



# Education Realities Today: The View from Around the World

Moderator:

Kristin Atkins, Director, Government Affairs, Qualcomm

Panelists:

Carlos Delgado Kloos, Vice-Chancellor for Infrastructures and Environment, Universidad Carlos III de Madrid

Chun Ming Tan, Principal, Nan Chiau Primary School, Singapore

Michael Trucano, Sr. ICT & Education Specialist, Human Development Network, The World Bank



## Disruption in Education?!

Carlos Delgado Kloos\*

Professor and Vice-Rector  
Universidad Carlos III de Madrid

\* with the help of members of the GAST research group at UC3M

# Disruption in Commerce

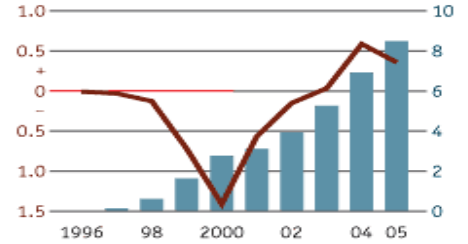


## From below the line

Amazon's:

net profit, \$bn

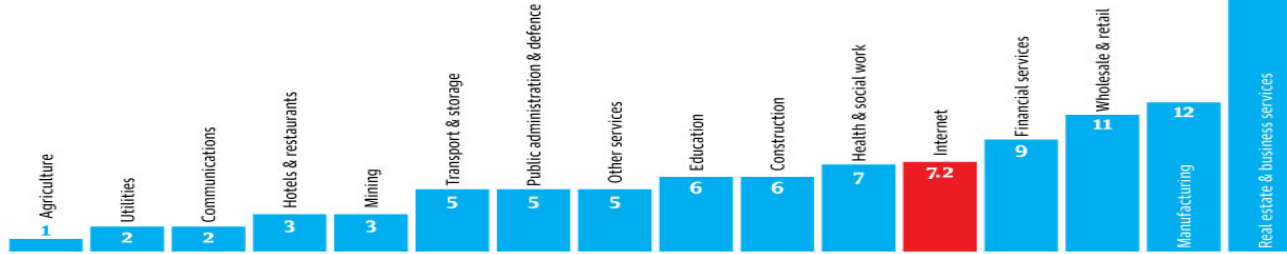
sales, \$bn



Source: Company reports

## Internet sector

Notional size as a share of 2009 GDP, %



## Value of internet economy by country

Index, geometric mean = 100

Expenditure: online sales and online advertising

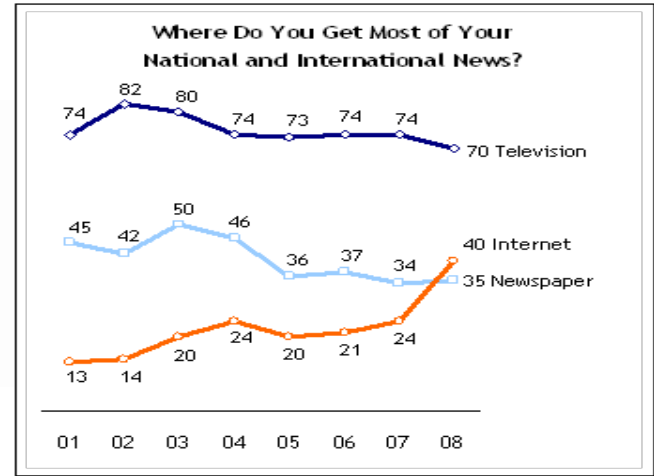


## Disruption in Music



Spotify

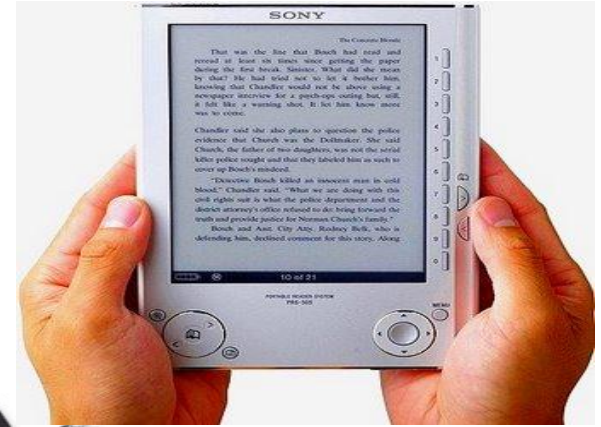
# Disruption in News



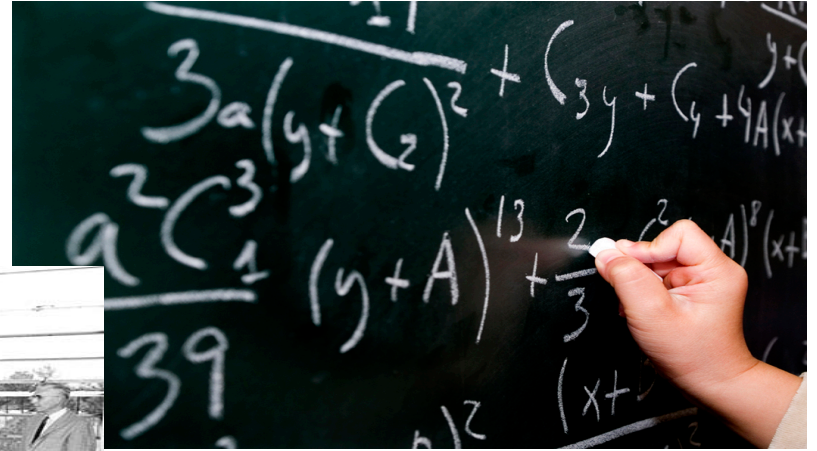
twitter



# Disruption in Books



## Disruption in Education?



# Mobile Devices will bring Disruption in Education

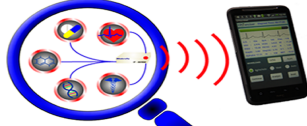
- Always with you



- Always connected



- Sensor Pack



- Augmented Reality





# Always with You

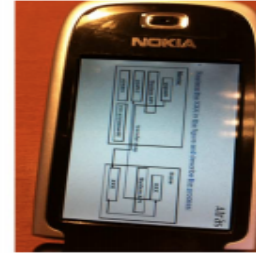
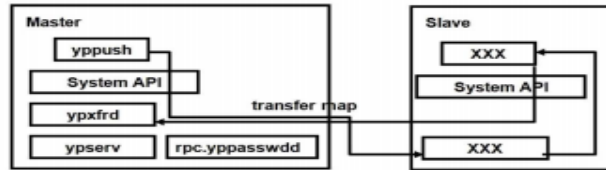
- Permanent company
- Light weight, small size
- Affordable prices
- Easy to use, natural touch interface



# Always with You: Example (UC3M) Enhancing Performance and Motivation

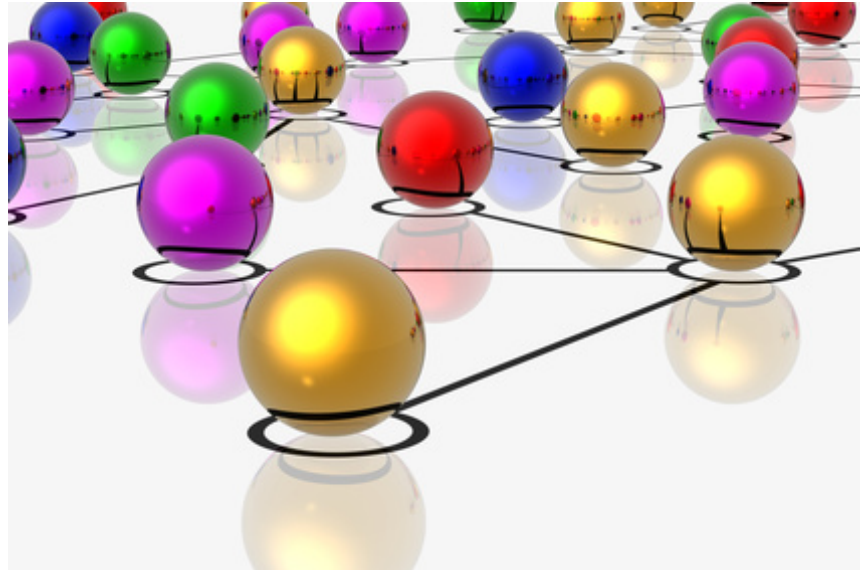
## ▪ Learning Pills

- Replace the XXX in the figure and describe the process:



# Always Connected

- Collaboration with peers
- Teacher-student communication
- Retrieval of information
- Continuous update



# Always Connected: Example (UC3M) Teacher-Student Comm & Student Collab



- I am following/I am lost
- Too fast/too slow
- Response of simple questions
- For the shy
- Affordable version of Audience Response Systems

- Students help themselves
- Social learning network
- Brownie points for useful input
- Not necessarily exclusively mobile



**Class Info**

**Programming Lab (in English)**

- About this course
- Lecture Notes:  
1: Fundamentals, 2: Recursion, 3: Complexity, 4: Stacks, 5: Queues, 6: Trees, 7: Sorting
- Lab Sessions:  
1: Fundamentals, 2: Recursion, 3: Lists, stacks & queues, 4A: Binary trees, 4B: N-ary trees, 5A: Graphs
- Drop box for assignments
- Q&A Forum
- Maemo applications: ARS, Code

**Staff list**

Professors:

- Carlos Delgado Kloos (cdk@it.uc3m.es)
- Nathavid Martínez Madrid (nath@it.uc3m.es)
- Julio Villena Román (jvillena@it.uc3m.es)

Member List

**Assessment**

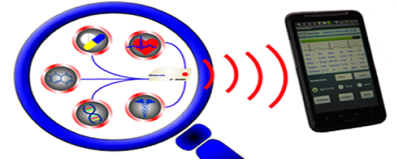
Open Assessments	
Title	Status
Algorithms	Incomplete Finish Review Administration Results
Autoevaluation	Incomplete Finish Review Administration Results
Complexity	Untaken Take Administration Results
Linked lists	Incomplete Finish Review Administration Results
Queues	Untaken Take Administration Results
Recursion	Incomplete Finish Review Administration Results
Stacks	Untaken Take Administration Results
Trees	Incomplete Finish Review Administration Results

# Always Connected: Example (OU)

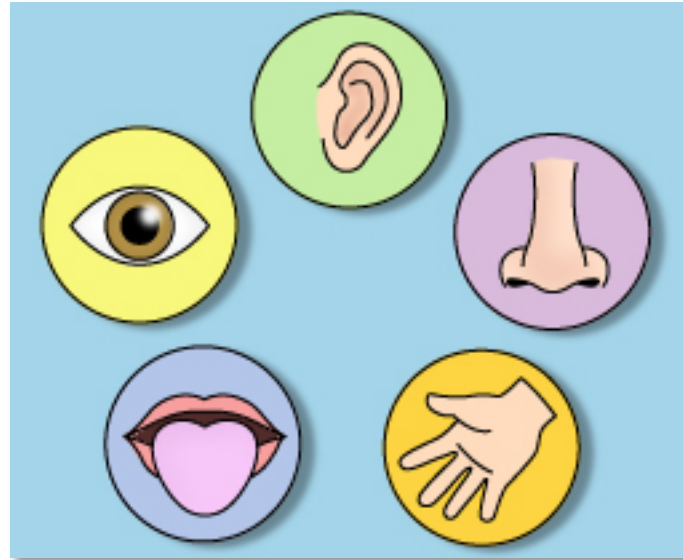
## Reflective eBooks



# Sensor Pack

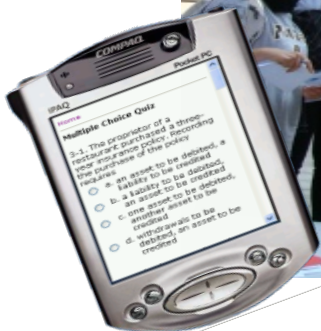
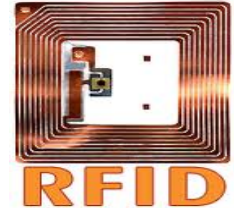
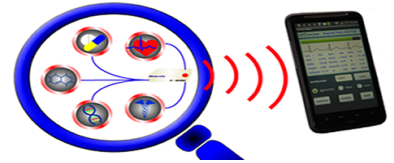


- **Augment your senses**
- **Enrichment with context**
- **Multiple sensors**
  - **Location**
  - **Tilt**
  - **Acceleration**
  - **Touch**
  - **Light**
  - **Camera**
  - **Microphone**
  - **Proximity**
  - **Information from remote locations**
  - ...

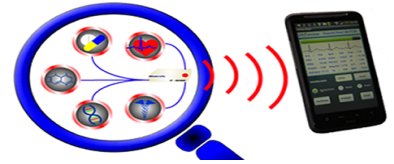


# Sensor Pack: Example (UC3M-UPF) Gymkhana to know your campus

Learn<sup>3</sup>

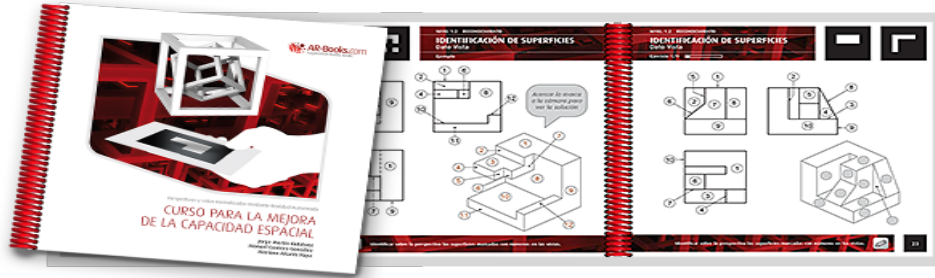


# Sensor Pack: Example (OUNL) Audio Augmented Field Trips





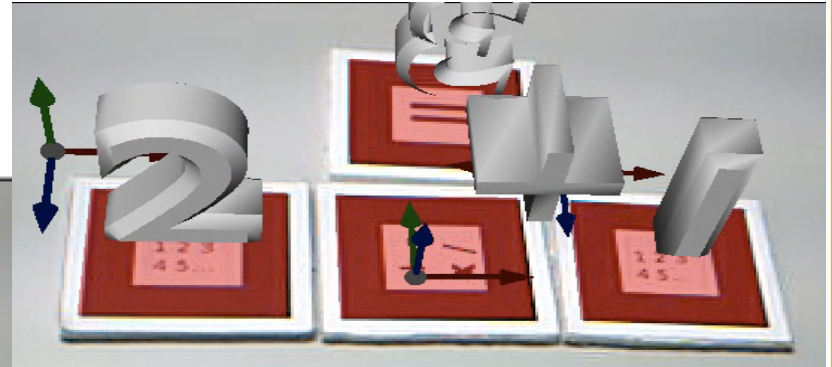
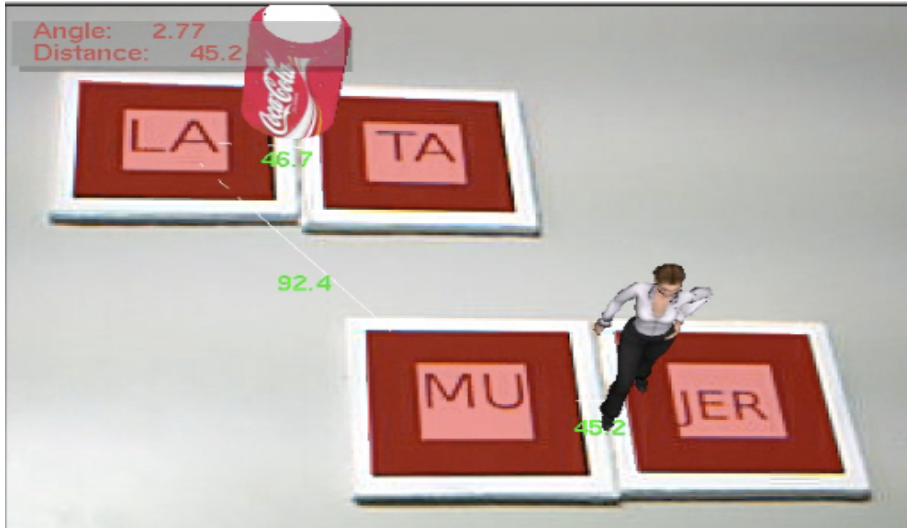
# Augmented Reality



# Augmented Reality: Example (UC3M)

## Learn the Basics

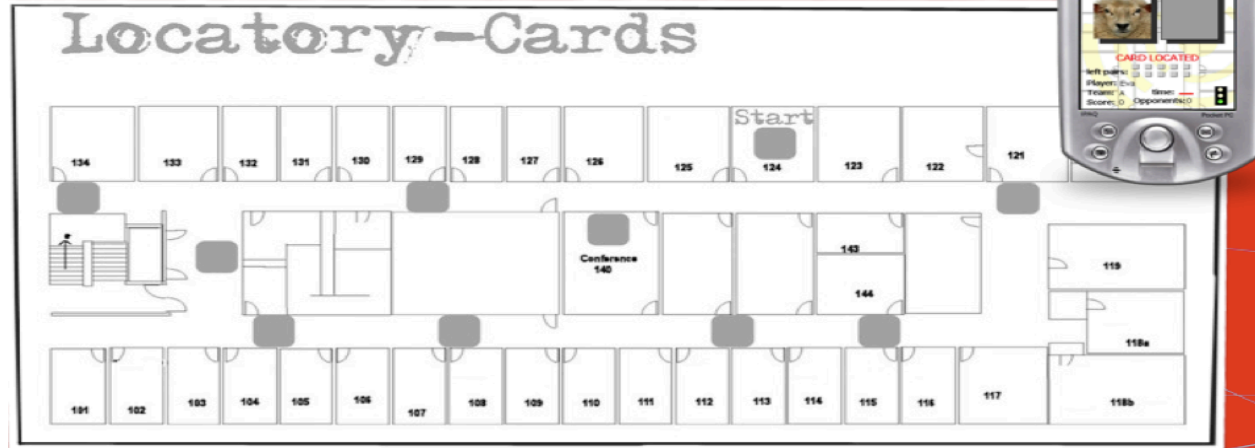
- Simple Math
- Spelling



# Augmented Reality: Example (OUNL) Locatory Cards



## Mobile Gaming: Locatory



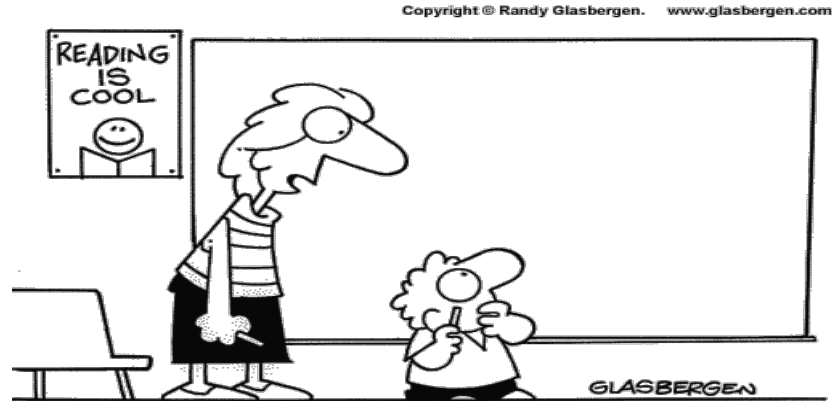
## Conclusion

- **Mobile devices should be used creatively and intelligently in schools rather than banned (in “school mode”)**
- **Mix the physical and the digital world with the sensors of your mobile device**
- **Higher involvement, more collaboration and interaction, liberated from classroom**
- **Supports situated and embodied cognition**
- **Learners (and teachers) acquire super-powers**



## Conclusion

- Mobile devices are just a tool, although a powerful one
- Pedagogies still to be developed to harness the technology
- Teacher training needed
- Educational material needs to be produced
- Authoring tools to facilitate content production



**“There aren’t any icons to click. It’s a chalk board.”**



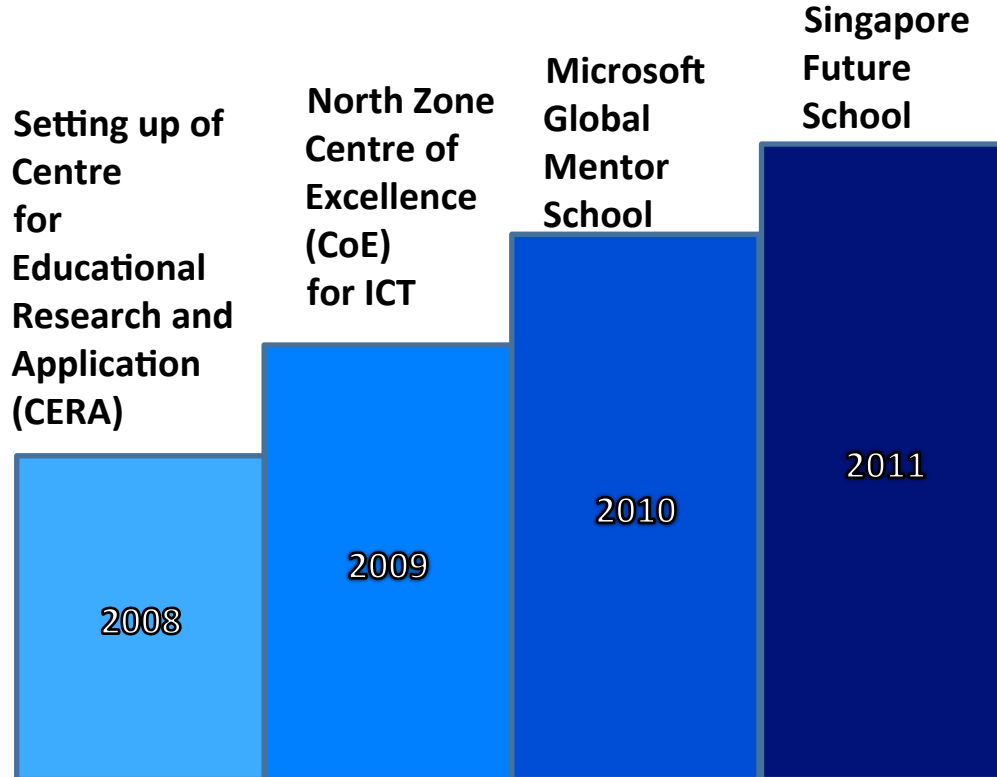
# How a Future School in Singapore Leverages Mobile Technology

Chun Ming TAN

Principal

Nan Chiau Primary School

# OUR LEARNING JOURNEY IN CREATING AN INNOVATIVE SCHOOL CULTURE



“For some schools like Nan Chiau Primary School, researchers are co-located in the school. I met with a team of researchers who are currently there. These collaborations ensure that innovative teaching methods are guided by sound fundamentals and backed by research. Schools like Nan Chiau Primary School are pushing the frontiers in harnessing new technologies to help our students learn more effectively.”



Dr. Ng Eng Hen  
Singapore Minister for Education



“Nan Chiau is a school with tremendous leadership and vision in both ICT and its potential. The school has enthusiastic and committed teachers. The school recently received recognition as a Microsoft Innovative Mentor School.”

Anthony Salcito  
Vice President, Worldwide  
Public Sector Education  
Microsoft Corporation



# Mobile Learning Leveraging on Mobile Technology



- 1 student to 1 device
- 24/7 access

# Focus on 21<sup>st</sup> Century Learning Outcomes

Domains	Learning Outcomes
Knowledge Application	Students will acquire the ability to make links across different areas of knowledge and to generate, develop and evaluate ideas and information so as to apply these skills to the project task.
Communication	Students will acquire the skills to communicate effectively and to present ideas clearly and coherently to specific audience in both the written and oral forms.
Collaboration	Students will acquire collaborative skills through working in a team to achieve common goals.
Independent Learning	Students will be able to learn on their own, reflect on their learning and take appropriate actions to improve it.

# Extended Learning Spaces

Out Class	<b>Type II</b> <b>Intended learning out of class</b> e.g. field trip to an art museum which is part of a school curriculum	<b>Type III</b> <b>Unintended learning out of class</b> e.g. capture pictures, video clips of animal and directed solely by self-interest
In Class	<b>Type I</b> <b>Intended learning in class</b> e.g. searching for answers in the classroom	<b>Type IV</b> <b>Unintended learning in class</b> e.g. teachable moments not planned by the teachers
	Intended	Unintended

# Centre for Educational Research and Application



**C E R A**

Centre for Educational Research and Application

# CERA Vision

**Bridge research and practice  
to derive quality teaching and learning  
outcome**

# **CERA Mission**

- 1. Serves to draw principles for sustaining innovative practices in the use of technologies in the classroom**
- 2. R&D serves as the impetus for curriculum innovations**
- 3. Development of teachers into practitioner-researchers to serve the school's long-term teaching and learning goals**

# Consultants



**Prof Elliot Soloway**  
(University of Michigan)



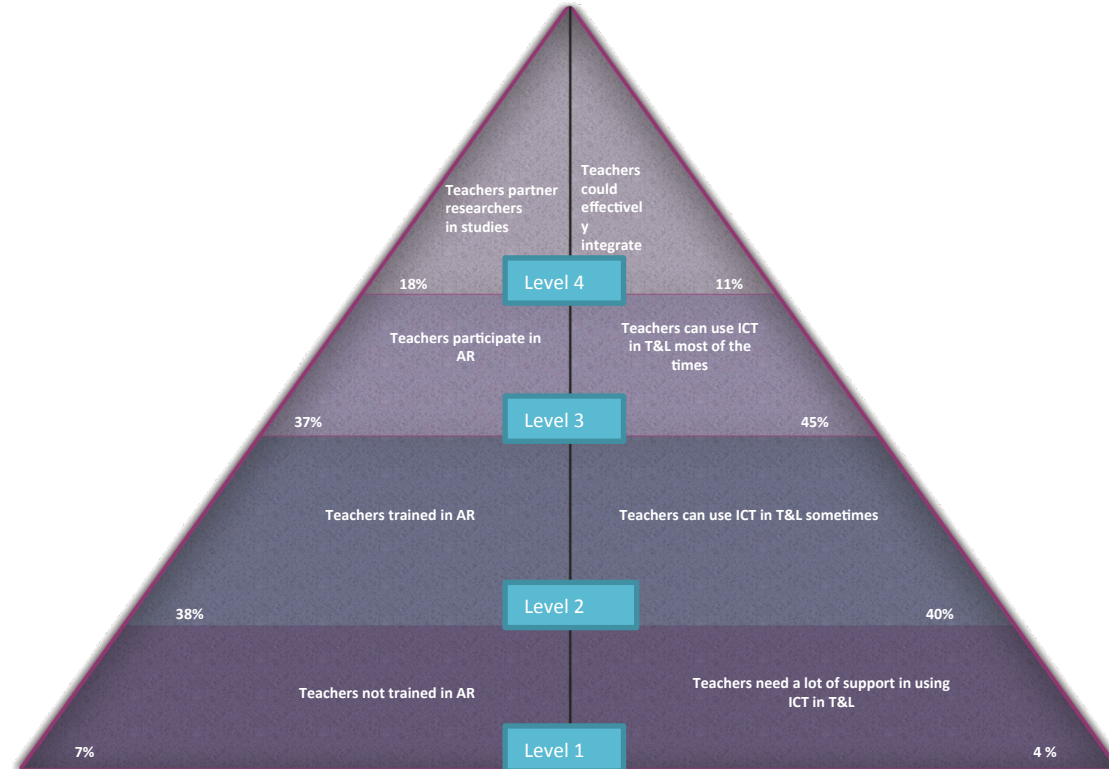
**Prof Cathie Norris**  
(University of North Texas)

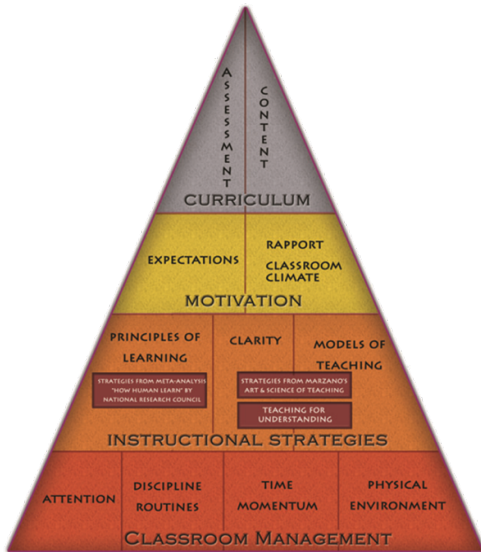


**Prof Looi Chee Kit**  
Singapore Nanyang  
Technological University

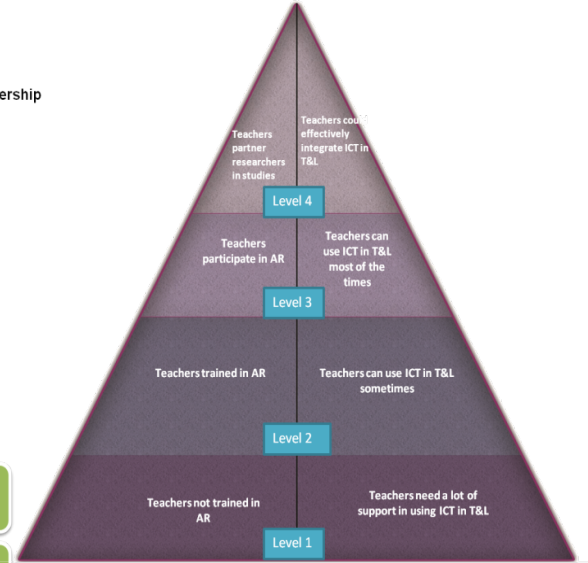
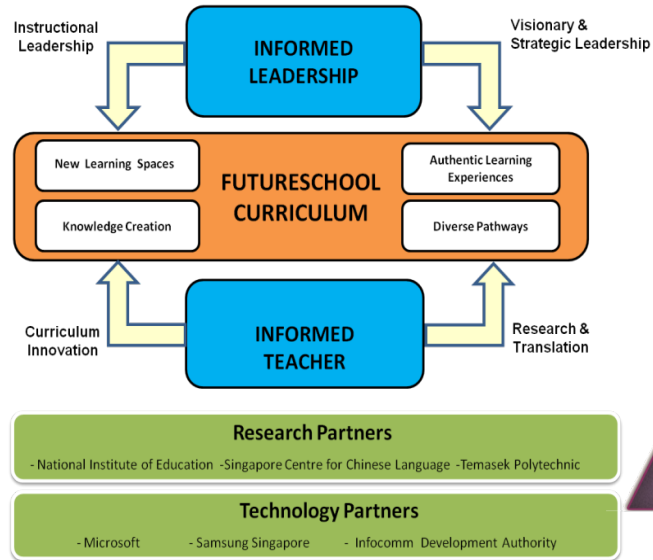


# Systematic Approach in Developing Our Teachers to be Teacher-researchers





Teaching & Learning Framework



Competency Development Model

# Future School Model

# OUR CURRICULUM



**Diverse  
Pathways**



# OUR CURRICULUM



**New Learning  
Spaces**



# LEARNING OUTCOMES

## Learners



Independent



Self-directed



Collaborative



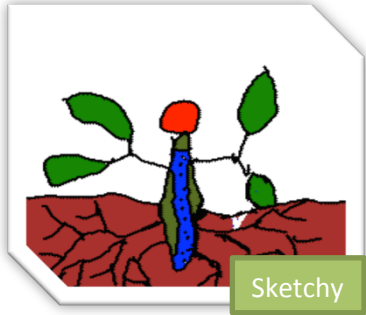
# LEARNING OUTCOMES

WCPSS PS Math Learning Hub

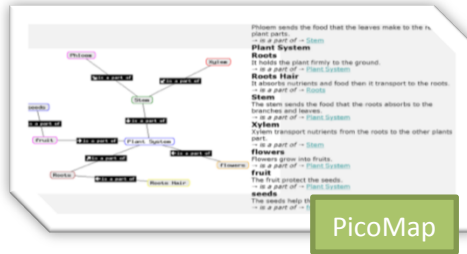
Chapter 3-Fractions

At the end of this chapter, you will learn to add and subtract unlike fractions without using calculators. You will also learn how to multiply and divide fractions.

WIKI



Google Sites



KWL

**Know**  
Fungi include mushrooms, yeast, mould.  
Fungi are living things.  
Fungi like mould release toxic chemicals that we know that fungi obtain nutrients from by

**Wonder**  
wonder is fungi a plant  
wonder what can fungi do to the earth  
wonder how long can a fungi live

**I learned**  
some fungi like bracket fungi damage tree

# Students' Artifacts

# OUR CURRICULUM



**Authentic  
Learning  
Experiences**

# TEACHERS' OUTCOMES



Reflective



Collaborative



Innovative

Teachers





## CONTACT US:



[www.ncps.moe.edu.sg](http://www.ncps.moe.edu.sg)



<http://tinyurl.com/facebook-nanchiau>



## Reading and ... mobile phones?

*Promising ideas and issues to consider (especially in developing countries)*

Michael Trucano

Sr. ICT & Education Specialist

The World Bank

**“I believe that the **mobile phone** is destined to revolutionize our educational system and that in a few years it will supplant largely, if not entirely, the use of textbooks. It is possible to touch every branch of human knowledge through the **mobile phone**. “**

I believe that the **motion picture** is destined to revolutionize our educational system and that in a few years it will supplant largely, if not entirely, the use of textbooks. It is possible to touch every branch of human knowledge through the **motion picture**.

-- Thomas Edison 1922



**“Get smart”**

@



**appropriate**

**relevant**

**effective**

**and, just as importantly...**

**inappropriate**

**irrelevant**

**ineffective**

**uses of technologies**



**to aid a variety of  
development objectives**

**including EDUCATION!**

**What do we know about using  
technology  
in education  
in developing countries?**

**What do we know about using  
technology  
effectively  
in education  
in developing countries?**

computers

radio

**ICTs**

=

TV

**information**

Internet

**&**

**communication**

**technologies**

phones

devices



**book → e-books**





**book → e-books**



**book → e-book**



**interactive radio instruction**

**Nicaragua**

**Malawi**

**Sudan**

**Haiti**

**India**

**Kenya**

**Nepal**

**Papua New Guinea**

**Somalia**

**Guinea**

**South Africa**

**computers**





**educational television**







**photo opportunities**



*Photos courtesy  
Matthew Kam, MILLE.org*

**or**

**promising new opportunities for reading  
and literacy?**





?

**some data about toilets**

***"The number of mobile subscriptions in the world is expected to pass five billion this year, according to the International Telecommunication Union.***

***That would mean more human beings today have access to a cellphone than the United Nations says have access to a clean toilet."***

**- NY Times, 6 April 2010**

**“Just as Sesame Street helped transform television into a revolutionary tool for learning among young children four decades ago, advances in mobile technologies are showing enormous untapped educational potential for today’s generation.”**

***- Joan Ganz Cooney Foundation Center at the Sesame Workshop***

**BBC Janala Bangladesh**  
**Nokia Nokia Life Tools India**  
**Pearson Mobiledu China**

**increasingly pervasive**

**increasingly powerful**

**increasingly inexpensive**



**increasingly personal**

**increasingly mobile**

**mobile**

**anytime anywhere**

*but can you really **read** on them?*

***Five of the top ten best-selling novels in Japan in 2007 were keitai shousetsu. These "cell phone novels" were originally written and published to phones via text messaging, for the most part by and for young adults.***



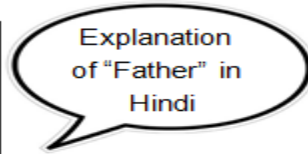
# South Africa

[Shuttleworth Foundation, Meraka Institute]

*isn't the screen **too small?***



***from Texas,  
a research question for adults***



# **MILLEE**

*mobile and immersive learning for literacy in emerging economies*

There are many definitions of the disability called dyslexia but no consensus. The World Federation of Neurology defined dyslexia as follows: dyslexia is "a disorder manifested by difficulty in learning to read despite conventional instruction, adequate intelligence and sociocultural opportunity." MedlinePlus, NLM and the National Institutes of Health (NIH), defines dyslexia "Developmental reading disorder, also called dyslexia, is a reading disability resulting from the inability to process graphic symbols." National Institute of Neurological Disorders and Stroke defines dyslexia "Dyslexia is a brain-based type of learning disability that specifically impairs a person's ability to read. These individuals typically read at levels significantly lower than expected despite having normal intelligence. Although the disorder varies from person to person, common characteristics among people with dyslexia are difficulty with spelling, phonological processing (the manipulation of sounds), and/or rapid visual-verbal responding. In adults, Dyslexia is a brain-based type dyslexia usually occurs after a brain injury or in the context of learning disability dementia. It can also be inherited in some families, and recent studies that specifically impairs have identified a number of genes that may predispose an individual a person's ability to read. to developing dyslexia." Some of the other published definitions are purely descriptive, while still others embody causal theories. From the varying definitions used by dyslexia researchers and organizations around the world, it appears that dyslexia is not one thing but many, insofar as it serves as a conceptual clearing-house for a number of reading skills deficits and difficulties, with a number of causes. Castles and Coltheart, 1993, described phonological and surface types of developmental dyslexia by analogy to classical subtypes of acquired dyslexia (alexia) which are classified according to the rate of errors in reading non-words. However the distinction between surface and phonological dyslexia has not replaced the old empirical terminology of dysphonetic versus dyseidetic types of dyslexia. The surface/phonological distinction is only descriptive, and devoid of any aetiological assumption as to the underlying brain mechanisms, in contrast the dysphonetic/dyseidetic distinction refers to two different mechanisms:— one relates to a speech discrimination deficit, and the other to a visual perception impairment. Most people with dyslexia who have Boder's Dyseidetic type, have attentional and spatial difficulties which interfere with the reading acquisition process.

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*but can you **write** with them?*



*aren't they **distracting?***

**banned  
in  
school:**

**India**

**~~Sri Lanka~~**

**~~South Korea~~**

**~~United Kingdom~~**

**Philippines**

**France**





*safety*  
*privacy*  
*inappropriate content*  
*poor eyesight, motor skills*  
*social exclusion*  
*text-lish*  
*equity*  
*costs*  
*standards*  
*content*  
*electricity*  
*mindsets*  
*cognitive neuroscience*  
*ethnography*

support for teachers



BridgeIT | text2teach

support for teachers

Tanzania, Philippines

**early days**

**“mobile phone”  
may be the wrong term**

**small  
portable**

**(phones are used for 'phoning' less and less)**

**since 1982, the price of data storage has fallen by a factor of 3.6 million, and "if this trend continues, and the cost of storage continues to decrease, we estimate that somewhere around 2020, all the world's content will fit inside an iPod, and all the world's music would sit in your palm as early as 2015".**



**on-going  
World Bank  
analytical and project work**

what is actually happening  
“on-the-ground”

**outside the classroom**

- \* What does this **cost**?
- \* What is the **impact** of these sorts of initiatives (and how should we measure such impact)?
- \* What useful implementation and procurement **models** are emerging?
- \* What **challenges** do these sorts of initiatives present for policymakers, and what are some useful policy responses?
- \* What **technologies** should we be considering?

To what extent -- and how -- do we need to re-engineer our education systems (teacher training, curricula, content, assessment) if we want to take advantage of such new opportunities?

*informed by* the ethnography of the learning (and reading)

***safety***

***privacy***

***inappropriate content***

***poor eyesight, motor skills***

***social exclusion***

***text-lish***

***equity***

***costs***

***standards***

***content***

***electricity***

***cognitive neuroscience***

***ethnography***

more information:

**Michael Trucano**

mtrucano@worldbank.org

**blogs.worldbank.org/edutech**

**worldbank.org/education/ict**