

Raffles Apple Mobile (RaM)

Defining and Assessing Success in One-to-one Learning



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Apple Inc. (n.d.) *1 to 1 Learning: A Review and Analysis by the Metiri Group*. Retrieved from [http://sharepoint.niles-hs.k12.il.us/technology/tcsi/11 Computing/1 to 1 white paper%5B1%5D.pdf](http://sharepoint.niles-hs.k12.il.us/technology/tcsi/11%20Computing/1_to_1_white_paper%5B1%5D.pdf)

Churches, Andrew. (2009) *Bloom's Digital Taxonomy 3.01*. Retrieved from [http://edorigami.wikispaces.com/Bloom's+and+ICT+tools#Bloom's revised taxonomy and Digital Approaches](http://edorigami.wikispaces.com/Bloom's+and+ICT+tools#Bloom's+revised+taxonomy+and+Digital+Approaches)

Partnership for 21st Century Skills. (n.d.) P21 Framework. Retrieved from http://www.p21.org/documents/P21_Framework.pdf

Twenty-first century learning is at the confluence of three major influences: globalization, which increases global interdependence and competition; technology innovations that enable more engaged teaching and learning and provide 24 by 7 access to content and people; and new research on how people learn.

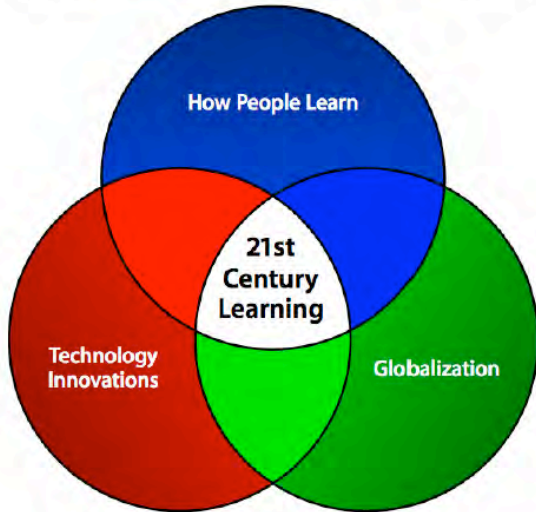
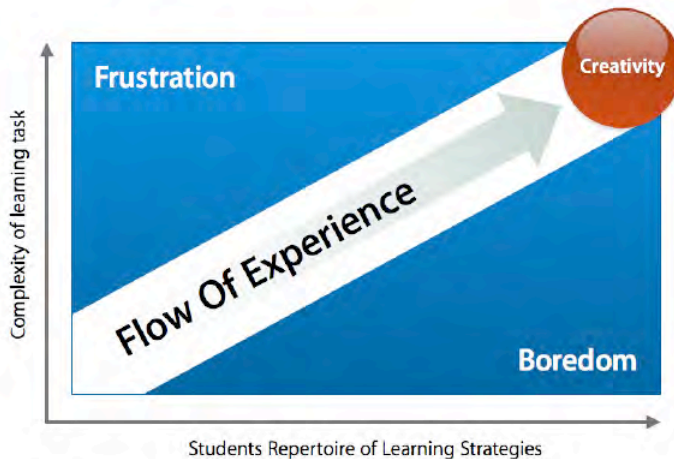


Figure 1: Three major influences on 21st century learning

There is another cornerstone concept that informs the ACOT² approach to 21st century learning and that is the concept of “flow.” “Flow” is learning with the volume cranked up, when everything is clicking just right. ACOT² believes that the most effective educators create opportunities for students to get into the flow—in the context of subjects and curriculum—by working with them to balance the complexity of the task with their current repertoire of learning strategies.



Source: Csikszentmihalyi, M (1996)

Figure 2: The flow experience in learning

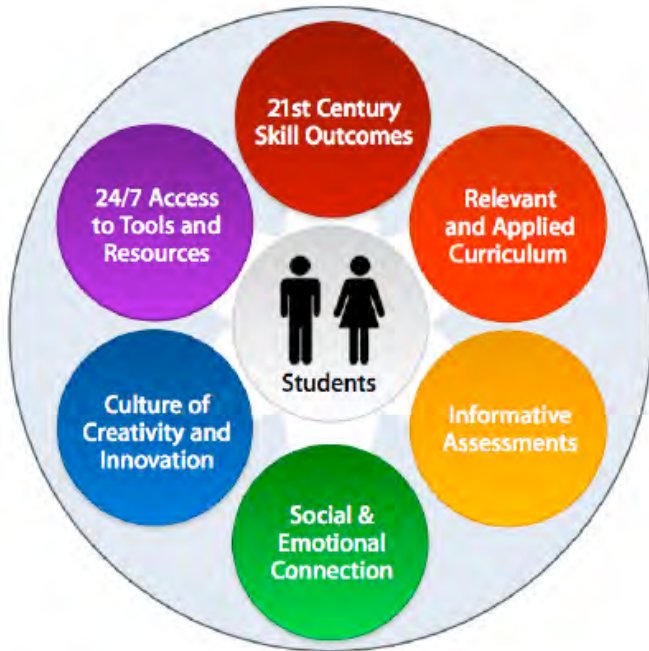
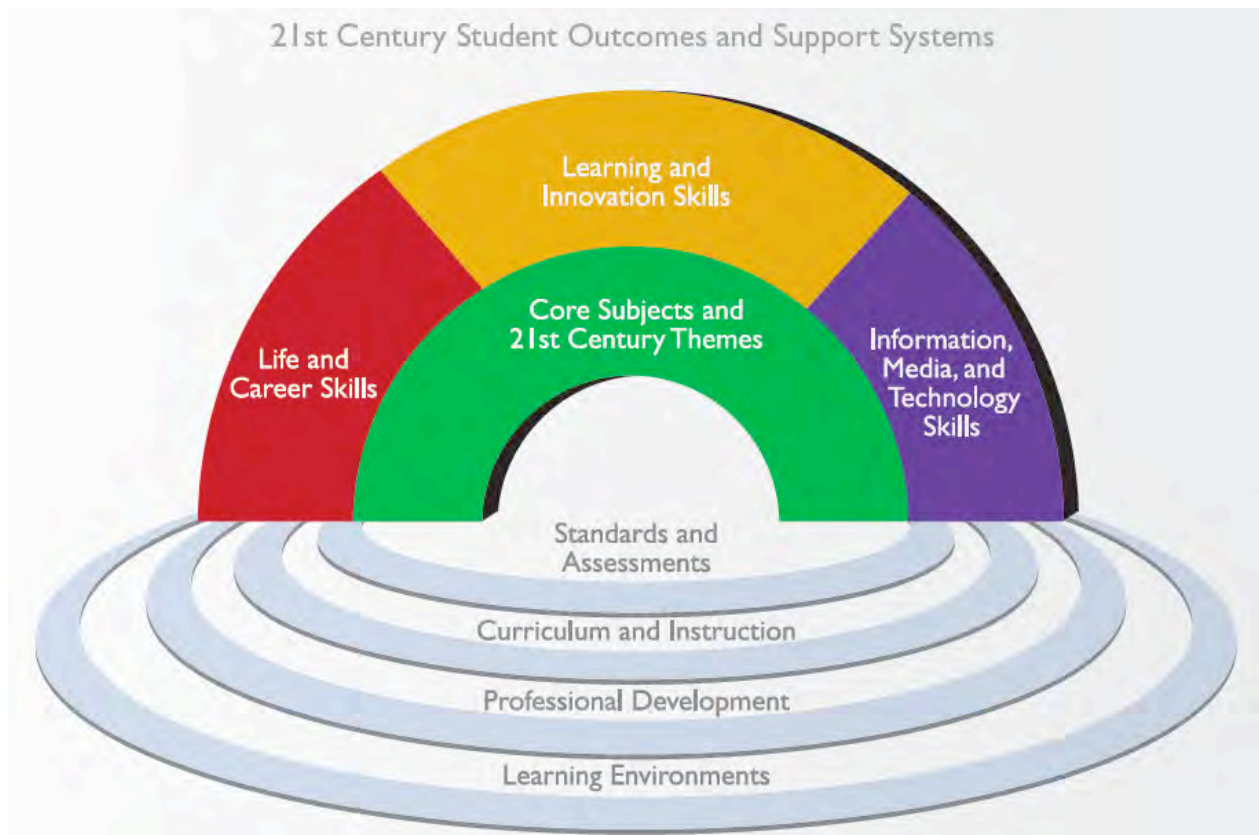
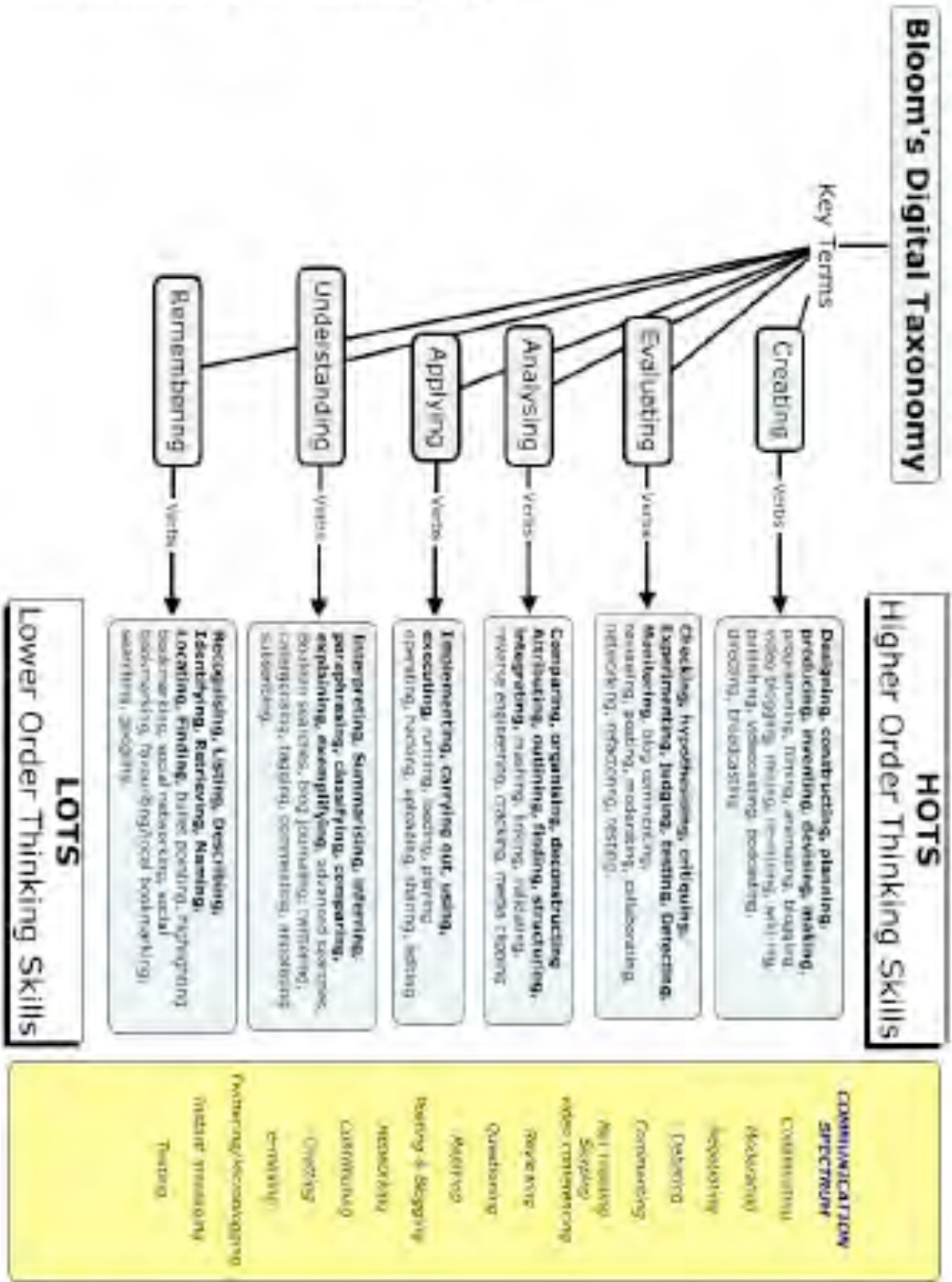


Figure 3: Six Design Principles



Bloom's revised digital taxonomy map



A Profound Transformation in Learning

What Is 1 to 1 Learning?

By definition, 1 to 1 learning involves one student, one computer, one interactive, personalized learning experience in a wireless environment with anytime access to the Internet. The reality is that 1 to 1 configurations in schools range from laptops checked out to all students 24/7 (24 hours per day, 7 days per week), to classrooms of students using wireless laptops available from mobile carts only during the school day. The most powerful learning from 1 to 1 is realized in the 24/7 configuration, guided by highly qualified teachers and informed parents/guardians.

Why 1 to 1 Learning?

All learning is highly personal. A laptop in the hands of each student builds on that concept. High-tech tools serve as an extension of the students' thoughts and learning process. They provide a place to explore ideas, research questions, test hypotheses, compose thoughts, and come to conclusions—in other words, to learn. Along the way, these tools serve as vehicles for social networking and authenticity, two highly effective accelerators to learning. Social networking via technology can connect students to a broad range of interactivity that sharpens and extends thinking and piques intellectual curiosity. 1 to 1 learning adds authenticity into the mix, enabling students to explore rigorous academic concepts in the context of the world around them. The result? A sense of power and confidence unleashed in students and educators through 1 to 1 learning.

Goals for 1 to 1 Learning

Different schools implement 1 to 1 learning for different reasons. In general, the goals driving most 1 to 1 computing initiatives fall into four categories:

- Improving Student Achievement
- Advancing Digital Equity
- Enhancing Teaching and Learning
- Strengthening Economic Development

A current challenge facing proponents of 1 to 1 learning is in defining success. While educators often cite goals other than student achievement, the formal evaluation of such projects is often based entirely on gains in test scores.

Indicators of Success

No question about it, test scores are important, but most stakeholders agree that they are no longer the only factor critical in the education of today's student. 1 to 1 learning provides a unique opportunity to broaden the dimensions by which student success is measured. Consider, for example, problem solving, critical thinking, visual and information literacy, communication skills, teamwork, and the quality of students' multimedia products. Multiple assessments to measure academic achievement, 21st century skills, and engagement provide new insights into the quality and intensity of student learning.

Results from 1 to 1 Learning

Research data, expert opinion, descriptive studies, and anecdotes from schools all lead to the same conclusions—1 to 1 learning can improve student achievement, advance digital equity, enhance teaching and learning, and strengthen economic development. This research base is only now emerging.

Further Reading

1 to 1 Schools Blog. <http://1to1schools.net/>

Berkshire Wireless Learning Initiative. <http://www.mcla.edu/BWLI/>

eSchoolNews. One to one computing: the last piece of the puzzle?

<http://www.eschoolnews.com/2010/02/11/one-to-one-computing-the-last-piece-of-the-puzzle/>

International Society for Technology in Education. ISTE Research & Evaluation.

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Apple Learning Interchange. Report on TxTIP. <http://edcommunity.apple.com/ali/print.php?itemID=11438>

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