Learning 3.0: Connected Learning

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Outline

- Where are we heading in E-education?
- What is Learning 3.0?
- Connected Learning
- Conclusions
Where are we heading in E-education?
Where are we heading in E-education?

- Space... the Final Frontier. These are the voyages of the starship Enterprise. Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.

- Where is the final frontier for E-education that we should boldly go?
Where are we heading in E-education?

Tired of new learning technologies?

Tired of learning new systems?
Where are we heading in E-education?

How to help teachers and students succeed in a connected world?

The first thing to do: Let them be connected!
What is Learning 3.0?
So now we are in Learning 3.0

A quick quiz: What is BG?
What is Learning 3.0?

- You have heard a lot about social networks or social media in this forum.
- What are all social networks about?
- It's about connection!!!

### Worldwide Facebook Users - 838 531 960

<table>
<thead>
<tr>
<th>#</th>
<th>Country</th>
<th>Users</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>United States</td>
<td>154 760 400</td>
</tr>
<tr>
<td>2</td>
<td>India</td>
<td>45 868 120</td>
</tr>
<tr>
<td>3</td>
<td>Brazil</td>
<td>44 184 160</td>
</tr>
<tr>
<td>4</td>
<td>Indonesia</td>
<td>43 514 840</td>
</tr>
<tr>
<td>5</td>
<td>Mexico</td>
<td>33 939 440</td>
</tr>
<tr>
<td>6</td>
<td>Turkey</td>
<td>31 315 860</td>
</tr>
<tr>
<td>7</td>
<td>United Kingdom</td>
<td>30 157 300</td>
</tr>
<tr>
<td>8</td>
<td>Philippines</td>
<td>27 934 000</td>
</tr>
<tr>
<td>9</td>
<td>France</td>
<td>24 068 600</td>
</tr>
<tr>
<td>10</td>
<td>Germany</td>
<td>23 214 800</td>
</tr>
</tbody>
</table>
What is Learning 3.0?

collaborative and personalized learning, reusable learning content, and recognition of prior learning
<table>
<thead>
<tr>
<th>What is Learning 3.0?</th>
<th>Education 1.0</th>
<th>Education 2.0</th>
<th>Education 3.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meaning is...</td>
<td>Dictated</td>
<td>Socially constructed</td>
<td>Socially constructed and contextually reinvented</td>
</tr>
<tr>
<td>Technology is...</td>
<td>Confiscated at the classroom door (digital refugees)</td>
<td>Cautiously adopted (digital immigrants)</td>
<td>Everywhere (ambient, digital universe)</td>
</tr>
<tr>
<td>Teaching is done...</td>
<td>Teacher to student</td>
<td>Teacher to student and student to student (progressivism)</td>
<td>Teacher to student, student to student, student to teacher, people-technology-people (co-constructivism)</td>
</tr>
<tr>
<td>Schools are located...</td>
<td>In a building (brick)</td>
<td>In a building or online (brick and click)</td>
<td>Everywhere (thoroughly infused into society: cafes, bowling alleys, bars, workplaces, etc.)</td>
</tr>
<tr>
<td>Parents view schools as...</td>
<td>Daycare</td>
<td>Daycare</td>
<td>A place for them to learn, too</td>
</tr>
<tr>
<td>Teachers are...</td>
<td>Licensed professionals</td>
<td>Licensed professionals</td>
<td>Everybody, everywhere</td>
</tr>
<tr>
<td>Hardware and software in schools...</td>
<td>Are purchased at great cost and ignored</td>
<td>Are open source and available at lower cost</td>
<td>Are available at low cost and are used purposively</td>
</tr>
<tr>
<td>Industry views graduates as...</td>
<td>Assembly line workers</td>
<td>As ill-prepared assembly line workers in a knowledge economy</td>
<td>As co-workers or entrepreneurs</td>
</tr>
</tbody>
</table>
What is Learning 3.0?

a holistic, systemic approach to education transformation and identifies the transformational qualities and strategies necessary across pedagogy and curriculum, leadership and governance, culture and infrastructure.
What is Learning 3.0?

In real estate, it’s location, location, location.

In learning, it’s connection, connection, connection.

禮記學記: 「獨學而無友, 則孤陋而寡聞。」

STAY CONNECTED

Facebook
Twitter
Flickr
Google+
YouTube
Vimeo
iTunes
LinkedIn
Q: What do you see as the biggest benefit of the Internet?

A: Hooking people together, intermediated by computing; hooking people to information, intermediated by a computer.
Connected Learning
Connected Learning

- Stakeholders in learning
Connected Learning

- Students connect with other students.

Learners Helping Learners
Tutoring that is free, fast and fun. Get instant help from over 100,000 students just like you.
Connected Learning

- Teachers connect with students.
Publishers need to learn to use SN like FB!
Connected Learning

- Teachers connect with other teachers.
Connected Learning

Schools connect with the public.
Connected Learning

Government connects with the public.

Twitter

Facebook
Four Building Blocks of Educational Success

1. Increase access to global resources with a robust infrastructure
2. Develop 21st century college and career readiness
3. Foster strong professional development and support professional learning communities
4. Ensure effective use of data and accountability
Policymaker roles

Policymakers have a key role to play in making this vision a reality. Specifically, policymakers can:

- Support high-speed broadband deployment and adoption so that every student, school, library, parent and community member can have online access.
- Allocate dedicated funding for IT in education that will enable school districts to use funds on IT-related products, services and infrastructure.
- Ensure that textbook funding may be used for e-textbooks and digital content, which are interactive and can be instantly updated.
Connected Learning

- Learning and Innovation Skills
- Core Subjects and 21st Century Themes
- Information, Media, and Technology Skills
- Life and Career Skills

- Standards and Assessments
- Curriculum and Instruction
- Professional Development
- Learning Environments
Connected Learning

- Foster strong professional development and support professional learning communities

In an effective professional development environment, educators are empowered to connect to one another and to resources that support inquiry, inspiration, and instruction.

In a connected world, these relationships and resources can extend far beyond classrooms, schools, and districts, giving educators efficient ways to access expertise and information from around the world.

Policymaker roles

Policymakers can improve teacher quality by:

- Supporting programmes that provide educators with opportunities for professional development
- Ensuring access to professional learning communities
- Ensuring funding is allocated for educator ICT training to improve readiness for adoption of ICT facilitation in the classroom
Effective use of data is critical to innovation and:

### Policymaker roles

Policymakers can help education stakeholders make more effective use of data and hold schools accountable by:

- Prioritising the development of comprehensive data systems that track individual students’ progress from junior school to higher education to foster continuous improvement and personalise learning.
- Integrating data analysis and use into educators’ professional development to help ensure educators know how to access, analyse, and use data effectively.
- Implementing balanced accountability systems.
Conclusions
Conclusions

Students:
1. Active participants in and champions of their own learning
2. Collaborate with peers and teachers
3. Make more effective and creative use of the array of knowledge, information and tools inside and outside of school
Conclusions

Teachers:
1. Access and collaborate with their peers globally
2. Motivate and engage all students in learning during and beyond the school day
Conclusions

Parents:
1. Be informed advocates and partners in their children’s education
2. Gain clear insights into learning progress
Conclusions

Administrators:

1. Improve management and productivity
2. Address student needs
3. Make the most of scarce budgetary resources
Conclusions

Policymakers:
1. Have better access to data to focus their support and investments in education with timely and relevant strategies
"Moving from the one-room schoolhouse to the one-world schoolhouse is now a reality." Cisco Systems Inc.

Dream how technology can not only improve education but also transform what we think of as education.

— U.S. Secretary of Education Rod Paige