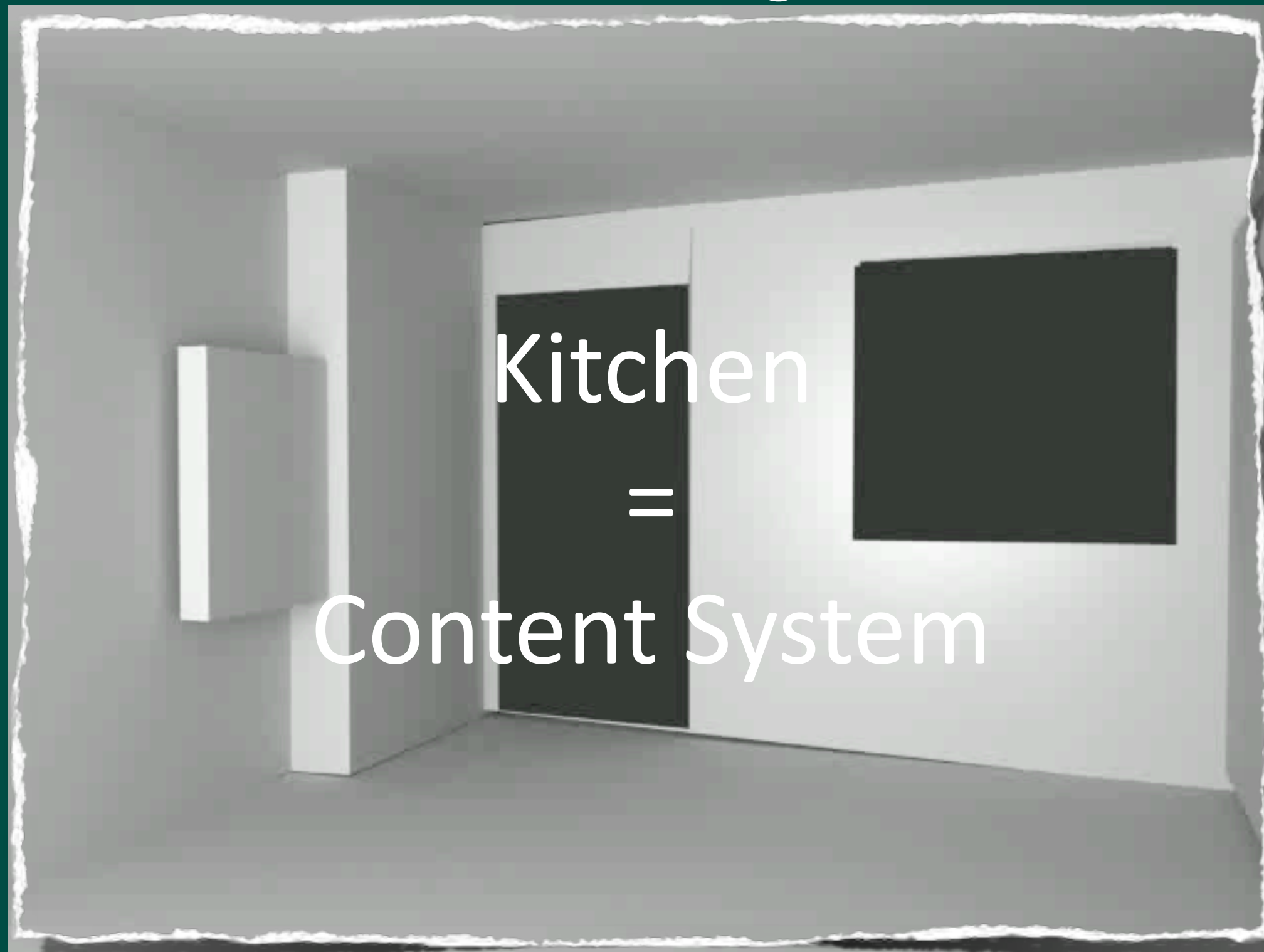
→

Blackboard

Home-Sweet-Home

Treat Bb like your home

Individual Room Decorations

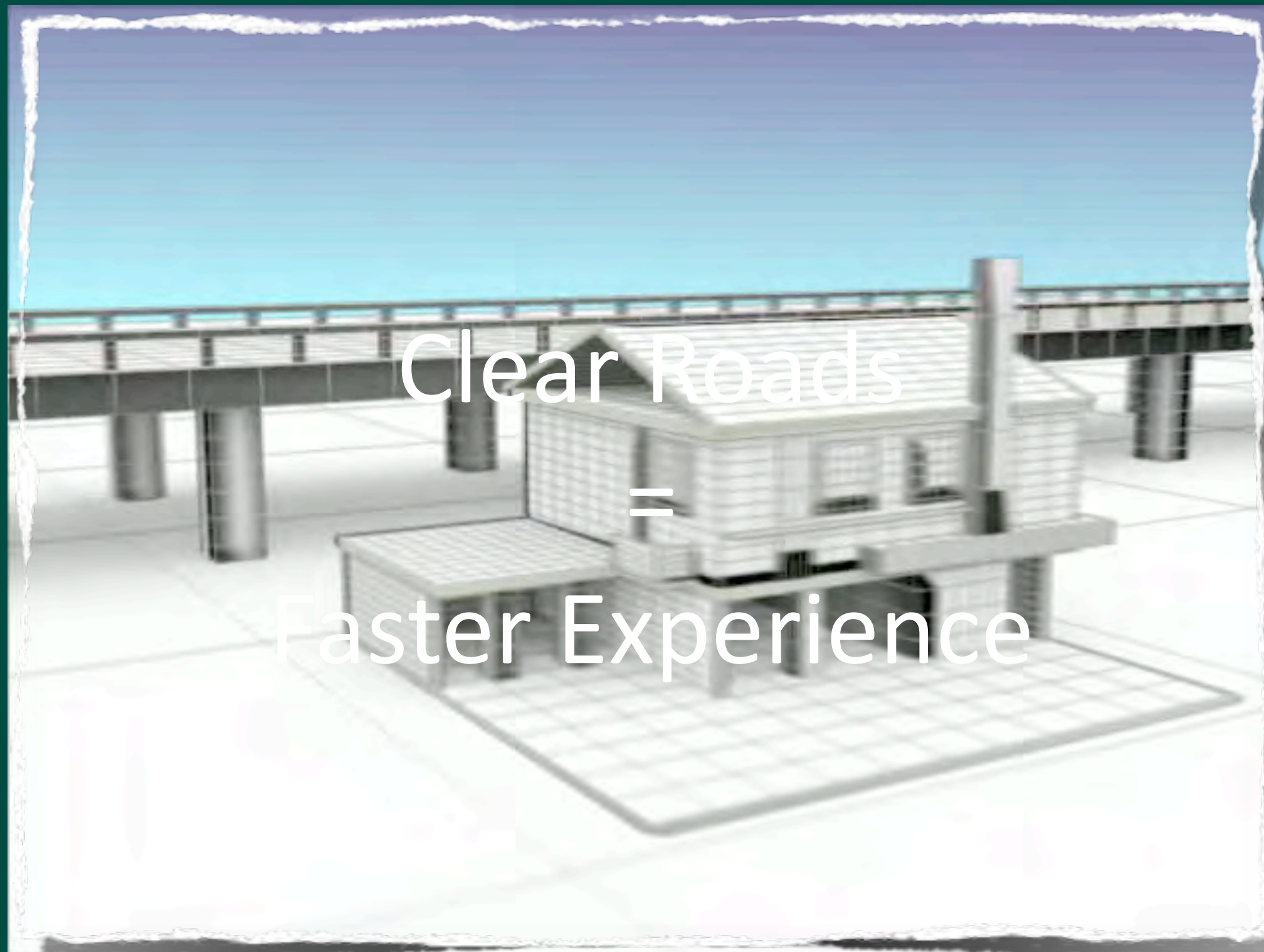Good Interior Design + Furnishing

=

Useful Learning Content

Common Living Areas

Kitchen

=

Content System

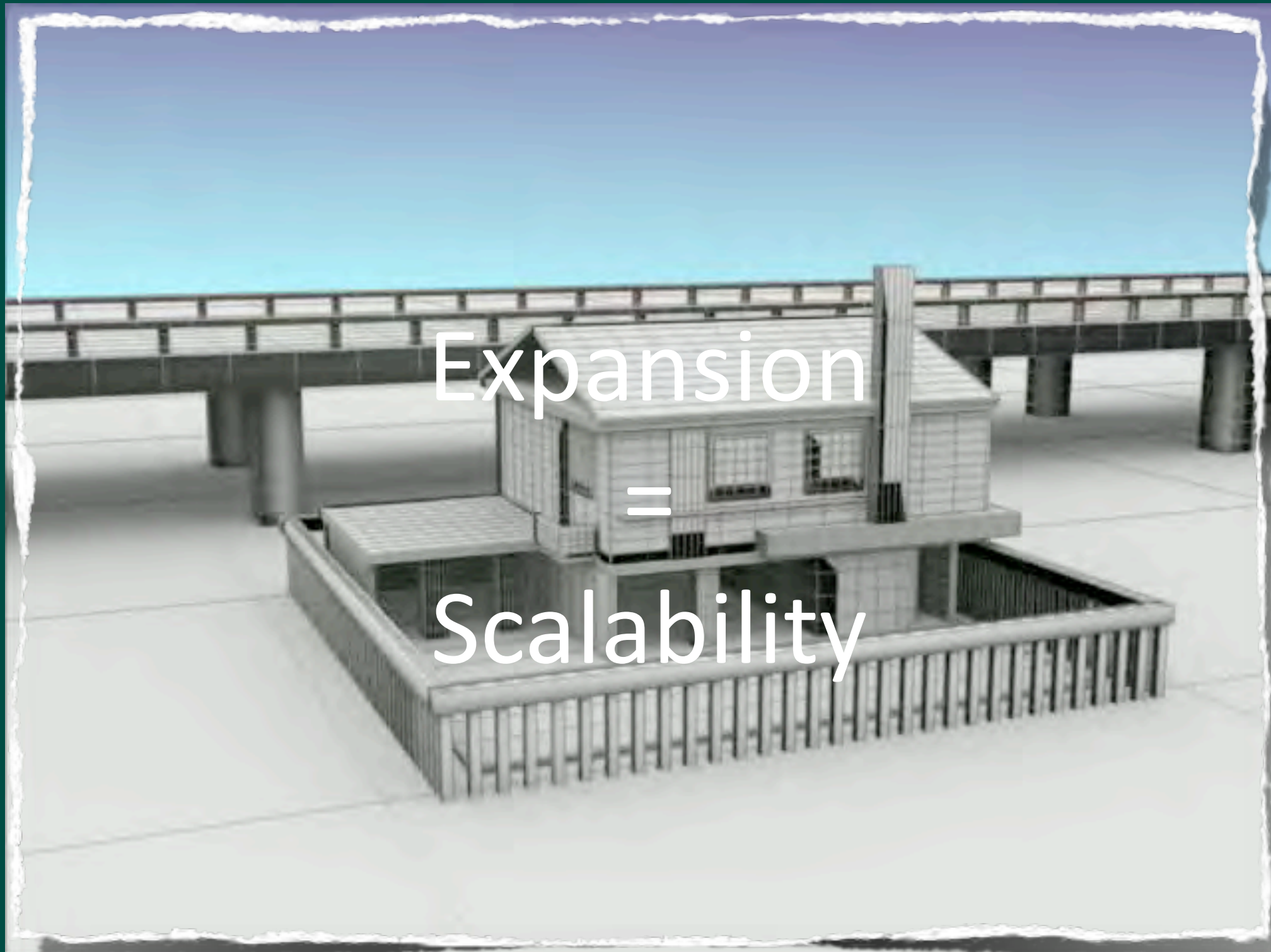Convenient Transportation System

Clear Roads = Faster Experience

Home Security

Home Security

=

Net Intruder Protection

Future Expansion and Renovation

Expansion
=
Scalability

Trusted Neighbours

Good Neighbours

=

Bb Partners

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LETS THINK ABOUT…..

- How do you justify the usage of your home purchase?

- Metrics, utilisation rates, downloads, log ins, etc….
  are these the measurements you can (should) use to
  justify your investment?

- Usage metrics will naturally steer teachers to produce
  quantity of e-content, rather than quality.

- More schools should navigate towards reporting of
  the **incremental benefits** of using the LMS for
  teaching and learning.

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Bb Services (Before & After Deployment)

- Know yourself first - capability, manpower & resources.
- Have practical knowledge in the various consulting, integration and training services provided by Bb before adoption.
- Study the competencies of School Administrators and the support staff and plan out the services accordingly before and after deployment (for budgeting as well).
- Bb rollout will be smoother with relevant and cost-effective services, if required.

Bb is as good as what you do with it.

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1. Quality Living (Teaching & Learning)
2. Happy Family Members (Staff/Students)
3. Good Neighborhood (Bb Partners)
4. Home Improvements (Building Blocks)
5. Open Transportation System (Internet)
6. Good Housekeeping (Routine Maintenance)
7. Convenient Shopping (www.edugarage.com)
8. Home Expansion (Scalability)
9. And others.....

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- Content is King when it is used:
    - with ideal quantity;
    - at the right timing;
    - in the right context;
    - and hosted on the most ideal platform.

- Content should cater to different rates and styles of learners.

- Content should help students achieve their learning objectives faster so they can have more time to explore personal interests.

Thank You!

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