

# Education as E-Learning

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## Science and Math Programs, EDC

*Irene Baker*

*Christine Brown*

*Bettina Dembek*

*Jackie Miller*

# Does Education Really Change?

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# YES! Some Changes in Education

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- One-on-one
- Lecture
- Books
- Innovative curricula
- Standards
- Standardized testing
- Accountability
- Professional development
- Alignment of resources

# The Next BIG Change: E-Learning

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# Questions to Consider

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- How can print math and science curricula and professional development be redesigned for the digital environment?
- What might successful models of math and science curricula and professional development in an electronic medium look like?
- Can blended learning environments be developed that incorporate various combinations of technology, hands-on activities, and classroom discussion?

# E-Learning Opportunities

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- Accommodate differences among students
- Enable students and teachers to gather, analyze, synthesize, and display information
- Support teachers in planning, presentation, reflection, evaluation, and assessment
- Enable students and teachers to collaborate within and beyond the classroom
- Enable monitoring and adjustment in a dynamic learning environment



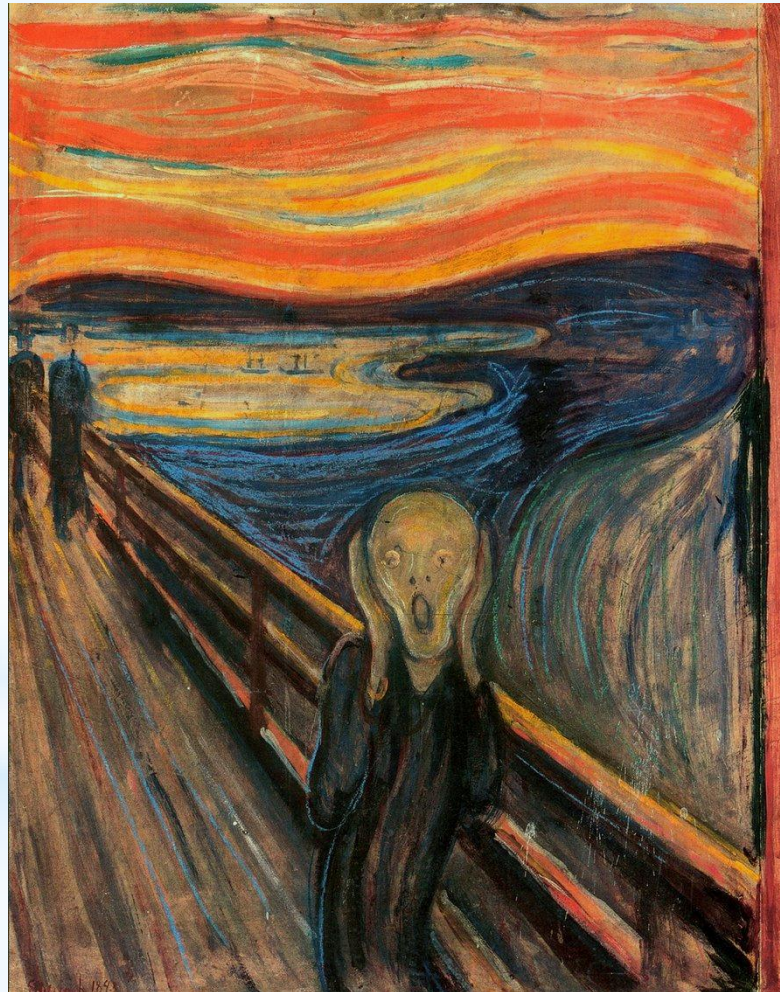
# E-Learning Challenges

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- Can developers and programmers ever speak the same language?
- Which device?
- Which platform?
- How will the digital environment support inquiry-based learning?
- What is the best way to integrate hands-on experiences with digital features?
- How can social media tools support learning?
- What is the best approach to creating intuitive and accurate websites?

# How to Address the Challenges?

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# Create Partnerships

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## *Possible Partners Include:*

- Curriculum developers
- Education technology developers
- Schools
- Software developers
- Publishers
- Public and private funders

# Share Distribution and Systems

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- Market penetration
- Teacher choice
- Lower costs
- Broad range of quality products
- Mix and match products
- Common authoring platform
- Shared feedback
- Continuous revisions