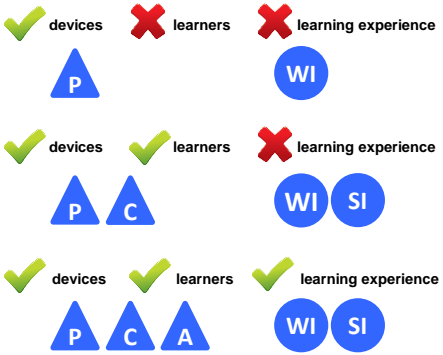
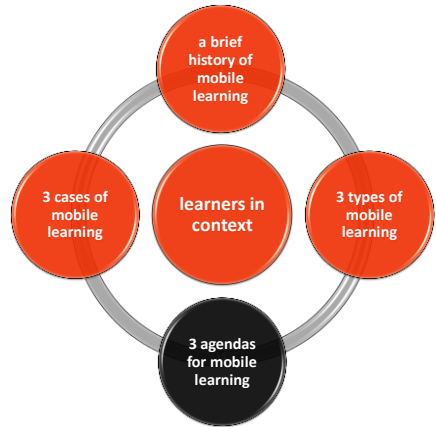


- ✓ **devices**
✗ **learners**
✗ **learning experience**
 - connected classrooms
 - devices as classrooms (distance learning)
- ✓ **devices**
✓ **learners**
✗ **learning experience**
 - moving around the classroom
 - learning on the go
- ✓ **devices**
✓ **learners**
✓ **learning experience**
 - making & sharing multimedia records
 - just-in-time learning (push or pull mode)
 - augmented reality learning

3 types of mobile learning



Source: Adapted from Pegrum (2014); Burden & Kearney (2017); Clandfield & Hadfield (2017).

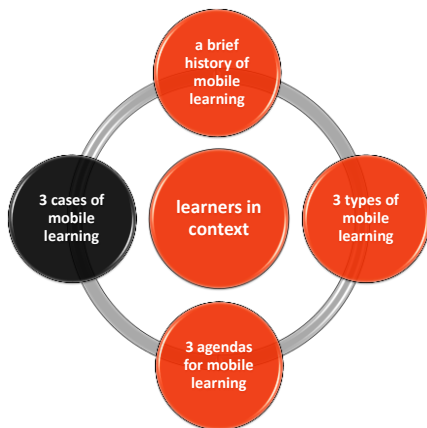




- transforming teaching & learning
- developing 21st century skills
- social justice



superdiversity



Project: LEARN ENGLISH SMS

- **Location:** Sudan & Libya
- **Participants:** 65,000 monthly subscribers in Sudan; 60,000 monthly subscribers in Libya (April 2014)
- **Dates:** 2009-2013, with new project about to start (Sudan); 2013-2015, with planning underway to restart (Libya)
- **Partners:** British Council, Sudani & Zain (Sudan), Libyana & Al Madar (Libya)
- **Language:** English
- **Focus:** vocabulary, grammar & study tips
- **Format:** SMS messages in push mode; quizzes in pull mode (Sudan)
- **Hardware:** BYOD



SUCCESSSES

- **Agendas**
 - social justice
- ✓ **devices** ✗ **learners** ✗ **learning experience**
- **Reach**
 - working across geographical or security limitations
 - working within technological & economic context



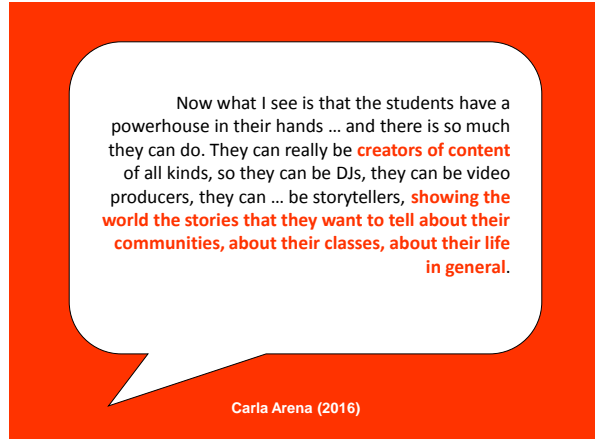
Project: iPADS FOR ACCESS

- **Location:** Brasília, Brazil
- **Participants:** 104 Access students; 17,000 regular students
- **Dates:** 2012 onwards
- **Partners:** Casa Thomas Jefferson, US State Dept
- **Languages:** English
- **Focus:** language & digital literacies
- **Format:** teacher-selected iOS apps
- **Hardware:** 200+ class iPads
 - + introduction of a BYOD model
 - + inauguration of Makerspace in 2016



SUCCESSSES

- **Agendas**
 - social justice > 21st century skills > pedagogy
- ✓ **devices** ✓ **learners** ✗ **learning experience**
- **Reach**
 - providing opportunities to Access students
- **Digital literacies**
 - teaching digital literacies + language
- **Pedagogy**
 - shifting attitudes to BYOD & tech integration
 - 'pockets of success' in shifting teaching & learning



Now what I see is that the students have a powerhouse in their hands ... and there is so much they can do. They can really be **creators of content** of all kinds, so they can be DJs, they can be video producers, they can ... be storytellers, **showing the world the stories that they want to tell about their communities, about their classes, about their life in general.**

Carla Arena (2016)



Project: HERITAGE TRAILS

- **Location:** Singapore
- **Participants:** 200,000 student & adult participants (July 2016)
- **Dates:** 2008 onwards
- **Partners:** LDR Pte Ltd, IDA, MOE, A*STAR, MINDEF, NTU, Changi Airport, IAL, Housing Devt Bd, National Heritage Bd (etc)
- **Languages:** English, Mandarin, Malay & Tamil
- **Focus:** inquiry-based learning integrated with language/literacy, 21st century skills & digital literacies; self-directed & collaborative learning, leadership, team-building, community bonding
- **Format:** 39 interactive AR Heritage Trails (of total 130 trails) for iOS or Android
- **Hardware:** Samsung Note tablets; other Android or iOS devices



SUCCESSSES

- **Agendas**
 - 21st century skills & pedagogy
- ✓ **devices** ✓ **learners** ✓ **learning experience**
- **Digital literacies**
 - integrating digital literacies with other learning
- **Pedagogy**
 - more active, collaborative, constructivist learning
 - more situated, embedded, embodied learning



The [new Punggol Town Heartland Trail] is designed for members of the various communities (Chinese, Malay, Indian, etc) to **form cross-cultural and inter-generational teams**, and to **interact and bond** with each other by participating in mobile amazing-race events.

Png Bee Hin (2016)

