A Digital Ecosystem for Learning
Ola Henningsson
- Graduated
- Teacher registrations (subjects)
- In the classroom
- Developer of skill and knowledge in digital area
- 2016, first LTN and visit to Estonia
Where are we going?
Not one system can handle what we want!
What do our kids need to know and be able to do for the future?
Administration, documentation

Information, kommunikation

Teaching materials

Applications and resources all over Internet

Laboratory, simulations, quizzes ...

School activities, current courses and goals, assessments, homework, exams

Attendance report
Goal attainment
Grades
What do you believe about how kids learn best?

https://youtu.be/sxyKNMrhEvY?t=13s
SAFE ENVIRONMENT
PERSONAL INVESTMENT
REAL WORLD APPLICATION
FUN
RELEVANCE TO THEIR LIVES
SOCIAL
INTERESTING QUESTIONS
POSITIVE ENVIRONMENT
REAL AUDIENCE
PASSION
TEACHERS/MENTORS
AUTONOMY AND AGENCY
CHALLENGING
NOT TIME CONSTRAINED

VS.

SITTING IN ROWS
45/60/88 MINUTE BLOCKS
ONE SIZED CURRICULUM
ONE SUBJECT AREA FOCUS
AGE GROUPED CO-LEARNERS
NO REAL WORLD APPLICATION
TEACHER CONTROLLED
SOMEONE ELSE’S QUESTIONS
STANDARDIZED ASSESSMENTS
EMPHASIS ON GRADES
CARROTS AND STICKS
NO CHOICE/NO AGENCY
LACK OF RELEVANCE
“HANDING IT IN”
21ST CENTURY EDUCATION!

https://www.youtube.com/watch?v=nA1Aqp0sPQo
What are 21st century skills? These 4 C’s:

- **C**ommunication: Sharing thoughts, questions, ideas & solutions
- **C**ollaboration: Working together to reach a goal. Putting talent, expertise, and smarts to work
- **C**ritical Thinking: Looking at problems in a new way and linking learning across subjects & disciplines
- **C**reativity: Trying new approaches to get things done equals innovation & invention
- ESD
  - Relevant
    - Locally relevant
  - Participatory decision-making
  - Holistic
    - (Values-driven)
  - Multi-method
  - Critical thinking and problem solving
  - Interdisciplinary
  - Applicability

1. No Poverty
2. Zero Hunger
3. Good Health and Well-being
4. Quality Education
5. Gender Equality
6. Clean Water and Sanitation
7. Affordable and Clean Energy
8. Decent Work and Economic Growth
9. Industry, Innovation and Infrastructure
10. Reduced Inequalities
11. Sustainable Cities and Communities
12. Responsible Consumption and Production
13. Climate Action
14. Life Below Water
15. Life on Land
16. Peace, Justice and Strong Institutions
17. Partnerships for the Goals
<table>
<thead>
<tr>
<th>WHAT DO YOU WANT KIDS TO DO WITH TECHNOLOGY?</th>
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<tbody>
<tr>
<td><strong>WRONG ANSWERS</strong></td>
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<tr>
<td>• Make Prezis</td>
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<td>• Start blogs</td>
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<tr>
<td>• Create wordles</td>
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<tr>
<td>• Publish Animatos</td>
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<tr>
<td>• Design flipcharts</td>
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<td>• Produce videos</td>
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<td>• Post to Edmodo</td>
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<td>• Use whiteboard</td>
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<td>• Develop apps</td>
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<td><strong>RIGHT ANSWERS</strong></td>
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<td>• Raise awareness</td>
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<tr>
<td>• Start conversations</td>
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<td>• Find answers (to their questions)</td>
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<td>• Join partners</td>
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<td>• Change minds</td>
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<td>• Make a difference</td>
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<td>• Take action</td>
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<td>• Drive change</td>
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Technology is a tool, not a learning outcome.
How school makes kids less intelligent

https://youtu.be/2Yt6raj-S1M?t=6m10s
1. Clarifying, sharing, and understanding learning intentions and criteria for success

2. Engineering effective classroom discussions, activities, and learning tasks that elicit evidence of learning

3. Providing feedback that moves learning forward

4. Activating learners as instructional resources for one another

5. Activating learners as owners of their own learning

https://youtu.be/kPf0nQFfv50?t=13s
Sir Ken Robinson

https://youtu.be/fAb9PMs8bEg?t=1m13s