A Constructivist Model of Teacher Training for e Learning in Knowledge Based Connected Society: I-CONSENT Initiative

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New perspectives of education

- Emerging knowledge based connected society
- Ever increasing impact of ICT
- Decade of educational transformation
- Pivotal role of Teacher

Reliable partner in learning: supporting, facilitating

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Complex Issue

- Huge number of teachers (5.2 M)
- Limited resources,
- Inadequate infrastructure
- Diversity, differences and disparities

Hence Tech-MODE model
I-CONSENT TE model

- Tech-MODE program for e learning
- Co-operative, collaborative, consortium approach to issues like QE4A.
- Developed, piloted and monitored
- 35 educators 6 universities 5 years
- I-CONSENT+MKCL+YCMOU - COL
B Ed. (e-Education) program:

Goals

- to develop L3 **community** of teachers for e-learning in a connected society.
- to enable teachers to **be reflective** professionals.
Six Roles : Six Courses

Course I: Nurturer of e-Culture

Course II: Change agent and Net worker

Course III: e-Learning Specialist

Course IV: e-Learning Resources Developer

Course V: e-Teaching-Learning Strategist

Course VI: e-Researcher and Evaluator
Identification of Roles and competencies

Identification of learning outcomes.

Developing learning situation to perform role

Assuming a focused role

Suggestive learning activities-group/ind

Providing learning resources (OERs)

Reflective assessment – Portfolio assessment.
Principles as practiced

Competencies as learning outcomes for the unit *Development of creativity*:

- Plan & carry out e-learning activities to cater to creativity of learners using Edward de Bono’s Six thinking Hats and principles of creativity
Learning Scenario

- to perform role, real life problem situation - focused role – providing context to learning

- Scenario 3: Catering to the creatives:
Problem situation

- How should Uma go about developing their creativity?
- Assuming focused role of Uma
- “being there” experience
- Doing it
Learning activities

- Role performance for problem solving
- Open ended Learning activities-group and/or individual, such as:
  - Design and plan at least five activities for development of creativity.
  - Carry out the plan for your students.
Scaffolding

- DCs and ePASS
- Personalized learning + group working, e culture

- OERs: PPT on Edward de Bono's Six thinking Hats
  - http://www.calstatela.edu/faculty/jpark/Six%20thinking%20hats.ppt
Processes

- Individual development in group
- Coop learning & collaborative working projects- mostly group activity
- Socially useful productive work (SUPW)
- Emphasis on reflective thinking - Reflection and improvement
Pilot experiences

Some indicators- positive impact:

- Better use of ICT- changed mindset
- Better reflection,
- e culture- caring and sharing
- Improvement felt by everyone
- Professional development experienced

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Innovative Features

- Futuristic perspective – “Next Now”
- Constructivist pedagogy
- Situated learning design
- Developmental objectives
- Tech-MODE strategy
- Learner Autonomy – RBL/OER support
Innovative Features

- No exam-CCE-Portfolio assessment
- Networked learning
- Continuous updating- periodic review
- Learning working developing together
- Co-creation-SUPW-Commonwealths
- Caring, sharing, cooperating Net Gen
Total Paradigm Shift

- behaviorist to constructivist pedagogy,
- content to context,
- imparting to knowledge creation
- inform to perform function.
- Lot of de-learning & plenty of re-learning
Thank You !!!

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