

# Innovations in Teacher Development for the Knowledge Age

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# **UNESCO's Global Strategy in the Use of ICTs in Education**

The strategy focuses on the following main goals:

- ❑ Ensure wider access to and equal opportunities for quality education for everyone at all levels
- ❑ Harness the potential of ICTs for building sustainable, equitable and inclusive knowledge societies and for reducing the digital divide;
- ❑ Develop, collect, disseminate and share policy guidelines, models of good practice and resources aimed at enhancing the quality, cost-effectiveness and efficiency of ICT use in education.

# UNESCO's Educational Policies and Priorities in E-learning for Teacher Development

## Book:

*Teacher Development in an E-Learning Age:  
A Policy and Planning Guide*

# UNESCO: Education for All - 2015

## Challenges for teacher development

- The quantitative demand
- The qualitative demand

# The Quantitative Challenge: Global Teacher Shortages and Teacher Education

- ❑ The “Education for All” Global Monitoring Report 2002 estimates that a minimum of 15 to 35 million teachers will be required by 2015 (may be an underestimate based on the ravages of HIV/AIDS)
- ❑ Two-thirds of the world’s 60 million teachers live and work in developing countries
- ❑ Teaching is no longer viewed as an attractive profession
- ❑ Critical need to invest in teacher education

# **The Qualitative Challenge: Education for the Knowledge Society**

- ❑ Knowledge has become a principle force in social transformation
- ❑ Leaders of virtually all countries have professed their desire to transform their countries into learning economies and knowledge societies
- ❑ Reciprocal relationship between technological and social innovations
- ❑ Teaching for 21st century skills

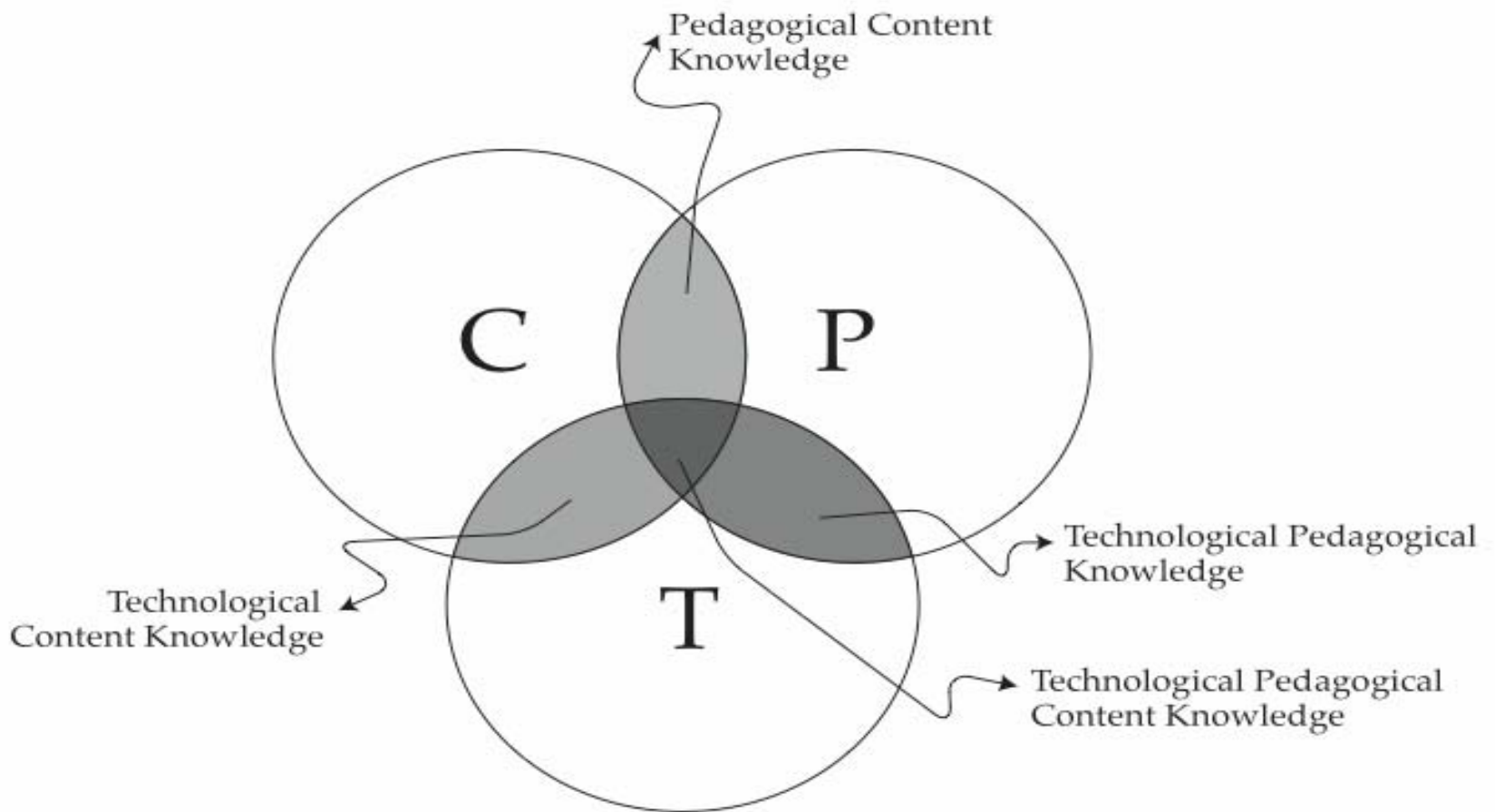
# Research: e-learning as a solution for long standing problems

- Improving teachers' domain-specific knowledge through new tools
  - Online materials (Fisher, 2003)
  - Web-based portals (Linn et al, 2004)
  - Simulations (e.g., Nunes et al., Sao Paulo)
  - Telementors (e.g., O'Neill et al, 2003)
  - Video cases of exemplary practices (e.g., <http://ikit.org/mvt>)
  - Interactive WWW technologies (e.g., collaborative blogs, Wikis)

# Research: e-learning as a solution for new problems

- Innovation in teacher education to prepare teachers to design creative curriculum for teaching students 21<sup>st</sup> century knowledge and skills (e.g., collaboration, team work, creative problem solving, leadership, high levels of literacy, working with knowledge)
- Integration of pedagogical content knowledge and technology





# Essential Conditions for E-Learning in Teacher Development

- ❑ Shared Vision (stakeholders)
- ❑ Access (MIT - computer)
- ❑ Skilled Teacher Educators (model new approaches for learning)
- ❑ Professional Development (lifelong learning)
- ❑ Technical Support (ongoing)
- ❑ Content Standards and Curriculum Resources (explosion of information - teacher not the main source)
- ❑ Teaching for Deep Understanding (new approach for teaching and learning)
- ❑ Assessment (formative and summative)
- ❑ Support Policies (time, incentives)

# Our Approach

- ❑ Ecological approach to the study of change: The concept of information ecology as “a system of people, practices, technologies, and values in a local environment” (Nardi & O’Day, 1999, p. 49)
- ❑ Pioneers’ and early adopters (Rogers, 1995)
- ❑ Research results (multiple teaching approaches and research methodologies for the seven continents)

**Professional  
(CoP): Knowledge  
building,  
reflective**

**Enriched: Within  
a course or  
programme**

**Little or no human  
communication**

**Communication**

*Networked  
Communities*

*Hybrid (Extended)  
Courses*

*Online (Distance)  
Courses*

*Information  
Repository*

**Content**

**Content not  
organized for  
instruction**

**Pre-structured  
content, within  
a course**

**Co-constructed  
content and  
meaning**

# Information Repositories

- ❑ Quick development
- ❑ Inter-changeability
- ❑ Individualized learning

## Concerns

- ❑ Access to high quality, culturally relevant content
- ❑ Not used even by those who create them

# Online courses

Participate in the course using the Internet and the Web

Content pre-structured by the teacher

Some communication with the teacher

Communication with peers via e-mail or other communication tools that may be embedded within the Web environment

Content Management Systems

# What is a Hybrid Learning Environment?

- Students use online resources and tools and also meet face-to-face on campus as members of the same class or program
- The Web has become the technology of choice
  - Electronic versions of lectures, handouts, learning assignments, exemplars and/or artifacts, links to supplemental learning resources
  - Tools for collaboration, discussion, and joint problem solving

# Why Is Hybrid Learning Important?

## ■ Time

- Flexibility, savings, convenience
- Extended opportunities for engagement

## ■ Twenty-first century skills

- Exchanging real-time data
- Deliberating alternative interpretations
- Using collaborative tools for progressive problem solving

## ■ Emphases from learning sciences on

- Learners and learning
- Knowledge
- Assessment
- Community



# How Hybrid Learning Environments Work

- The integration of domain-specific knowledge and pedagogy with technology
- The transformation of pre-service teachers' beliefs about learning and teaching
- The conduct of learning in real-world contexts

# **The Web-supported teacher educator's classroom**

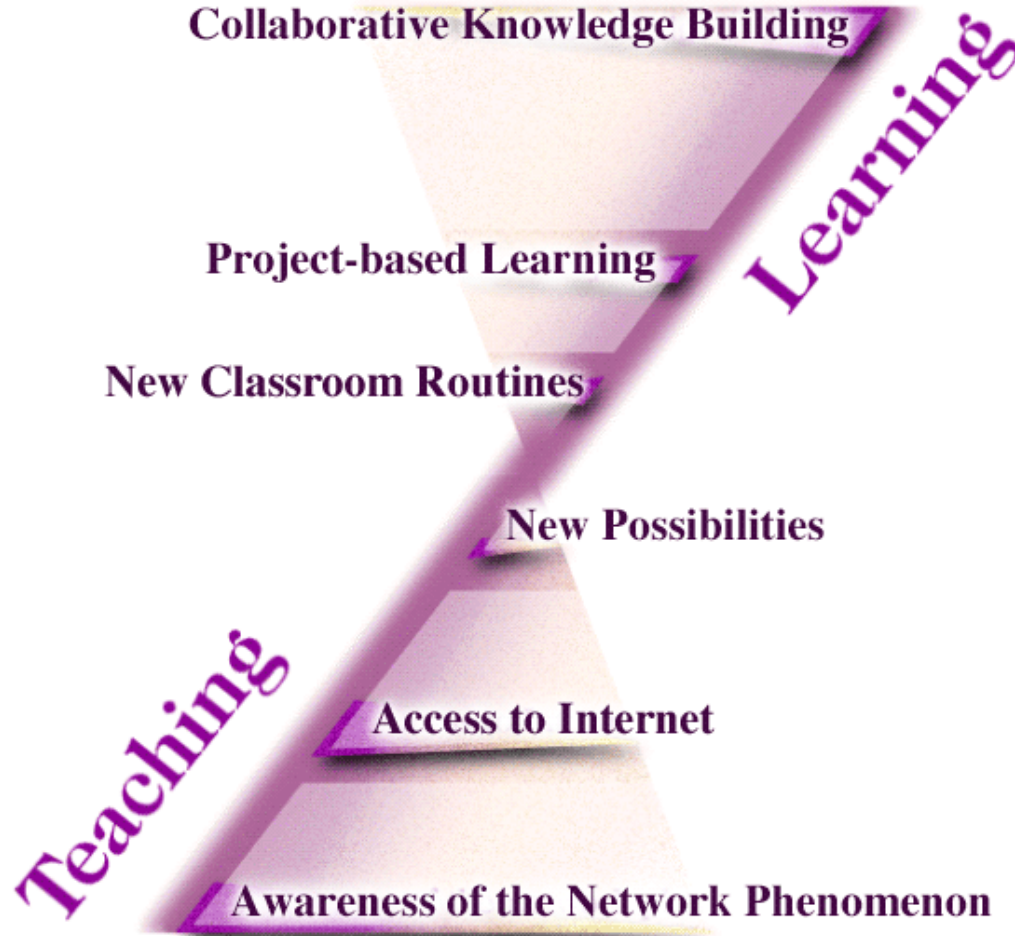
- Learning materials put online are dynamic
- Learning contexts are linked
- Discourse extends beyond the walls of the classroom
- Teacher educators uncover the potentials and challenges of pre-service teachers interacting online for reflection purposes
- Teacher learners become online contributors to school learners' and to their peers' learning

# Requirements

- Network Access
- Visioning and resource allocation
- Faculty Awareness and Support
- Student Recruitment
- Retention and learner satisfaction

# Teacher Networked Communities

- ❑ Webs of relationships growing from computer-mediated conversations
- ❑ A group united by a shared sense of purpose, concerns
- ❑ Teachers who share a common connection  
(e.g., teachers working in the same school or district)
- ❑ Teachers who differ in certain ways  
(e.g., teachers in different geographical locations)



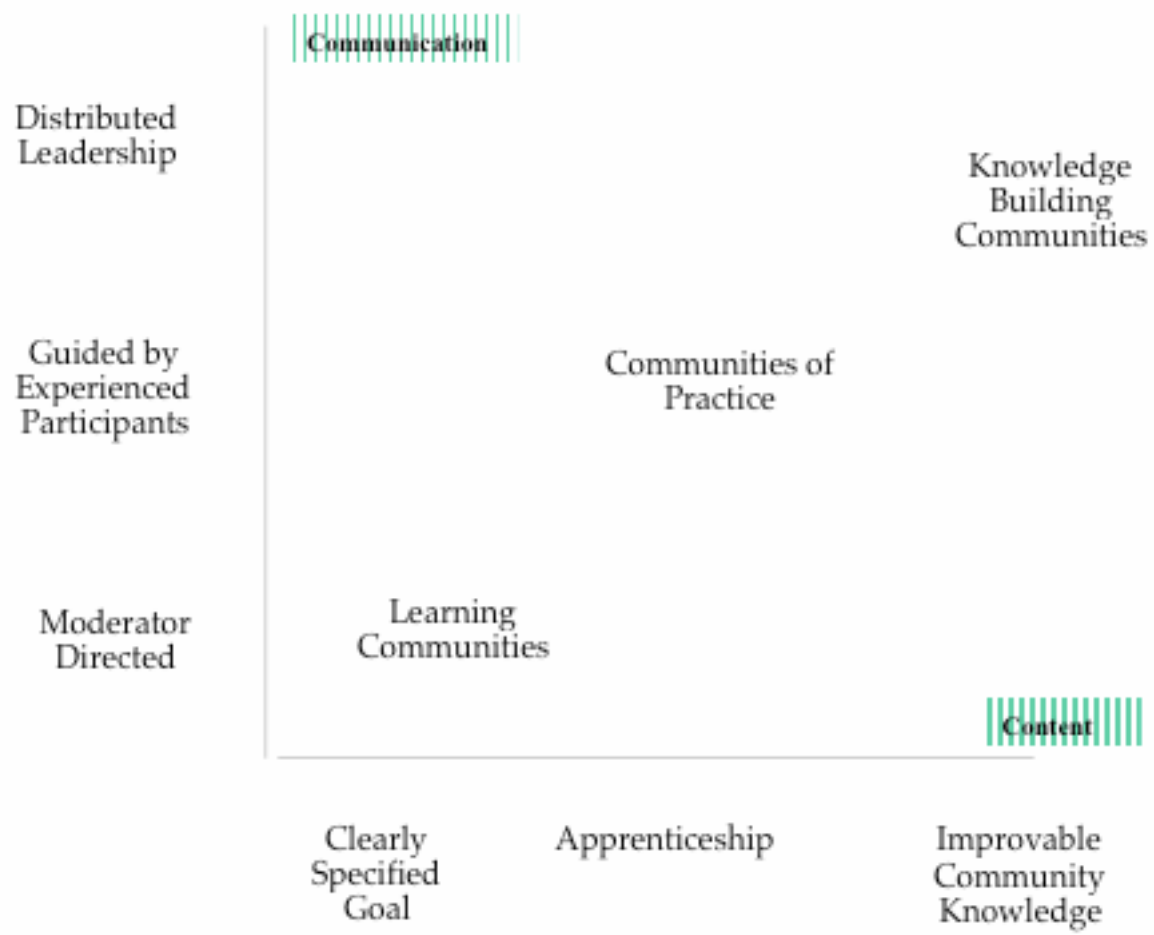
Stages in teachers' adoption of ICT (Laferriere et al, 1997)

# Characteristics

Characteristics	Formal	Non-formal	Informal
Organization	Universities/normal schools	School/District/ Professional association based	School/District / Professional association/interest based
Goal	Accreditation	Learning specific content or strategies	Becoming a member of a community of practice
Content	Mainly structured curricula	Negotiated	Constructed meaning through dialogue and shared activities
Structure	Course/program completion	Completion of the specified goal	Sustained participation as a manifestation of interest
Access	Local and national standards	Curricular and pedagogical resources	Teaching communities and their shared repertoire of resources
Knowledge	Declarative Knowledge – knowing that	Knowing that and knowing how	Tacit Knowledge – knowing how
Leadership	Course instructor	Moderator probably pre-ordained	Guidance based on experience
Timeline	Course/program	Limited	Potentially ongoing
Community	Class/course	Learning community	Community of practice

# Informal and Non-formal Teacher Networks

- ❑ To support teacher development for 21st century skills
- ❑ To improve teacher learning  
(from transmission to socio-constructivist approaches)
- ❑ To share experiences, resources, teaching strategies
- ❑ To provide informal/non-formal modes of learning
- ❑ To encourage cross-sector collaboration for mentoring  
(teachers, pre-service teachers, teacher educators)





# Learning Communities

- ❑ Groups are organized around a task and members work for a set period of time.
- ❑ Goal is to use communal diversity to achieve deeper understanding of issues, find solutions, or complete a task that would be beyond an individual's capabilities.
- ❑ Allows for brief but intense interactions in which an individual identifies strongly with the task, partners, and supporting organization.
- ❑ Product is generally a static, inert report.

# Communities of Practice

- ❑ These are larger groups with shared goals that provide members with richly contextualized and support for learning.
- ❑ Focus is on the evolution, preservation, and reproduction of the common or shared understandings of the group.
- ❑ Knowledge is shaped as a consequence of modifying practice.
- ❑ Product comes in the form of participatory knowledge.

# Knowledge Building Communities

- ❑ The focus is on the production of external knowledge or cultural artifacts about practice.
- ❑ Knowledge is to be recorded and shared, but may be separated from its immediate use or context. (ideas, theories exist as semi-autonomous artifacts)
- ❑ Product is dynamic, living documents for the purpose of allowing reuse, improvement and rising above.
- ❑ Community knowledge and collective responsibility drives individual knowledge building and vice versa)

# Examples

Learning Communities

I\*Earn

Communities of Practice

Tapped-In

Knowledge Building Communities

Knowledge Society Network

L'école éloignée en Réseau

Institute for Child Study

# Essential Conditions Networked Communities

- ❑ Initial Face to Face Contact to Establish Trust
- ❑ A Collaborative Software Environment
- ❑ Begin with a Specific Goal
- ❑ Ensure a Growth Mechanism
- ❑ School/District/National Recognition

# Challenges of E-learning for Teacher Development

- ❑ Understanding the gap between the potential and reality of technology
  
- ❑ Understand key planning and policy issues in use of e-learning for teacher development such as:
  - ❑ Access
  - ❑ Adoption: new pedagogical models and tools
  - ❑ Effective uses
  - ❑ Assessment at the micro, meso and macro levels

# Implications for policy makers

- Focus on capacity building for hybrid learning environments and teacher networks
- Keep in mind that Web-supported innovation has two facets: information access and collaborative work
- Initiate innovation-oriented educational research & development programs that emphasize twenty-first century knowledge and skills, blended learning environments, and partnerships
  - Design experiments

# Barriers

- Research Culture and Practitioner Culture Divide
- Cost ?
- Transition from a teacher-centred or a learner-centred to a knowledge-centred environment



# UNESCO Resources

■ [www.unesco.org/education](http://www.unesco.org/education)