

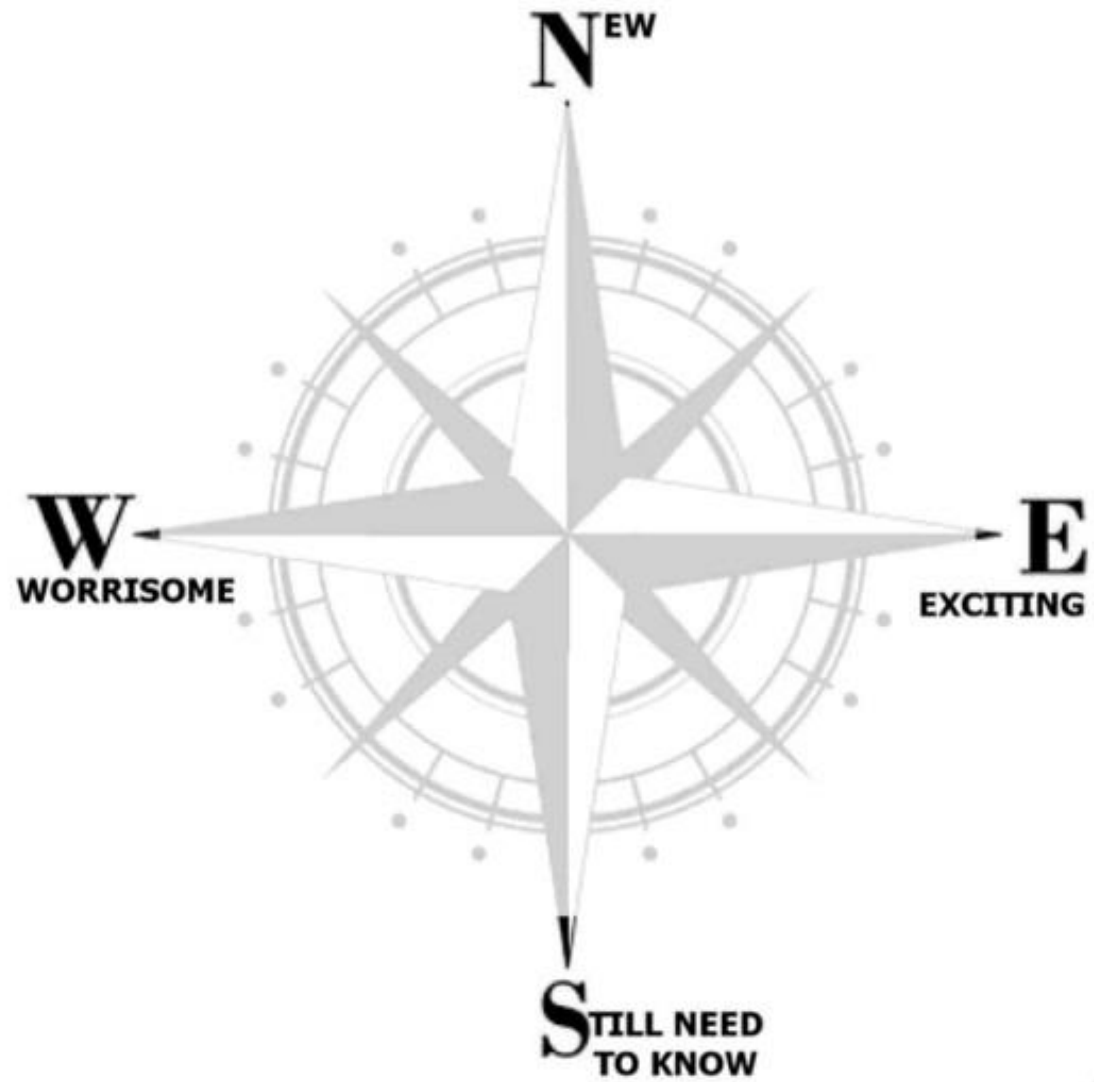
# Your Own Future CEFPI Alberta Chapter Annual Spring Conference

Edna Dach

<https://todaysmeet.com/CEFPI>



**<https://todaysmeet.com/CEFPI>**



# Our Digital World







Canadian Facebook users

(Inside Network)

19 Million



The average Facebook user has

338 Friends





websites for preschool kids

About 6,010,000 results (0.17 seconds) Go

84%

of Canadian children have  
some type of online  
presence by the time they  
are 2 years old

(Research Now)



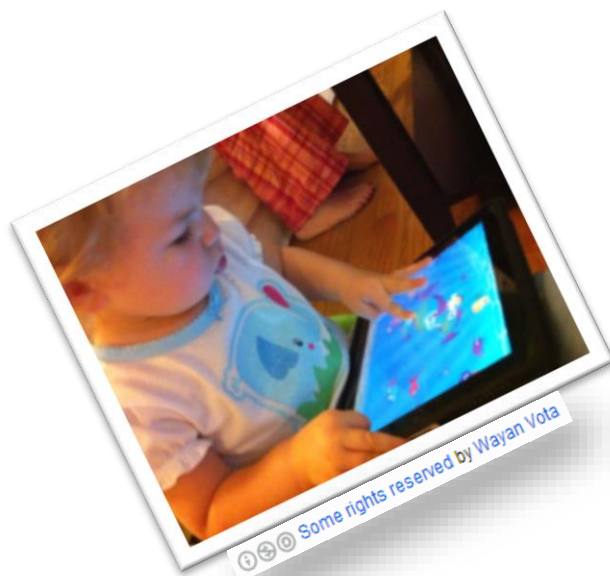


# 3,417

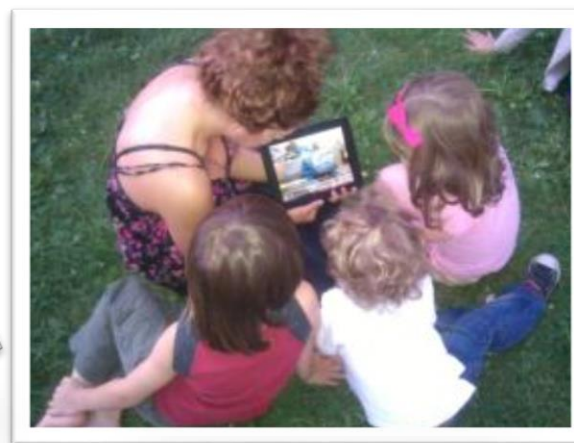
Average number of  
texts sent each month  
teens aged 13 to 17

# Percent of children who have ever used a mobile device to play games, watch videos, or use other apps

0-1 year olds  
10%



2-4 year olds  
39%



5-8 year olds  
52%



# Internet Use By Age

2-6 ➔



- Accept information at face value
- Don't always know right from wrong
- Active online
- Social networks target through toys (Webkinz)

<http://humanservices.alberta.ca/abuse-bullying/internet-savvy-text.html>

# Internet Use By Age

7-12➡



- Moral, self and gender identities develop
- Socialization moves out of home
- Want more independence
- Internet is fun
  - Download games, music and videos
  - Virtual environments (Neopets)

<http://humanservices.alberta.ca/abuse-bullying/internet-savvy-text.html>

# Internet Use By Age

13-17 ➔



- Seek information from peers and internet
- Social lives and online relationships are number one concern
- Instant messaging and texting
- Social networks are vital for communication
- Use Web lingo

<http://humanservices.alberta.ca/abuse-bullying/internet-savvy-text.html>



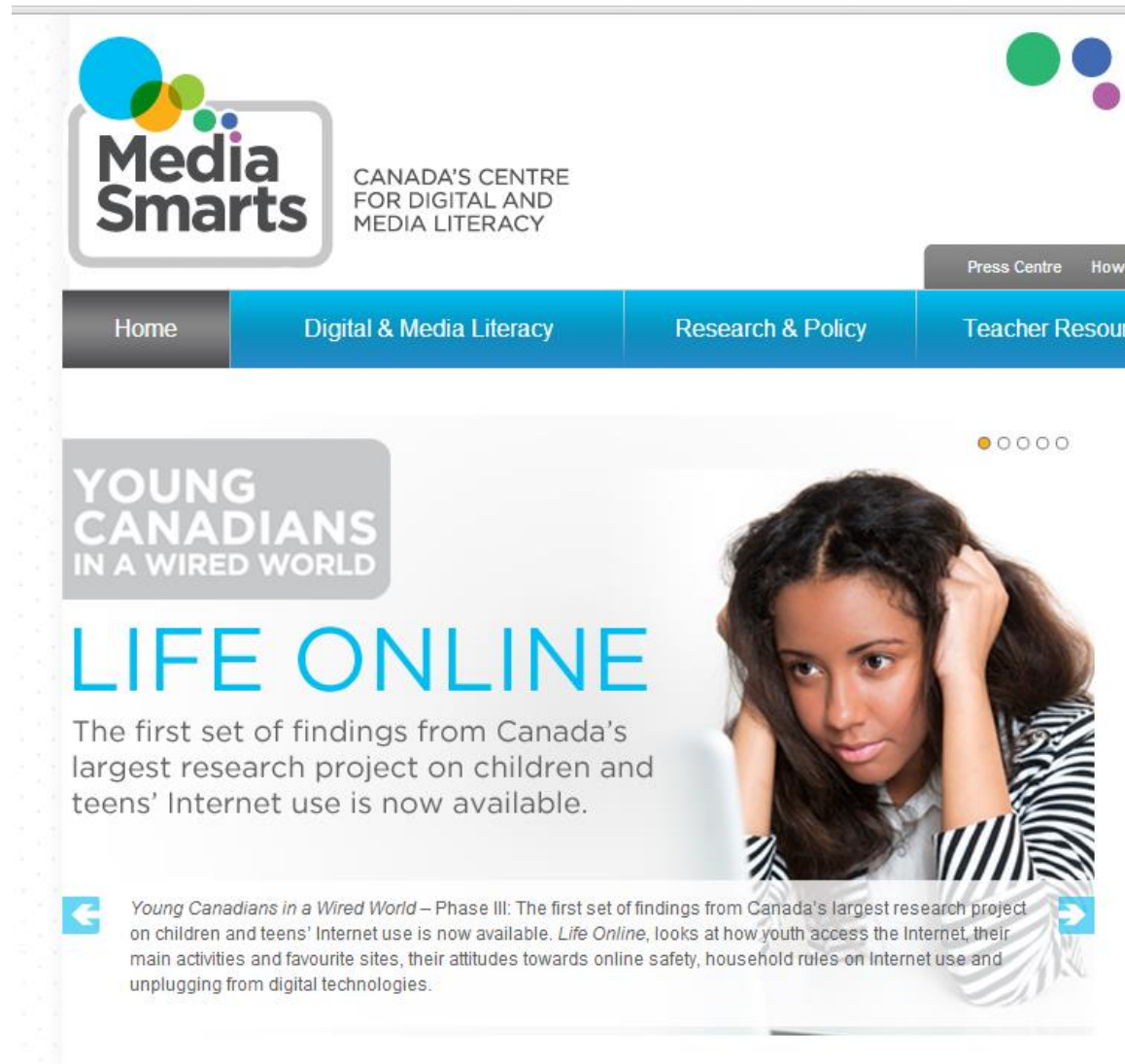
# *Life Online*

[www.mediasmarts.ca](http://www.mediasmarts.ca)



5,436 students

Grades 4 through 11,



# Online Access

- **99%** have access to Internet outside of school
- **Portable devices** used more than desktop computers to access the Internet
- **Cell phones and smartphones** are primary devices for going online



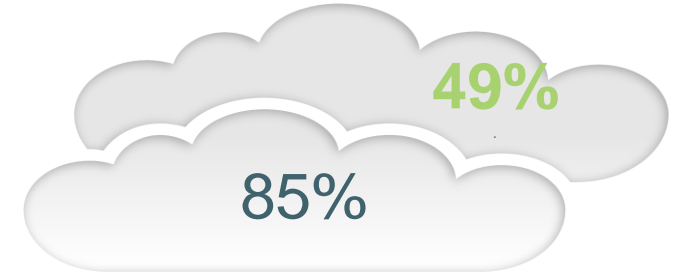
**99**/100  
students

**Access  
to the  
*Internet***

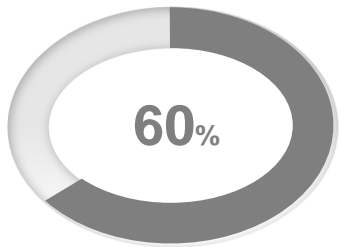
# Life Online

([www.mediasmarts.ca](http://www.mediasmarts.ca))

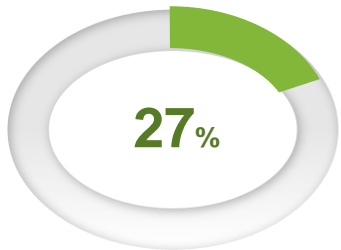
**What does  
online life  
look like for  
the average  
young  
Canadian?**



**Students in Grade 4 have  
access to their own cell  
phone or have access to  
someone else's on a  
regular basis compared  
to 85 % Grade 11**



**Boys access the  
net through a  
gaming console.**



**Girls access the  
net through a  
gaming console.**

# 7 of the top 10 websites

YouTube  
Facebook  
Twitter  
Tumblr  
Instagram  
Minecraft  
Hotmail





The Facebook logo, consisting of the word "facebook" in a dark blue, sans-serif font, centered within a white square with a subtle gradient.

facebook

2<sup>nd</sup> most  
popular choice



# Digital Citizenship

41%

teachers

45%

parents



# 39%



of students  
sleep with their  
own cell phone.

Life Online 2014

# Life Online

- Highly connected children
- Accustomed to online access
- Multiple platforms to choose from

[www.mediasmarts.ca](http://www.mediasmarts.ca)



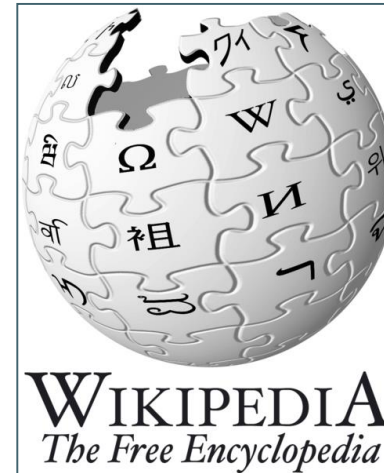
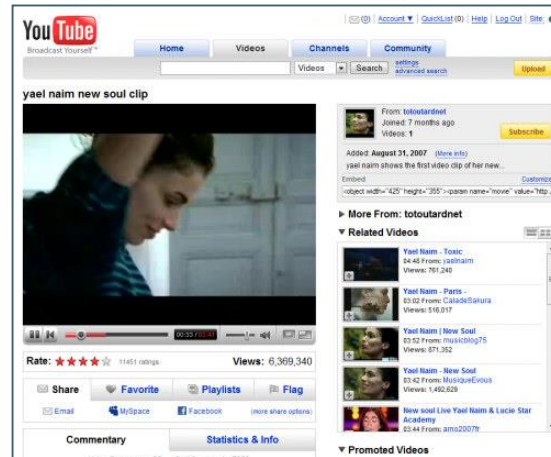


# THEN...



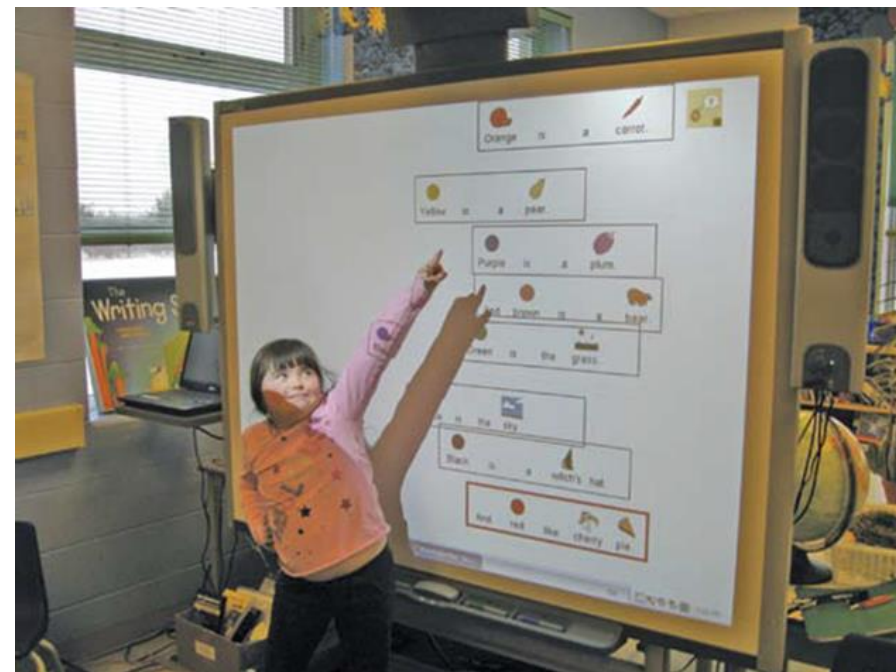


# AND NOW...?



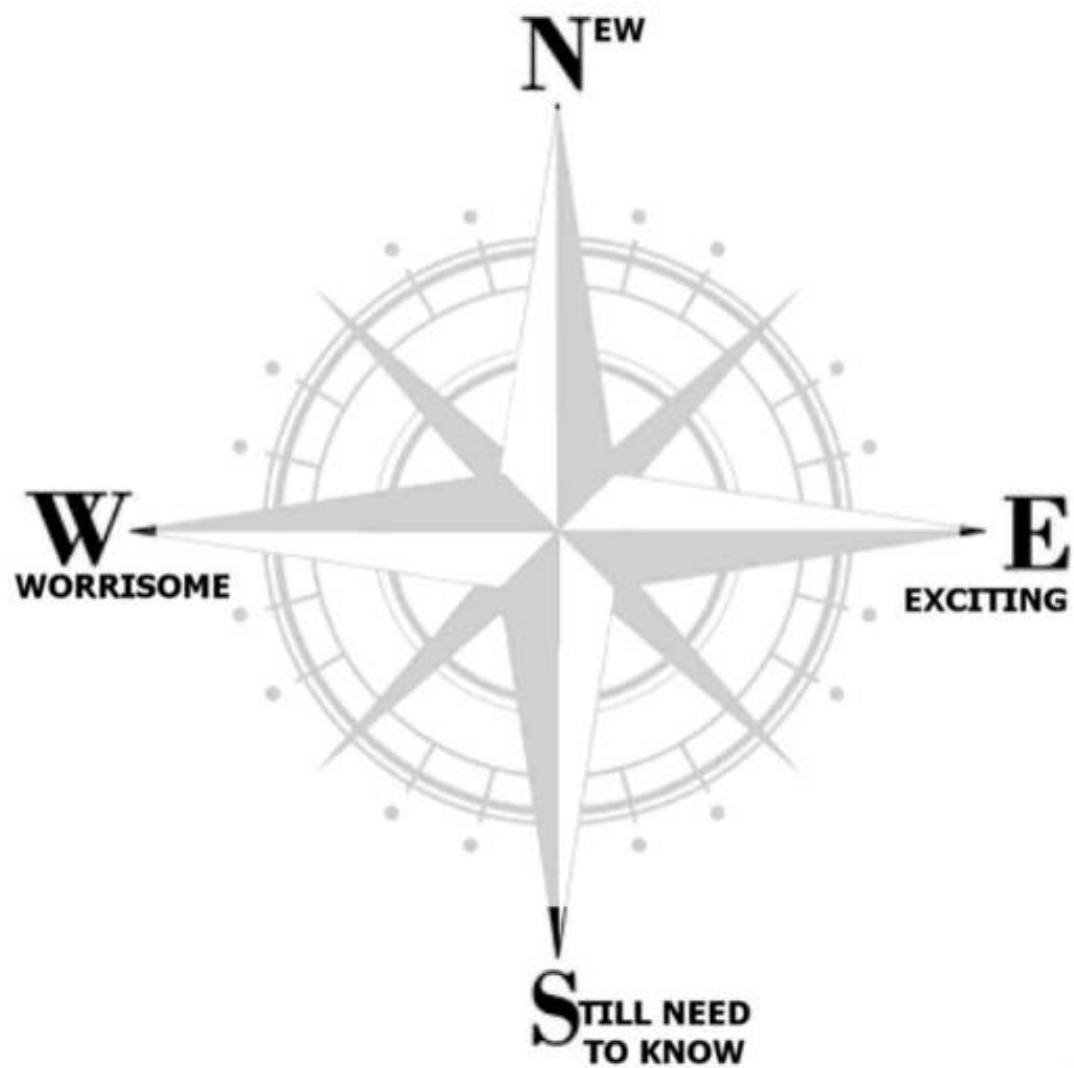
# Trends

- Personalization
- Mobility
- Cloud Computing
- Digital Resources



**So why does all  
of this matter?**





## INFORMATION/ LEARNING RESOURCES



## APPS



## APPLICATIONS



## DEVICES



## INFRASTRUCTURE





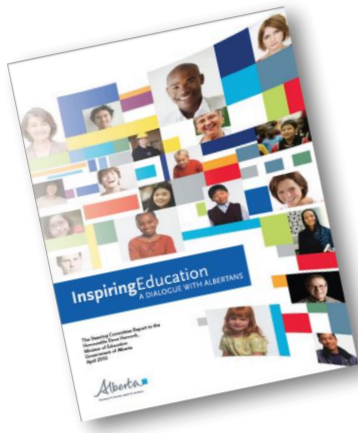


# The Graduate of 2030



***Inspiring Education***

**Engaged Thinker  
Ethical Citizen  
Entrepreneurial Spirit**



# *Inspiring Education*

**LESS** Focused on the school  
Centred on the system  
Focused on content  
Technology to support teaching

**MORE** Focused on education  
Centred on the learner  
Building competencies  
Technology to support the creation  
and sharing of knowledge

# Inspiring Education: Guiding Principles

Learner-centred

Shared Responsibility and Accountability

Engaged Communities

Inclusive, Equitable Access

Responsive, Flexible Approach

Sustainable and Efficient Use of Resources

Innovation to Promote and Strive for  
Excellence

*What are the implications of these principles when  
considering modernization of a school?*

# Technology to support the creation and sharing of knowledge

*But how do we get there?*

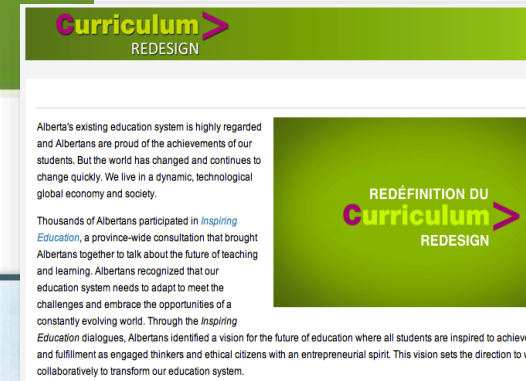
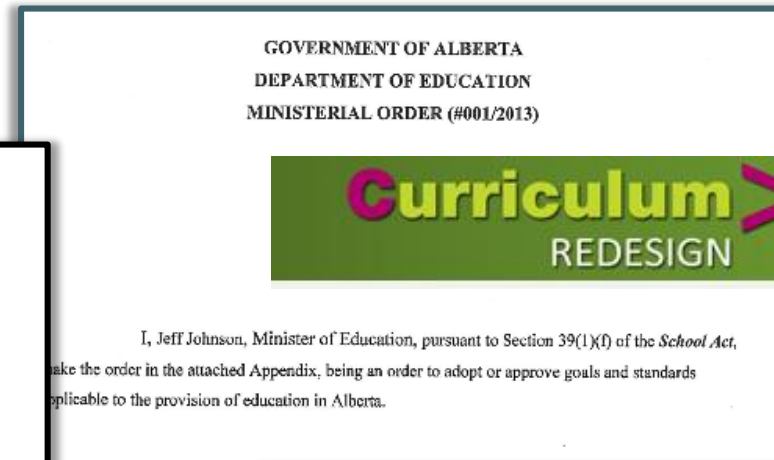
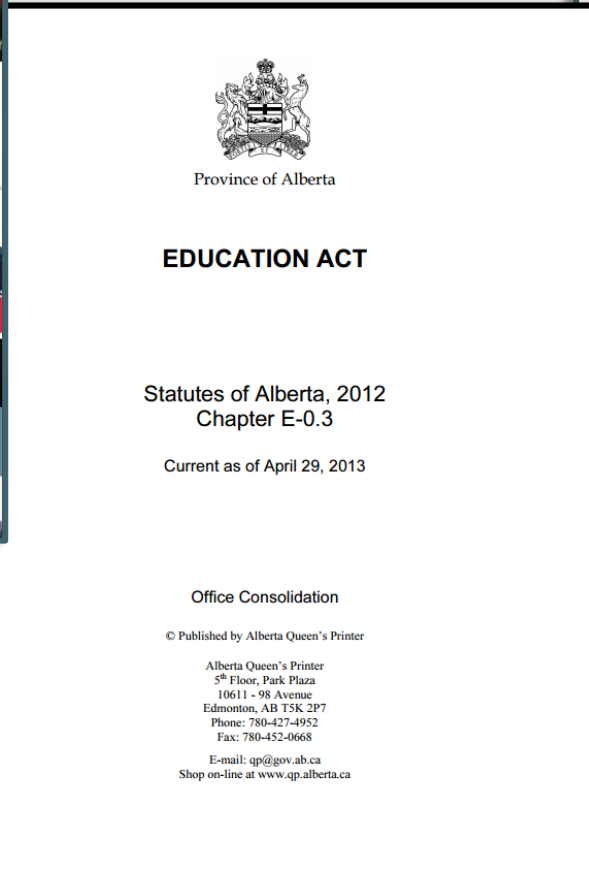
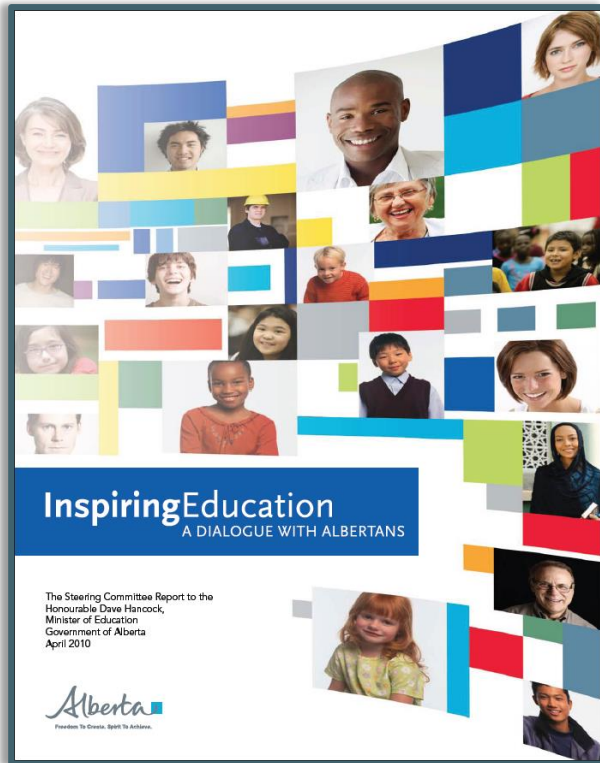




# *Creators of Content*



# Connecting the Dots ...





# 2013 Learning and Technology Policy Framework

Alberta  
Government





# What is a Policy Framework?

- A successful framework sets the direction and provides a compelling vision for the use of technology for learning and teaching
- It enables effective decision-making to address learning and technology policies, practices, and outcomes
- It enables a common foundation to evaluate and report progress toward achieving the desired outcomes.
- It is part of the ongoing dialogue between all stakeholders.



# Model for Consultation

STAC

1500 Voices





**Five Policy Directions form the core of the Learning and Technology Policy Framework. They are grounded in the vision of *Inspiring Education*.**



**Policy Direction 1:  
Student-Centred  
Learning**

Technology is used to support student-centred, personalized, authentic learning for all students.



**Policy Direction 2:  
Research and  
Innovation**

Teachers, administrators and other education professionals read, review, participate in, share and apply research and evidence-based practices to sustain and advance innovation in education.



**Policy Direction 3:  
Professional  
Learning**

Teachers, administrators and other education professionals develop, maintain and apply the knowledge, skills and attributes that enable them to use technology effectively, efficiently and innovatively in support of learning and teaching.



**Policy Direction 4:  
Leadership**

Education leaders establish policy and governance structures, cultivate innovation and build capacity within the system to leverage technology in support of student-centred learning and system efficiencies.



**Policy Direction 5:  
Access,  
Infrastructure and  
Digital Learning  
Environments**

All students, teachers, administrators and other education professionals have access to appropriate devices, reliable infrastructure, high-speed networks and digital learning environments.



# Student-Centred Learning



# Research and Innovation



# Professional Learning



# Leadership





# **Access, Infrastructure and Digital Learning Environments**

# The Future of Learning Resources



## TODAY'S MIX

CLASSIC TEXTBOOKS and  
PRINT RESOURCE MATERIALS  
with some digital content

*Amount of time?*

## TOMORROW'S MIX

PRIMARILY DIGITAL CONTENT  
with some print resources

## Provincial Resource Strategy Timeline



**Goal: To develop a Provincial Resource Strategy for K-12 Education**

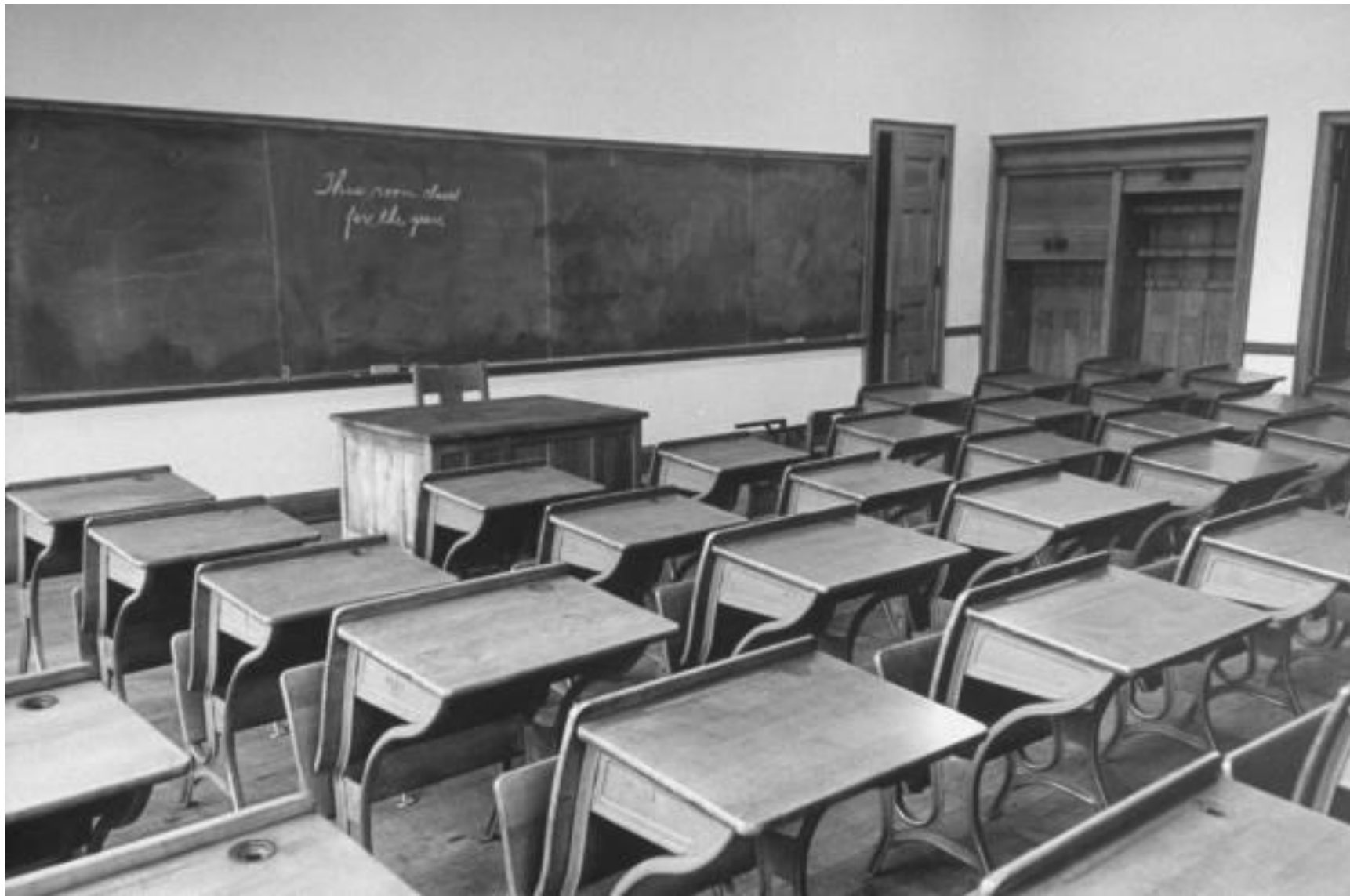




**What does it mean for you  
and your role in  
education?**

















# In student-centred learning environments:

Edyburn, 2012

CHOICE



ENGAGEMENT

ACCESS



CHALLENGE











## **What are you noticing about:**

☐ **Information.** Where and how we get information today?

☐ **Children and Youth.** The type of resources and activities that children and youth find compelling, relevant, and engaging?

☐ **Our Media.** Shifts in media in society? (e.g., text, audio, video, multimedia, interactivity,)?

☐ **Schools.** The evolving expectations of the schools (i.e., access, immediacy, currency, interactivity, etc.)?

**Given all that... how  
should we rethink  
school designs?**

Are you ready?





# From a student's perspective

- Personalization
- Mobility
- Cloud computing
- Digital Resources







# *Inspiring Education*

**LESS** Focused on the school  
Centred on the system  
Focused on content  
Technology to support teaching

**MORE** Focused on education  
Centred on the learner  
Building competencies  
Technology to support the creation  
and sharing of knowledge

# Our Future



# Questions

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[www.education.alberta.ca/LTPF](http://www.education.alberta.ca/LTPF)