4th Deans' Forum
Scaling up the Next Generation of Teachers Project

Microsoft Toolkit for Teacher Educator Institution

"Education is the most powerful weapon you can use to change the world."
— Nelson Mandela,
Former President of South Africa

Microsoft Education Vision

Empowering people

to realize their social and economic potential by enabling access to quality education experiences for all

through technology

Partners in Learning (PiL)

Is a global initiative that aligns to the MS Education Vision

Delivers on the Microsoft promise to transform education by **inspiring, identifying, sharing and scaling** practices and behaviors that improve learning outcomes

PiL aims to facilitate education change & transform education

Provide policy makers with resources to make systemic change
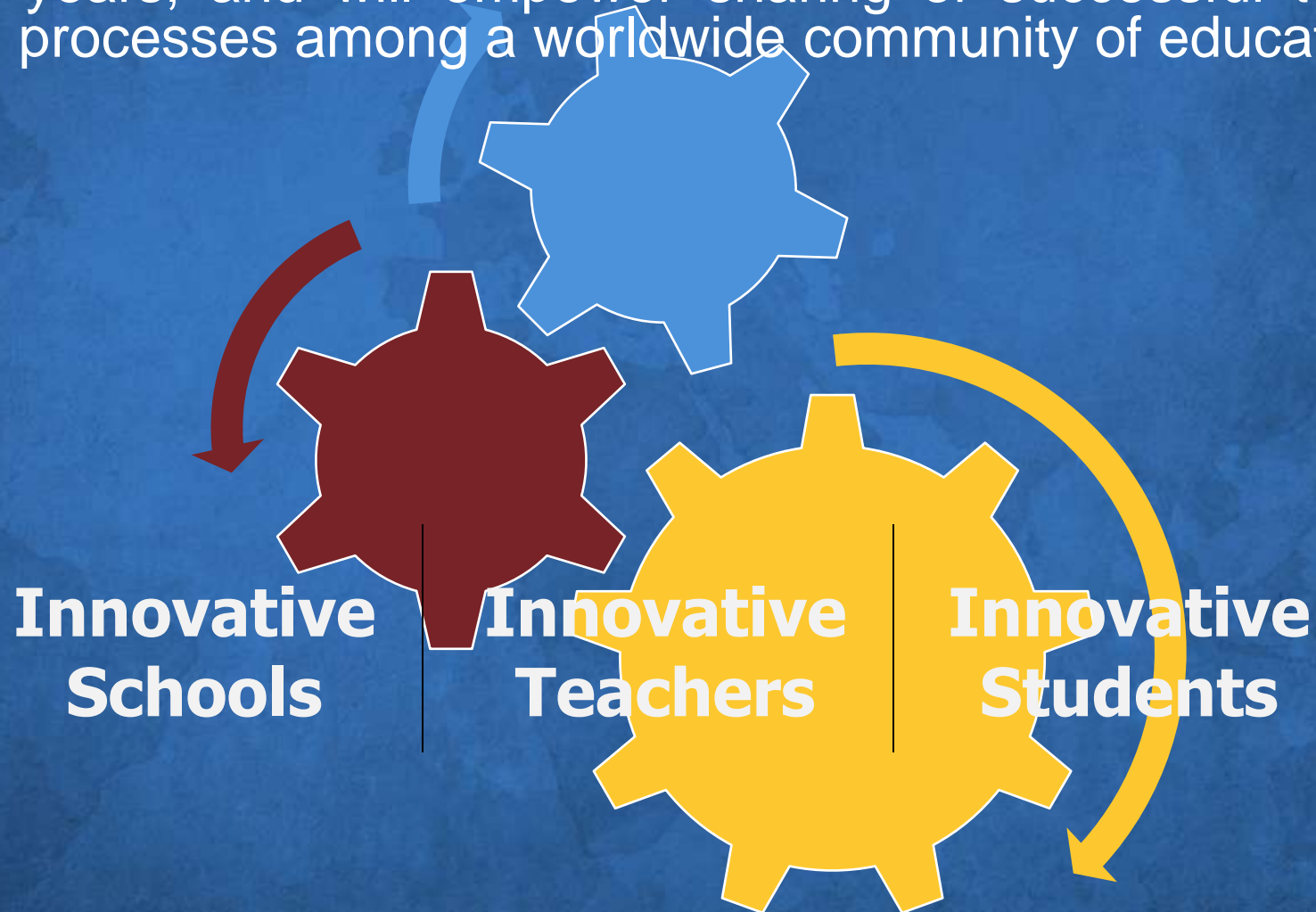
Increase technology access for schools

Provide education leaders with tools to envision, implement & manage change
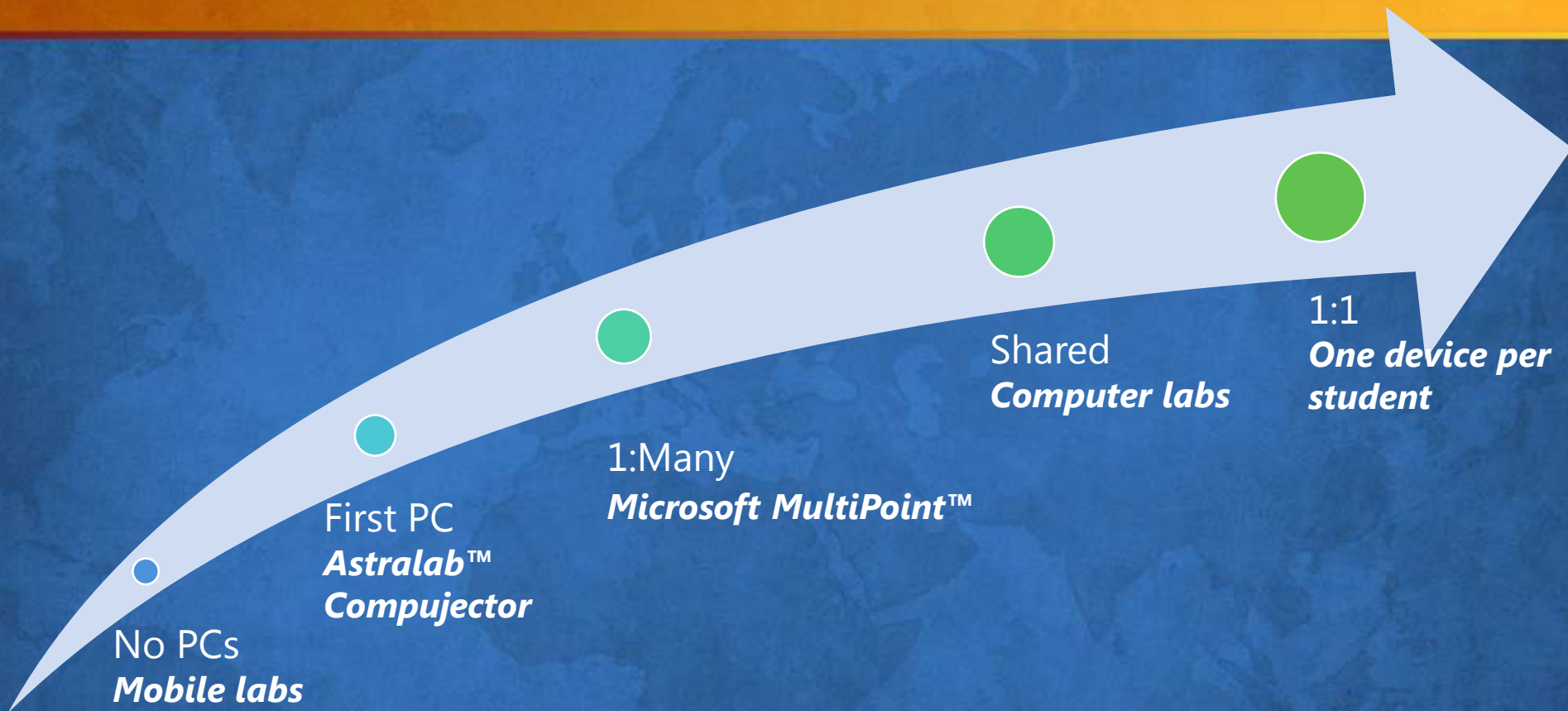
Foster innovative approaches to pedagogy

Provide teachers with differentiated professional development opportunities

Partners in Learning - Three Pillars

We will build upon the most effective programs of the past five years, and will empower sharing of successful tools and processes among a worldwide community of educators

Innovative Schools

Innovative Teachers

Innovative Students

A Continuum of Solutions

No PCs
Mobile labs

First PC
Astralab™
Compujector

1:Many
Microsoft MultiPoint™

Shared
Computer labs
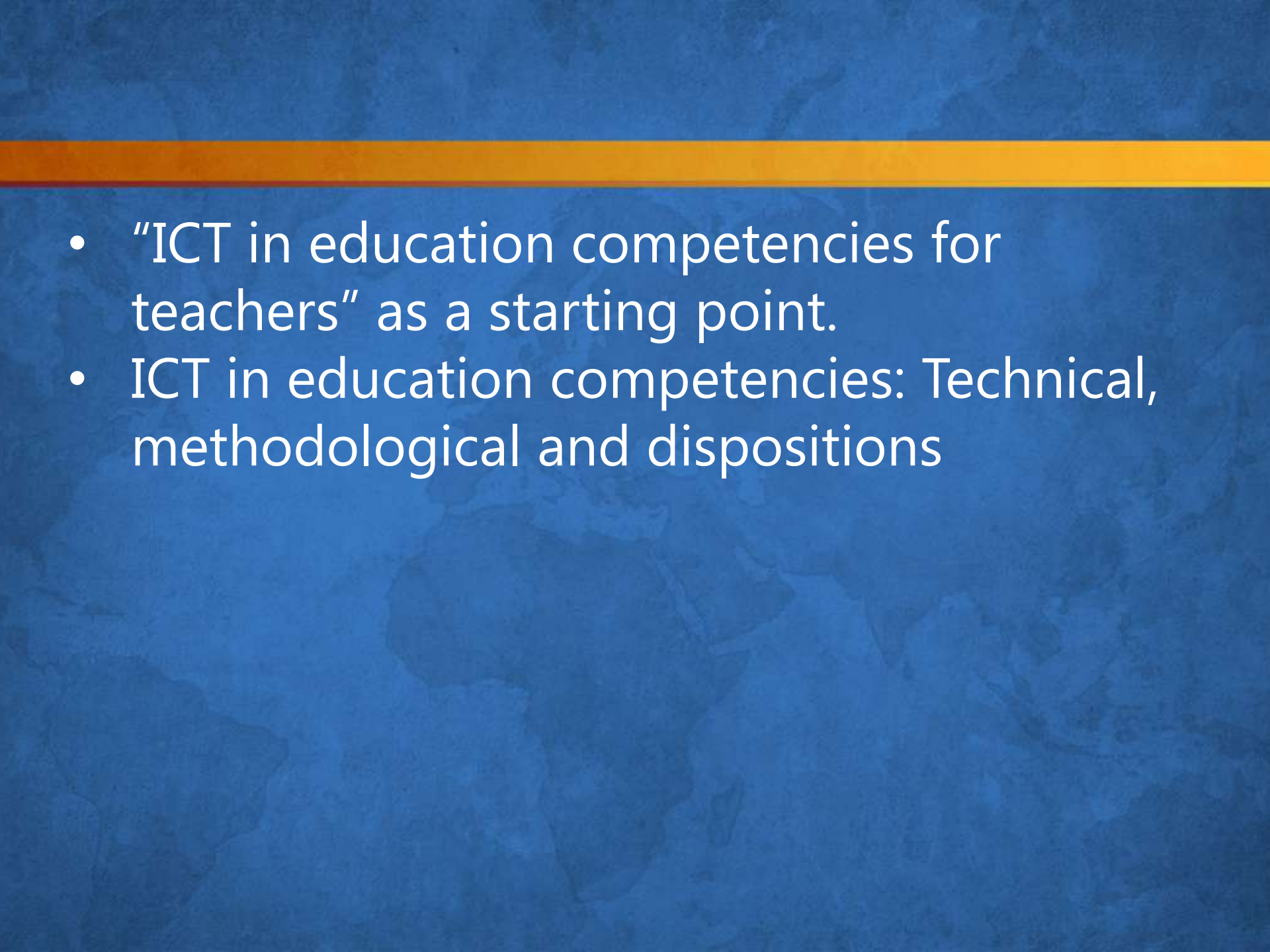
1:1
One device per student
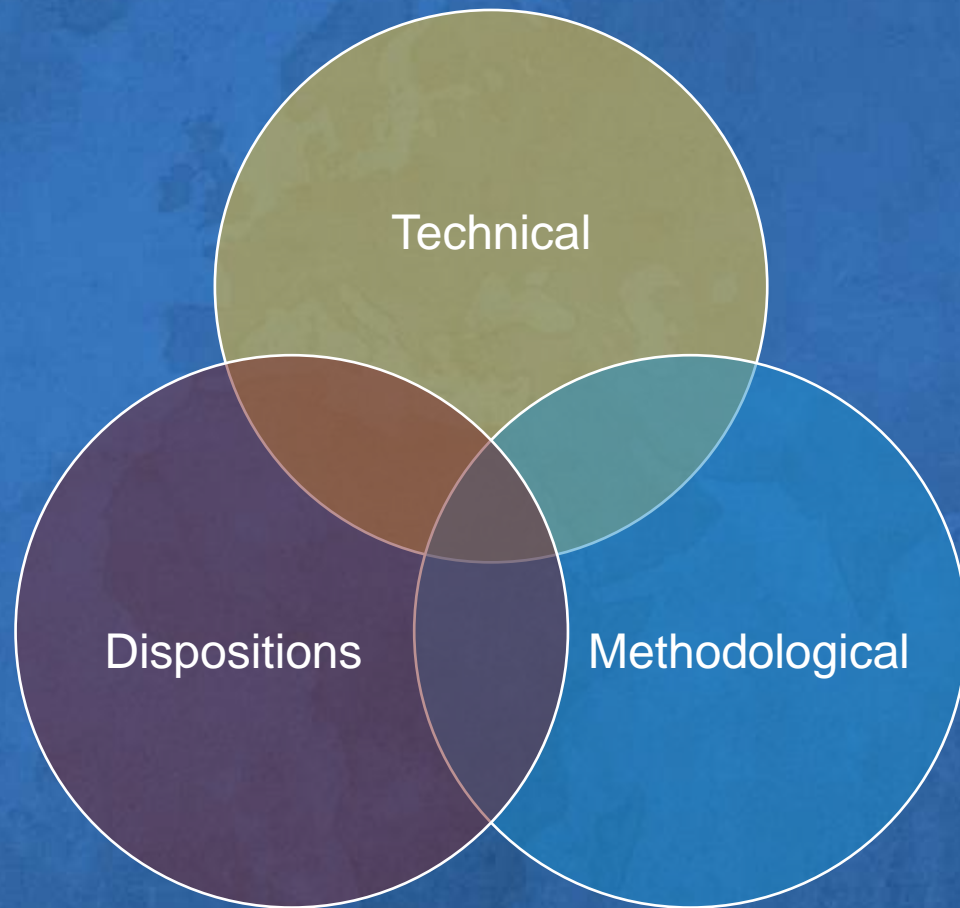
Resource for Teacher Educator Institute

- Toolkit for TEI

Purpose of Toolkit

- Provide a set of tools for the needs and situation analysis of the state of ICT use in teaching, learning and administration in TEIs.
- By doing so, the TEIs will be better positioned to develop a strategic plan (referring to long term planning towards the organization's vision & mission) to build their capacity for ICT integration in education.

- "ICT in education competencies for teachers" as a starting point.
- ICT in education competencies: Technical, methodological and dispositions

- **Dispositions** (reflection, willingness to learn and innovate, values, beliefs and interpersonal relationships);
- **Methodological** competencies (instructional planning processes, pedagogical knowledge, content knowledge, pedagogical content knowledge, classroom management, knowledge of students); and
- **Technical** competencies (communication tools, word processing, presentation tools, spreadsheet, web-publishing, social networking (Live Space, Facebook), desktop publishing, multimedia design and production, database, learning management, classroom management and content management systems).

Levels of Use of ICT in Education

- **Fundamental**: Awareness (productivity, to support existing practices) and Exploration (support teaching and learning of lower-level of thinking) – may consider the roles of teachers & students, & classroom activities

- **Proficient**: Infusion (complement selected lessons to support higher-level thinking) and Integration (provide rich context and design and implement experiences to develop higher-level thinking).

- **Innovative**: Expansion (Beyond classroom walls, support more authentic learning and problem solving) and Refinement (ICT pushes the boundaries of curriculum and assessment).

Rubrics for presentation tool for teaching & learning

Levels	Fundamental	Proficient	Innovative
Presentation Tools	Preparation and use of Powerpoint for presentation in teaching (multimedia, text, slide transition)	Preparation and implementation of student-centred learning package using Powerpoint as tool	Facilitation of students' construction of multimedia presentation
Technical	Basic features of Powerpoint	Advanced features of Powerpoint	Just-in-time teaching of Powerpoint competencies & basic troubleshooting
Methodological	Explain and pose questions	Plan and implement meaningful activities to engage students	Empower and facilitate/manage students' knowledge construction
Dispositions	Willingness to learn and use ICT	Willingness to change pedagogical practices & beliefs	Willingness to experiment & innovate

Rubrics for using social networking in teaching & learning

Levels	Fundamental	Proficient	Innovative
Social Networking Tools	Building and maintenance of personal profile on Live Space	Communicating and exchanging/sharing of files with students on Live Space	Creation of learning community that involves other stakeholders of the school and its community on Live Space
Technical	Basic features of Live Space	Advanced features of Live Space	Complementary use of Live Space with other ICT tools
Methodological	Planning and organising personal profile	Planning and organising Live Space for communication and sharing with students	Empowering and facilitating/managing students' collaboration among themselves and community
Dispositions	Willingness to learn and use ICT	Willingness to change pedagogical practices & beliefs	Willingness to experiment & innovate

Framework and Processes

1. Vision and Philosophy

2. Program: Curriculum, Assessment, & Practicum

3. Professional Learning of Deans and Teacher Educators

4. ICT Infrastructure, Resources and Support

5. Internal and External Communication and Partnership

6. Research & Evaluation

Resource for Teacher Educator Institute

- Toolkit for TEI

NEXT STEPS...

The Evolution of this Toolkit

Conceptualize

Construction & Co-construction

Pilot (Small Scale Implementation)

Fine-tune & roll-out (Large Scale Implementation)

Self-sustaining Community of Practice

Our Belief –
Partnering for Sustainable Results

Partnerships

- ✓ Government
- ✓ NGOs
- ✓ Academic institutions
- ✓ Local businesses
- ✓ IT industry

Communities

- ✓ Teachers
- ✓ Schools
- ✓ Leaders

Resources from Partners in Learning & other MS Education work groups

- Free curriculum
  - Digital Literacy
    - http://www.microsoft.com/about/corporatecitizenship/citizenship/giving/programs/up/digitalliteracy/eng/Curriculum.mspx
  - Peer Coaching
    - http://apac.innovativeteachers.com (need to sign up for an account; when logged in, you will be able to see a tab on "peer coaching")
  - Curriculum for Accessibility Reach in Education (CARE)
  - Integrating ICT skills into teaching and learning
  - School leader development: building 21st century schools
  - Learning to lead change: building system capacity
  - eStrategy Framework
  - Students' helpdesk

Resources from Partners in Learning & other MS Education work groups

- Free curriculum
  - Digital Citizenship & Creative Content (on IP rights, etc.)
    - http://www.digitalcitizenshiped.com/

- Live@edu
  - http://get.liveatedu.com/Education/Connect/Apps/

- Partner-developed program
  - MARVIN (animation tool)
  - http://www.marvin.com.au/

Email & URLs

- Contact
  - Cher Ping: c.lim@ecu.edu.au
  - Puay San: ngps@microsoft.com

- For more info on Microsoft's education programs, go to
  - http://www.microsoft.com/education/pil/partnersinlearning.aspx
  - microsoft.com/education
  - mseducommunity.com
  - microsoft.com/unlimitedpotential