

# ICT-BASED EDUCATION AS A DRIVER OF CHANGE IN LEARNING

*Toolkit for creating digital learning materials in schools*

## STAGE 1 Preparation

### The Six Ps

The Six Ps is a practical tool to direct, monitor and support you to carry out your DLM project. The tool helps you keep focused on the quality of both the design and the development process, as well as that of the end product. It provides you activity-wise with a set of guiding questions, based on six quality features: purposeful, practical, participative, polyfunctional, polycultural and positive.

#### 1 Purposeful

- *Identification of a problem or need in current practice*
- *Goal setting*
- *E-resource can be used for different purposes*

The decision to develop a new digital learning material or resource is based on a need or problem identified in the current T-S-L practice (learning material used, teacher's practical theory or methods, school culture). The material/resource development is initiated for a specific educational purpose, and its theoretical and methodological underpinnings are articulated and clearly justified. The material/resource can be used for different purposes.

#### 2 Practical

- *Achievability*
- *Relevance of the use of ICT*
- *Clear and concise language*

The development and improvement goals are realistic and achievable within allocated resources (time, human and financial), and expressed in a language that is easily understood by all parties. They find the media fit for the educational purpose, relevant and easy to use.

#### 3 Participative

- *Engaging the whole school*
- *Dialogue and co-operation*
- *Collective activity*

The digital learning material/resource development plan is introduced and implemented as a collective and collaborative process, where students, teachers and the school head actively participate. Their engagement, perspectives, skills and knowledge enable the school to create effective, authentic and sustainable e-resources. They also enable everyone to have a sense of ownership in the project.

#### 4 Polyfunctional

- *Capacity building*
- *Adaptability*
- *Variation*

The digital learning material/resource authoring and use builds the school's capacity to offer quality learning experiences for its teachers and students. The resource is adaptable to different contexts, practices and changing conditions. It allows input from both teachers and students, and their creativity, as well as generation of multiple versions of content.

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### **5 Polycultural**

- *Culture and context sensitivity*
- *Long-term partnerships*
- *Future-orientation*

The development and the design of the digital learning material/resource is culture and context sensitive. It builds on what there is in the local context, and what is accepted as good practice, but at the same time it proposes new elements and innovations.

The project implementation is not a 'once only' exercise, but builds for long-term partnership between the project schools. The resource is responsive to emerging learning needs and technologies.

### **6 Positive**

- *Motivation to quality improvement*
- *Encouragement to risk-taking and innovations*
- *Continuous assessment and reflection*

The development, design and use of the digital learning material/resource motivates, inspires and engages all participants. It encourages innovative practices and use of emerging technologies, including the right to make mistakes as long as they contribute to further improvement of quality in teaching, studying and learning. That is shown through continuous assessment and reflection.