

THE SCHOOL AS A CATALYST FOR CHANGE

CEFPI ALBERTA CHAPTER 2012 SPRING CONFERENCE

school

- -a place or building used for instruction, learning and education.
- -a large number of marine animals of the same kind which are swimming or feeding together

catalyst :

- -a substance that speeds up the rate of a chemical reaction
- -someone or something that speeds up or brings about an event

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change:

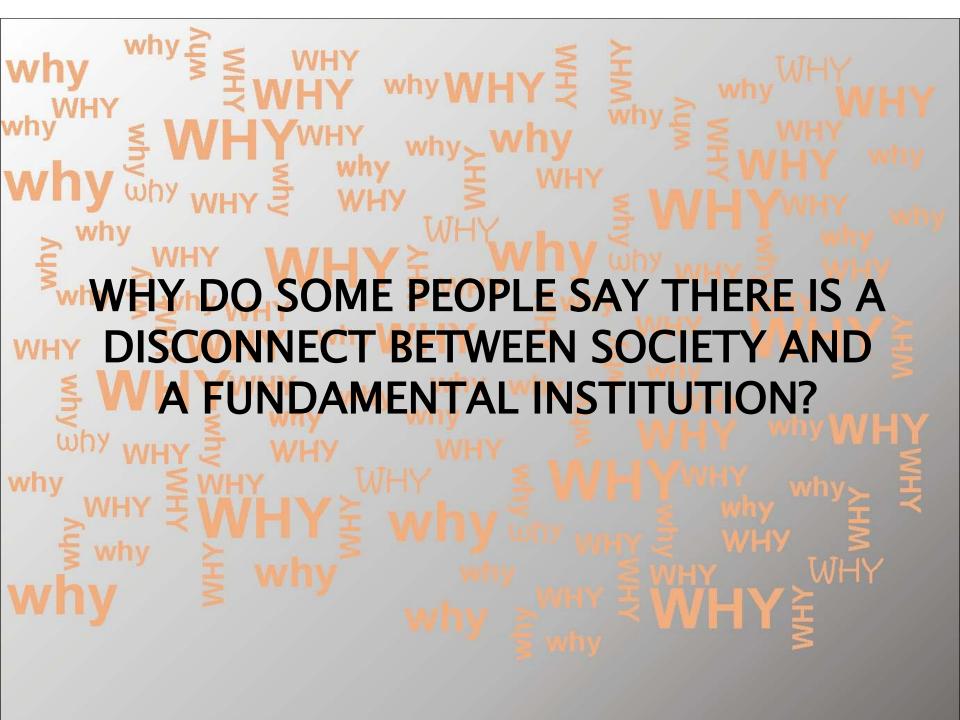
- -the act or process of substitution, alteration, or variation
- -absence of monotony; variety
- -something that is or may be substituted
- -something of the same kind but new or fresh

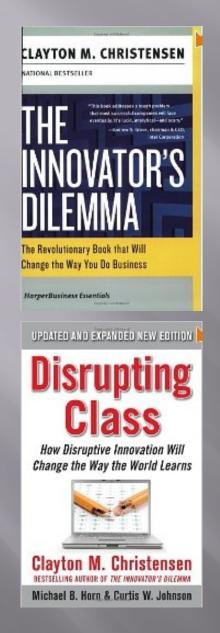
innovation:

-something newly introduced; new method, custom, device, etc...

Learning Environment THE SCHOOL AS A CATALYST FOR CHANGE Innovation

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Sustaining innovations fine tune

There have been instances when innovations have significantly altered the course of human existence

Disruptive innovations replace

How has the control (transmission) of information existed through history?

Two assumptions:

- information transfer has always involved interpretation
- information transfer has always been guarded by a power structure

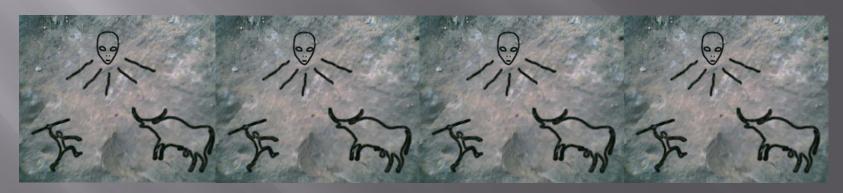
In the beginning:

Information was held by the *wise* people in the tribe. It was communicated through stories, dance, acting and rituals.

Knowledge survived through the power of individuals and their rituals.

At some point:

Information started to be transcribed onto surfaces, first as pictographs on rocks and cave walls.



With the creation of a written language:

Information was recorded on papyrus, linens and parchments.

Knowledge survived because of the skills of individuals that allowed them to create legacy artifacts.

With the invention of the printing press (1051 in China, or 1440 in Italy) mass production of printed material became possible.

Knowledge became available for public consumption (assuming financial and literacy barriers were not present).

Radio, television, film all expanded the audience for information. Events became real time experiences depending on transmission capabilities.

Until now producing and distributing knowledge required infrastructure and 'permission'.

The democratization of knowledge:

Computers and the internet provide instantaneous access to knowledge.

Anyone can receive, create and distribute knowledge – (subject to electricity, band width and political controls).

Social networks provided structures for participation with no limits imposed by geographic boundaries. Political structures still try to control the social networks with varying degrees of failure.



Where are educational institutions within this reality?

"Its all about the habits of institutions and the habitats they occupy"

http://www.youtube.com/watch?v=zDZFcDGpL4U

Under the factory model of education:

Teachers are the conveyor of information.

Students sit, listen and memorize.

From early grades students are stratified by age, social/economic circumstances, cognitive abilities, and other labels.

Under the social structure of education the academic route leads to success, the non-academic world to failure.

Teachers are a product of the factory model, they mirror their experience.

Accountability is structured on the factory model.

Did the factory model ever help people maximize their potential or was it a process devised to manage people?

How much of what we do today in the classroom and in the buildings we create supports people management?

Today:

All the facts being spoken:

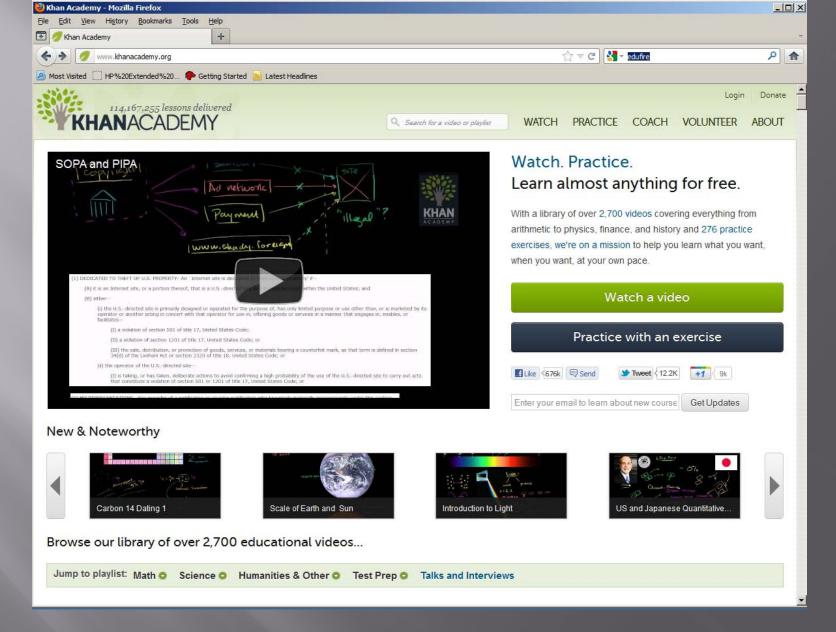
- are available on a personal electronic device
- may already out of date.

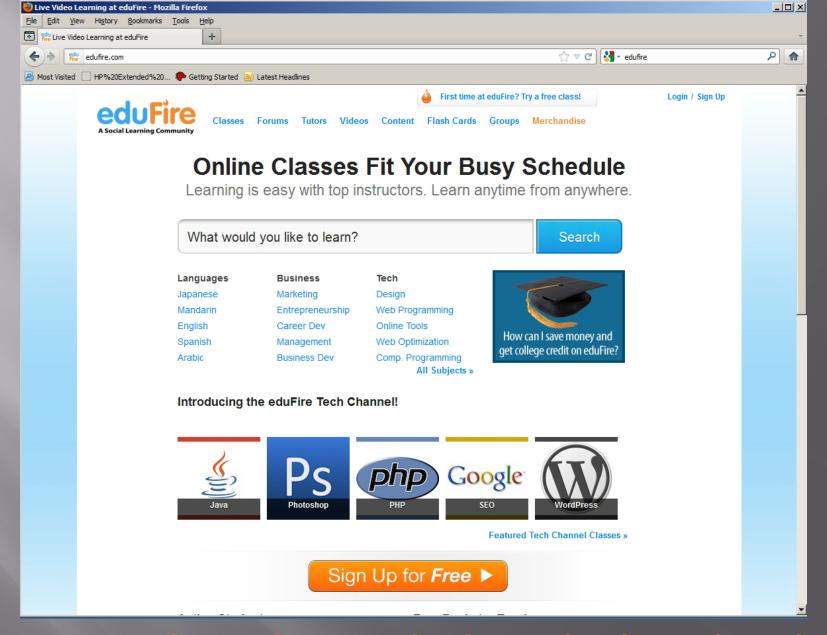
Memorization is no longer a measure of achievement.

Learners can participate synchronously in world events through their social media.

Learners can create and publish their own experiences.

Learners can participate when and where they are the most comfortable.





Today the person standing in front of the class is no longer the gatekeeper to information and experience.

To the digital native a person who does not have a relationship with the digital world ceases to be relevant (exist).

Where does the learning environment need to go?

- Client (learner)
- Content (curriculum)
- Service provider (teacher, administration)
- Accommodations (the place of school)

The digital native expects the learning environment to meet them on their terms:

- access to their networks
- access to technology
- ability to control the process and the environment
- "just in time learning", not"just in case learning"

The content must go beyond conveying knowledge and lead to:

- developing an understanding of the culture that created the knowledge
- developing the ability to create knowledge

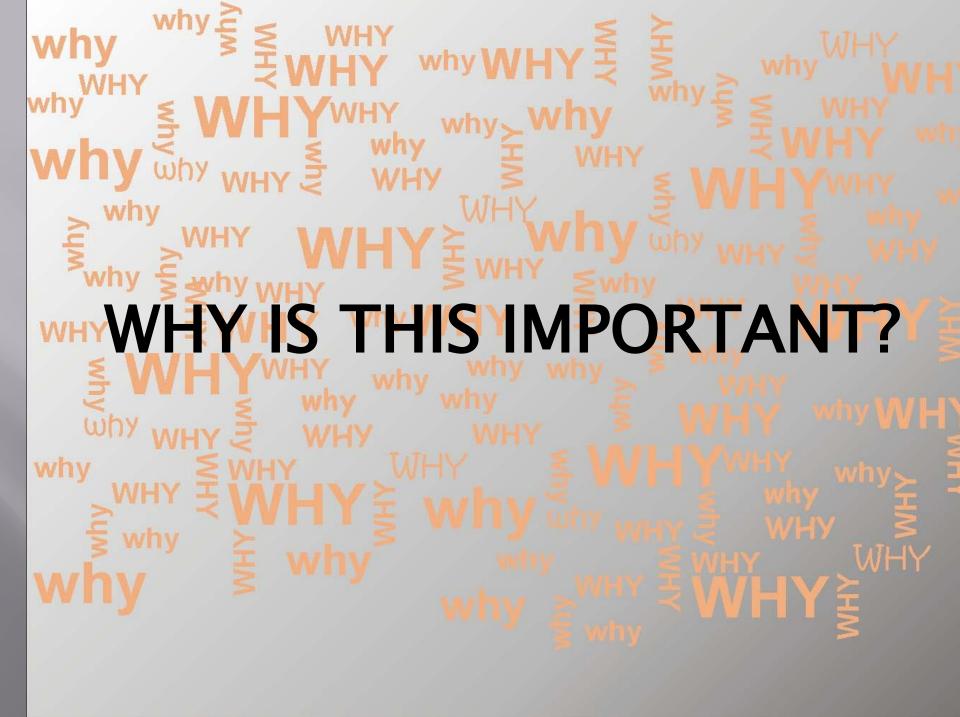
Service providers need to change their culture or risk becoming irrelevant

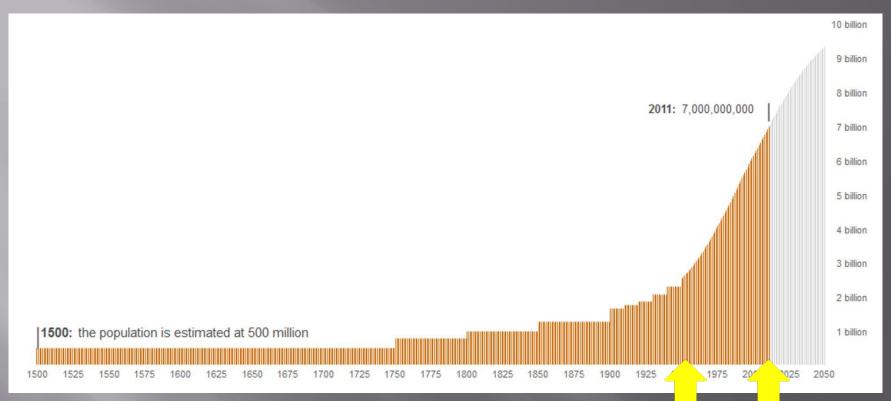
- support any path, any pace, any place, any time learning
- skills in teamwork and collaboration

The learning environment:

- Support anytime, collaborative and authentic learning
- Flexibility
 - rooms,
 - furnishings,
 - context,
 - hours,
 - connections

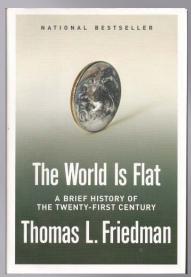
The school can enable and force the transition.



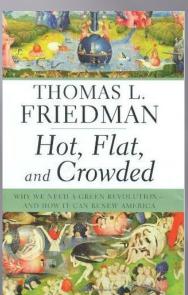


76,171,181,178th person born, 2,770,711,765th on the planet

83,235,694,846th person born, 7,008,843,914th on the planet

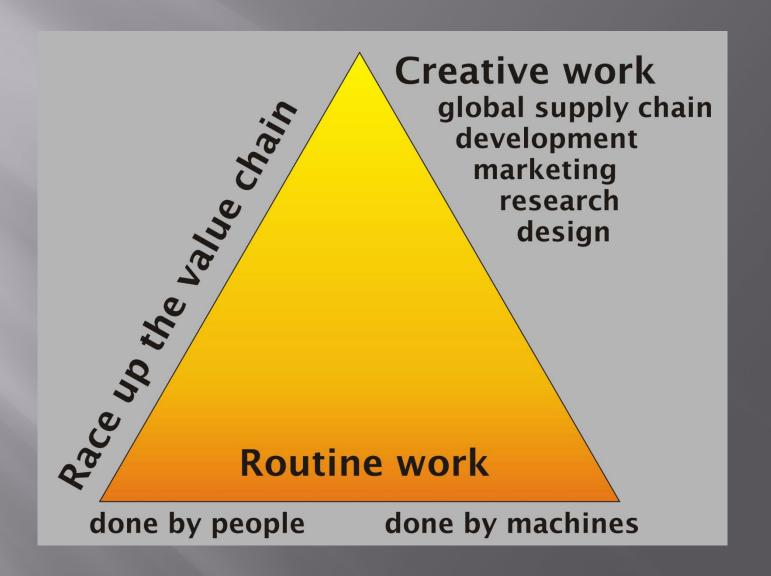


The internet has 'flattened' the world. There are no more advantages or limitations from geography or technology.



North American industries have exported the value-added part of industry to the developing economies. We are poised to become a new 'third world economy'.

UMUHHESMATES





RADIOLOGIST

LEGAL DISCOVERY

SECURITY MONITORING

TYPING

IMPERSONAL offshore

SURGEON

COURT PROCEEDINGS

POLICE SERVICES

TAXI DRIVER

PERSONAL not offshore (yet)

OECD VIEW OF NEEDS

Organization for Economic Co-operation and Development

SYNTHESIZERS
EXPLAINERS
VERSATILISTS
PERSONALIZERS
LOCALIZERS
INNOVATORS



A CHILD IN KINDERGARTEN TODAY WILL GRADUATE IN 2024

THEIR EMPLOYMENT CAREER WILL EXTEND TO 2076

