

The idea



1-to-World

The shift



Where learning ecology shift from one where papers are dominantly present, to one where information is stored and retrieved in a digital world.

The shift is a shared experience, a culture of learning and evolving and growth.

Mindset and culture are the ones that matter, not the technology.

Pedagogy (how we teach) is as important as technology.

This is not an initiative but an integral to the curriculum and learning in the 21st century.

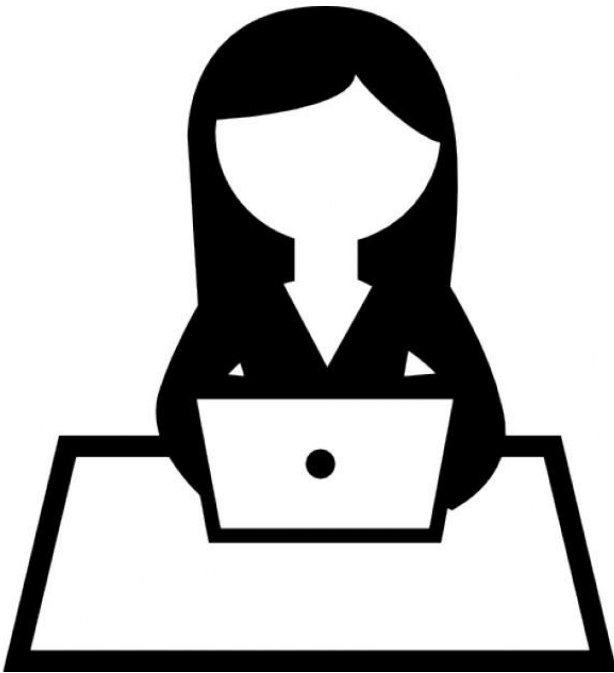
The big picture

Students are connected to the world's learning resources.

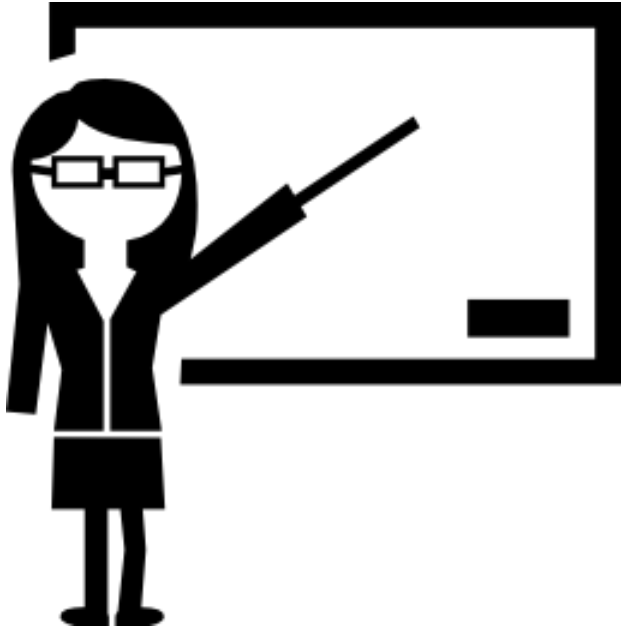
Students are engaged in a 24/7 learning community where learning can happen anytime and anywhere.

Students own the learning and are active contributors to theirs and others' learning.

When globally connected, students can use technology to innovate, to solve problem and to create.



The big picture



Teachers design assignments that are more empowering, allowing students to be more self-directed and collaborative in the process of completing the assignment.

Teachers are advocates and role models of this shift in learning.

The big picture

Leaders will model the actions and behaviours they wish to see in school.

Leaders will give support to all teachers in this journey.



The outcomes

- Building a habit of anytime, anywhere learning
- Provide students a learner-centric environment that excites students
- Equipping students with 21CC
- Allowing students to define how they want to learn
- Ensuring students use ICT productively and responsibly

The programme

- Students to own a device that allows them to connect to a world of information for learning 24/7.
- Students will also bring their devices to school for learning in classroom.
- Learning can take place after lesson in school or at home.
- Students will undergo workshop to familiarise themselves with Google Environment.
- Google apps for education & other suitable online application for teaching & learning.

The devices



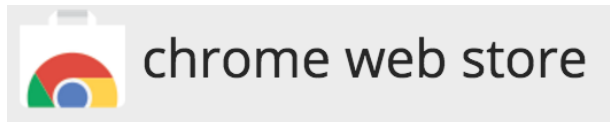
The devices

- Google Chromebook
 - Device Management Console which can control users & devices across all students chromebook
 - Affordable price
 - Chrome Operating System is simple and secure
 - Fast start-up
 - Long battery life
- Or personal devices which can support the following:
 - Wireless network
 - Google educational app suites

The learning platform - Google

- Flexible learning environment for individual and collaborative learning
- It encourages self-directed learning, promotes collaboration between students and teachers.
- It is internet-based.
- It is free.

 Google for Education



The framework

Preparing (Where we are?)	Planning Phase (What do we need to do?)	Implementing (Putting it into action)	Evaluating (How did we fare?)
Undertake research	Develop a project plan	Engaging the community	Measuring Success
Define a vision	Building the environment	Professional Learning	
Form strategic planning team	Financing and budgeting	Content and Instructional Practices	
Conduct ICT technology assessment	Deployment planning	Support	
Conduct ICT learning assessment	Learning spaces and places	Service structure	
Setting measurable goals	ICT content and instructional practice development		

The hardware support



168 iPads



>200 laptops



Students' smartphones



Google accounts under CCHY domain



> 73 APs



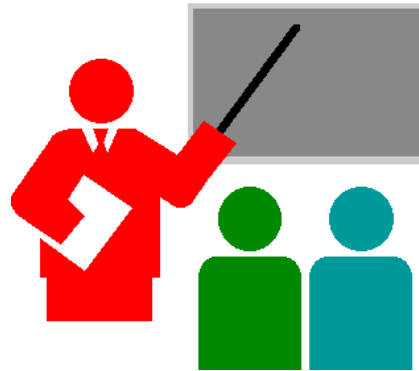
Lockers

The learning

- All subjects will have some forms of ICT learning



Resources



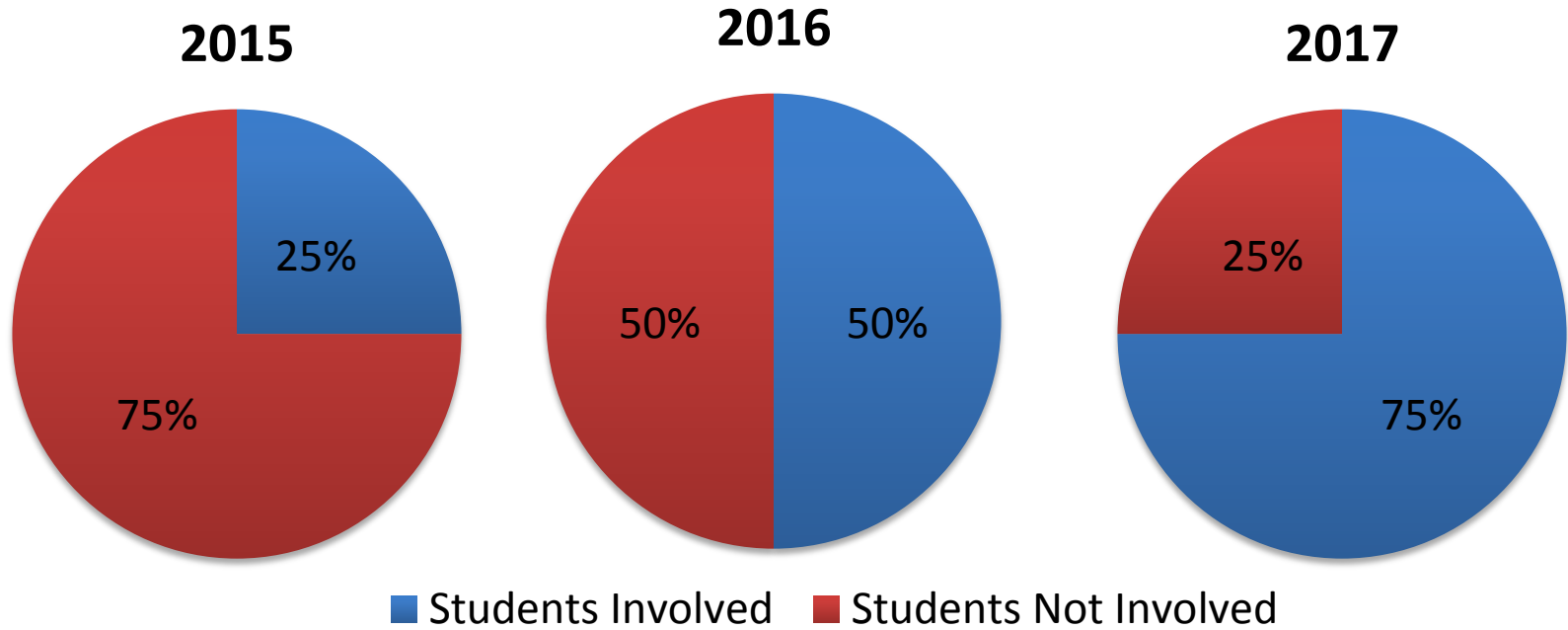
Pedagogy



Assessment

- On top of subject-based learning, cyber-wellness will also be taught and routines will also be established to follow

The timeline



The journey



The vision

Everyone making ICT a way of learning

Cultivate a learning culture geared towards preparing students for the future, both academically and personal growth