Your Own Future
CEFPI Alberta Chapter
Annual Spring Conference

Edna Dach

https://todaysmeet.com/CEFPI
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Our Digital World
Canadian Facebook users

19 Million

(Inside Network)
The average Facebook user has 338 Friends
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

(The Nielsen Company, 2011)
Percent of children who have ever used a mobile device to play games, watch videos, or use other apps

<table>
<thead>
<tr>
<th>Age Group</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-1 year olds</td>
<td>10%</td>
</tr>
<tr>
<td>2-4 year olds</td>
<td>39%</td>
</tr>
<tr>
<td>5-8 year olds</td>
<td>52%</td>
</tr>
</tbody>
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(Commonsense Media, 2011)
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)

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)

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

Life Online

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

**Access to the Internet**
- 99/100 students

**Boys access the net through a gaming console:** 60%
**Girls access the net through a gaming console:** 27%

**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**
7 of the top 10 websites

YouTube
Facebook
Twitter
Tumblr
Instagram
Minecraft
Hotmail
2nd most popular choice
Digital Citizenship

45% parents

41% teachers
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
THEN...
AND NOW...?
Trends

- Personalization
- Mobility
- Cloud Computing
- Digital Resources
So why does all of this matter?
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?

How do we manage tradeoffs?
Technology to support the creation and sharing of knowledge

But how do we get there?
Creators of Content
Connecting the Dots ...
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

July – Sept. 2013
- Plan

- Circulate draft strategy for feedback
- Research and e-scan
- Engage and collaborate with internal and external stakeholders
- Compile feedback
- Develop draft strategy

- Circulate draft strategy for feedback
- Submit final strategy for approval
- Revise and Reaffirm
- Approve and Implement
What does it mean for you and your role in education?
In student-centred learning environments:

Edyburn, 2012

CHOICE

ACCESS

ENGAGEMENT

CHALLENGE
EXIT BUILDING
BEFORE TWEETING
ABOUT IT
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
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Our Future
Questions

Edna Dach
Edna.Dach@gov.ab.ca

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