

Personalising Learning

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Overview of Session

- (Brief) Presentation – 20 mins
- Videos of Innovative Projects
- Charter
- Groups discussion



About Futurelab

- Stimulate a culture of innovation in education for the 21st century
- Interdisciplinary – creative, education – practice/policy/research, industry – ‘think lab’
- Empirical research, experimental research, prototype development



Personalisation: Overarching Concept

The logic of education systems should be reversed so that it is the system that conforms to the learner, rather than the learner to the system

Meet the needs of the individual and increase responsibility and ownership for learning

The development of digital technologies may enable personalisation in ways that were not possible before



Why personalise?

- Better educational practice
 - Learners are different and have different needs
- Social, economic and technological change
 - No 'jobs for life' - Lifelong learning – learner responsibility
 - New jobs - responsibility, agency, creativity
- Changing views of learners
 - Active agents with knowledge, skills, interests
 - Capable of 'personalising' learning outside school using new technologies



Principles of Personalisation

- PL = new educational Philosophy
- Customisation of education – individual learning pathways
- Co-authored educational scripts
- **Not** individualised...but scaffolded, collaborative
- Learning from and with many – two-way knowledge exchange
- Greater learner choice – who with, how, what, when



Principles of Personalisation

- Greater 'real' voice for learners
- Learner empowerment
- Learner agency and responsibility
- Extending what learning can be – creating learning dispositions
- Building on 'funds of knowledge'
- Focus on knowledge (co)-creation
- Build on 'network logic' – move away from 19th century model



Some Futurelab Projects

- Savannah:
<http://www.futurelab.org.uk/showcase/savannah/index.htm>
- Racing Academy:
http://www.futurelab.org.uk/showcase/racing_academy/index.htm
- Space Mission:
http://www.futurelab.org.uk/showcase/space_mission/index.htm
- Mudlarking:
<http://www.futurelab.org.uk/showcase/mudlarking/index.htm>



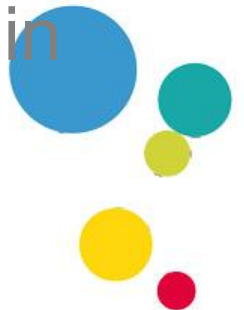
The Learners' Charter

- Seminar Series 2005
 - technology industry, policy, research and practice
- Charter used in UK schools and Local Authorities to stimulate discussion and planning
- Four key areas:
 - Choices
 - Skills and Knowledge
 - Learning Environments
 - Feedback
- Charter: <http://www.futurelab.org.uk/research/personalisation.htm>



In groups...

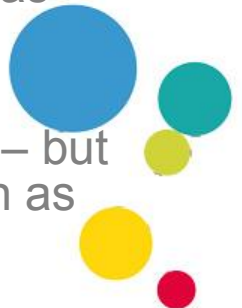
- Consider the charter and discuss:
 - which elements are you already enabling in your schools?
 - which elements could you achieve with little difficulty in your schools?
 - which would require managed change to achieve?
 - what role would digital technologies play in supporting these goals?



Barriers/actions/what's needed to progress:

Identified by participants of Seminar 1

- Policy Framework and Environment Required...
- Philosophy Required – student centred philosophy needs to be spelt out – policy makers and all education stakeholders should understand themselves to have obligations
- Goal and vision needs to be shared by all (including parents and others...)
- Specific system needs to be articulated to ensure all stakeholders have input ideas
- Professional Development required to support teachers
- Employers – how would they accept/understand student capacity – what does assessment look like in personalised environment?
- Would universities understand?
- Assessment – how should we do it if children very different? And how follow different pathways?
- Personalisation also has a long history – e.g. Montessori – children as 'researchers'
- Q – is there a suitable infrastructure in place?? How build this?
- Basic concepts need to be taught in order to support other subjects – but the personal experience of the student should be understood – seen as positive





www.futurelab.org.uk

For Racing Academy & Create-A-Scape
& all publications