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# ASEAN DEEP LEARNING POLICY SERIES: EMPOWER STUDENTS WITH 21<sup>st</sup> CENTURY DEEP LEARNING SKILLS



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# ASEAN DEEP LEARNING POLICY SERIES: 29 – 30 JANUARY 2015 SIAM PARAGON, BANGKOK, THAILAND

### CONTEXT

British Council and Microsoft are working in partnership to support the education system in developing deep learning skills and preparing students for the challenges of the 21<sup>st</sup> Century. Together, we are delivering a series of policy dialogues in ASEAN countries to look at how we can support the development of Deep Learning practices. This seminar is one of a series in the East Asia region focusing on **ICT**, **Global Citizenship and Real World Problem Solving Skills**. These seminars build on the initial work started at the 2014 Education Leaders Briefing in London, and will feed into the design of the 2015 Education Leaders Briefing.

The ASEAN Deep Learning Policy seminar gathers policy makers, practitioners and students from the UK and ASEAN to discuss and exchange new developments in primary and secondary education. This is an ideal opportunity to promote the Deep Learning platform and expand collaboration between schools and students, with support from the private sector.

#### **OBJECTIVE**

The policy dialogue aims to:

- Update policy makers, educational practitioners and teachers on the latest trends in innovative teaching and learning practices to enhance students' development of 21<sup>st</sup> century skills.
- Facilitate dialogue among key players on ways to integrate these latest teaching and learning methods in practice.

 Discuss these innovative teaching and learning practices in terms of implementing Deep Learning skills and finding ways to apply ICT and real world problem solving skills in the lives of the next generation of global citizens.

#### **EXPECTED OUTCOMES OR OUTPUTS:**

- Awareness and better understanding of Deep Learning, skills for the 21<sup>st</sup> century and global citizenship among policy makers, practitioners and the private sector.
- Promoting the usage of ICT in education and preparing young people for life-long learning. Microsoft is viewed as a leading organisation in this area.
- Identifying and agreeing on a way forward using new teaching and learning methods to develop global citizenship through ICT and embedding real world problem solving skills.

#### THEMES

- ICT in learning
- Global Citizenship
- Embedding real world problem solving skills in the minds of students, for use inside and outside the classroom.

# Thursday 29<sup>th</sup> January 2015

TIME	PROGRAMME	VANUE	
10.00 - 10.30	Registration		
10.30 – 10.45	<ul> <li>Welcome Remarks by</li> <li>Mr. Andrew Glass OBE, Country Director, British Council Thailand</li> <li>Ms. Siriporn Pajharawat, Director Developer Experience &amp; Platform Evangelism Group, Microsoft (Thailand) Ltd.</li> </ul>		
10.45 – 11.30	<b>Keynote</b> Deepen deep learning to deal with diversity <b>Dr. Teerakiat Jareonesettasin,</b> Vice-minister, Ministry of Education		
11.30 - 11.45	The power of digital tools to do things beyond the classroom <b>Dr. Supoet Srinutapong,</b> Director, Public Sector Programmes, Microsoft (Thailand) Ltd.	Paragon Cineplex, Theatre 7	
11.45 – 13.00	<ul> <li>Panel discussion:</li> <li>Challenges and opportunities in embedding Deep Learning Skills in the national curriculum Panellists:</li> <li>Mr. Artur Taevere, Founder, Creative Generation</li> <li>Ms. Satoko Yano, Programme Specialist in Education Policy and Reform Unit (EPR), UNESCO</li> <li>Dr. Benjalug Namfa, Consultant, Office of Basic Education Commission, Ministry of Education</li> </ul>		
13.00 -14.00	Lunch	Infinite Hall, Siam Paragon	
14:00 – 16:00	Workshop 1: Smart Classroom by Microsoft By Dr. Supoet Srinutapong, Director, Public Sector Programmes, Microsoft (Thailand) Ltd.	Royal Paragon Hall, Meeting room 3	
	Workshop 2: Pupil Voice and the Benefit of International Dimension By Mr. Nicholas Garrick, Connecting Classroom, School Leadership Programme, British Council	Royal Paragon Hall, Meeting room 4	
16.00 – 16.30	Coffee break		
16.30 – 17.00	Wrap-up session	Royal Paragon Hall, Meeting room 3 and 4	

## Friday 30<sup>th</sup> January 2015

10.00 - 10.45	Registration	
10.45 - 11.00	CONNECT – the right leads for a GREAT future Opening remarks by H.E Mark Kent, the British Ambassador to Thailand Professor Dr. Yongyuth Yuthavong, Deputy Prime Minister	
11.00 - 11.45	Newton UK – Thailand Research and Innovation Partnership Fund Signing Ceremony	Royal Paragon Hall, Siam Paragon
11.45 – 12.30	Keynote 1 Science and Innovation: by Professor Iain Stewart, Professor of Geoscience Communication at Plymouth University and BBC science programme presenter	
12.30 - 13.15	Lunch	
13.15 - 13.45	Keynote 2 Vision of the future of the education in ASEAN on the global stage by Dr. Surin Pitsuwan, former Secretary - General of ASEAN	
13.45 - 15.15	Ms. Felicia Brown, Asia Pacific Education Programmes Director	
	<ul> <li>Dr. Kusalin Musikul, Director of Primary Science Division, the Institute for the Promotion of Teaching Science and Technology</li> </ul>	
	• <b>Mr. Mark Windale,</b> Principal Lecturer, Science Education at the Centre for Science Education, Sheffield Hallam University and	Royal Paragon Hall, Meeting room 5 and 6
	• <b>Dr. Kanchulee Punyain,</b> Science Educator, Bureau of Academic Affairs and Educational Standards, Office of Basic Education Commission, Ministry of Education	
	Chair-person: Associate Professor Naraporn Chan-o-cha, Vice-Chairman of Distance Learning Foundation	
15.15 - 15.30	Coffee break	Royal Paragon Hall, Siam Paragon
15.30 – 17.00	Workshop 3: Critical thinking for a Real World Problem workshop By Artur Taevere, Founder, Creative Generation	Royal Paragon Hall, Meeting room 5 and 6

#### **DEEP LEARNING SKILLS**

Deep Learning skills are key skills that students today need to be able to thrive in the global economy. These skills have been consistently demanded in a number of research papers throughout the world, prompted by a lack of engagement among students in the traditional learning process at school. Students increasingly feel that learning is boring and irrelevant. While student engagement is a challenge, teachers are also facing the challenge of preparing students to adopt the relevant skills which will allow them to thrive once they leave school to continue on to higher education or enter the workforce.

"Education needs to be radically rethought partly to stop the boredom, but mostly to blow the lid off learning, whereby students and teachers as active partners become captivated by education." (Michael Fullan & Maria Langworthy in Towards a New End: Pedagogies for Deep Learning.) Deep Learning is comprised of 8 skills, as follows:

SKILL	WH
Global Citizenship	Global knowledge, sensitivity to involvement in addressing issue
Collaboration	Working in teams, learning from networking skills, empathy while
Character	Honesty, self-regulation and res safety and benefit of others, sel
Communication	Effective oral and written comm
Creativity & imagination	Economic and social entreprene
Real world problem solving	Giving students real experiences
Critical thinking knowledge construction	Thinking critically to design and effective decisions using a varie
Use of ICT for learning	Implementing technology, allow Deep Learning skill of creativity

The practice of nurturing these skills through the learning process in formal education is no longer exclusive to certain groups of schools anymore. With increasing access to technology, more schools are now consciously adopting new pedagogies for Deep Learning in order to help children become long-life learners.

#### HAT THE SKILL COVERS

o and respect for other cultures, active les of human and environmental sustainability.

n and contributing to the learning of others, social le working with those from different backgrounds.

esponsibility, hard work, perseverance, empathy in contributing to the elf-confidence, personal health and well-being and career and life skills.

munication with a variety of digital tools; listening skills.

eurialism, considering and pursuing novel ideas and leadership for action.

s in creating and using new knowledge in the world beyond the classroom.

d manage projects, solve problems and make iety of digital tools and resources.

wing discovery and mastery of content knowledge, enabling the y and applying newly gained knowledge to the outside world.