WELCOME
The illiterate of the 21st century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn.

Alvin Toffler
Schools were designed for this…

but are now expected to do this…
SKILL CATEGORIES

Obsolete skills

Traditional skills

21st century skills:

• Problem solving
• Creativity
• Analytical thinking
• Collaboration
• Communication
• Ethics/ Action/ Accountability
digital citizen

- solution fluency
- creativity fluency
- collaboration fluency
- media fluency
- information fluency
WHY IMPLEMENT A 1:1 PROGRAM?
7 CAREERS OF THE FUTURE ~

• Healthcare
• Information Technology
• Alternative Energy
• International Law
• Content Creation
• Marketing
• Financial Analyst

http://www.salary.com/7%2Dcareers%2Dfor%2Dthe%2Dfuture/slide/16/
LEFT BRAIN

LOGIC
ANALYSIS
SEQUENCING
LINEAR
MATHEMATICS
LANGUAGE
FACTS
THINK IN WORDS
WORDS OF SONGS
COMPUTATION

RIGHT BRAIN

CREATIVITY
IMAGINATION
HOLISTIC THINKING
INTUITION
ARTS (Motor skill)
RHYTHM (Beats)
NON-VERBAL
FEELINGS
VISUALISATION
TUNE OF SONGS
DAYDREAMING
2011/2012 PREPARING FOR THIS JOURNEY

• PLCs deeper level of work
• Focus on High Cognitive Demand
• Homework Matrix
• Utilising the expertise of staff
• Professional Development for staff
• Whole School Approaches
• Infrastructure/ICT security systems
• Intranet
• Online assessments, Mathletics, Spellodrome, eduSTAR
2013 IMPLEMENTATION AND PREPARING FOR PROGRAM EXPANSION

• Up skilling of staff
• E-smart training and implementation
• Improved infer-structure
• More technician time
• Developing students skills in all Learning Communities
• AusVELS implementation, including explicit teaching of computer skills with Junior students
• School based consistent approaches being documented
HIGH COGNITIVE DEMAND
DIGITAL BLOOMS TAX
HOW MUCH TIME WILL THEY BE USED?

When and where it will enhance student learning
The eduSTAR software provides schools with standardised models, patterns, management practice and tools in order to deliver an effective mix of educational software and tools to enable teachers and students to access and embrace 21st century learning.
The broad range of applications cover:

- Animation
- Concept and Mind Mapping
- Digital video and image creation
- Drawing and painting
- Interactive curricular resources
- Logic and problem solving
- 3D modeling and game-making
- Presentation and multimedia tools
- Sound and music making
- Thinking skills
- Typing tutors
- Web authoring tools
- Writing tools

Over 80 applications available
Middle Learning Community

Kahootz

Encarta® kids

eduSTAR®
School Technology Architecture and Resources

Google SketchUp
IN 2013 THE MIDDLE LEARNING COMMUNITY HAVE USED THE 1:1 NETBOOK PROGRAM TO...

Communicate & Collaborate

Investigate

CREATE

CELEBRATE
Online and Virtual Spaces
Protocols & Practices

- Family Values
- Home Zone
- School Zone

Responsible Digital Citizens

Online & Virtual Spaces

School Values
ACER TRAVEL MATE B113
QUESTIONS?