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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

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 <u>L3 community</u> of teachers for e-learning in a connected society.

- to enable teachers <u>to be reflective</u> 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

Course structure

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

- <u>"being there" experience</u>

- 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

- http://www.pda-training.com/documents/resources/SixThinkingHats.ppt

- http://en.wikipedia.org/wiki/Creativity

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

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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