



Learners create digitally

ICT for Learning



Why is the use of ICT for learning important?

What we as educators need to think carefully about when designing learning experiences is how learners use ICT and whether it is used in powerful ways to solve complex problems, construct knowledge or create knowledge-based products. We also need to think about how ICT can help learners collaborate in ways that were impossible before or communicate through new expression mediums.



Learners **are required** to use ICT or can **use ICT** to complete all or part of the learning activity.

ICT?

ICT supports learners to **interpret, analyse, synthesise, or evaluate** information or ideas.

Knowledge Construction

Learners complete knowledge construction activities that would be impossible or impractical without the use of the ICT.

Required?

Learners **create ICT products** that others can use, supporting their real-world problem-solving and innovation.

Designers?

Big Ideas!

NO
Requires ICT?

1

YES

NO
Supports knowledge construction?

2

YES

NO
Required for knowledge construction?

3

YES

5
Designers of an ICT product?

4



USE OF ICT FOR LEARNING



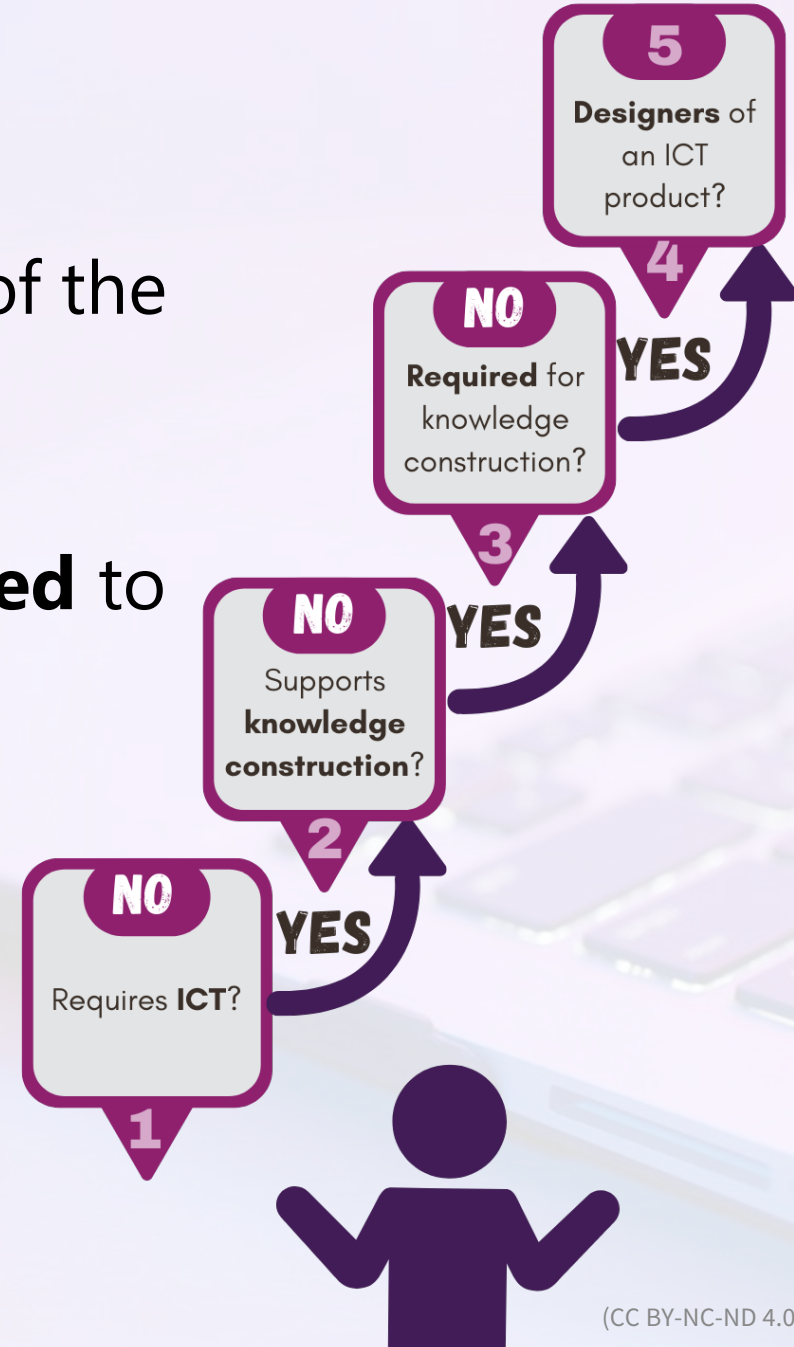
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Learner Use of ICT?

- Learners use ICT directly to complete all or part of the learning activity.
- It is considered ICT use if the learners **are required** to use ICT or **can use ICT** to complete an activity.

Learners **are required** to use ICT or can **use ICT** to complete all or part of the learning activity.

ICT?

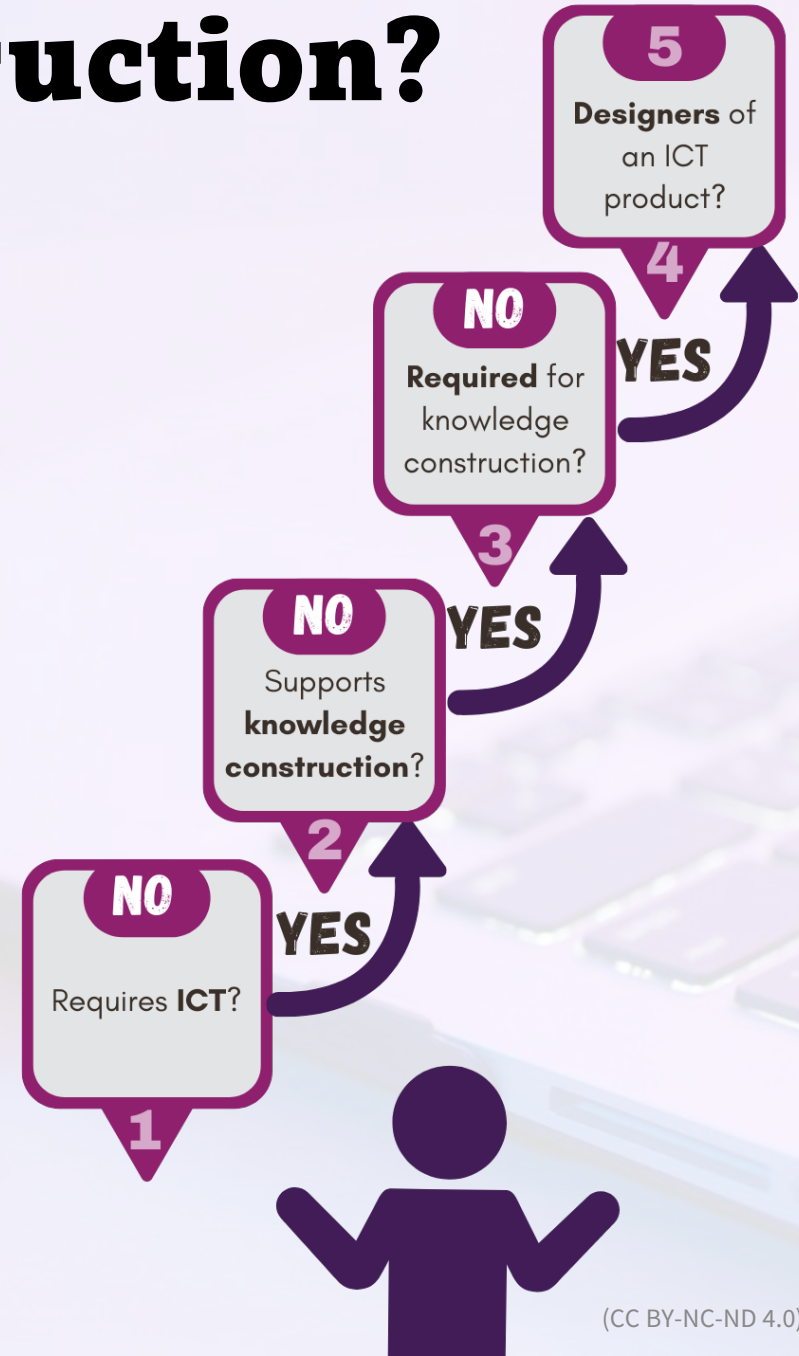


Supports Knowledge Construction?

- Learners use ICT directly for the knowledge-construction part of a learning activity.
- Learners use ICT to indirectly support knowledge construction.

ICT supports learners to **interpret, analyse, synthesise, or evaluate** information or ideas.

Knowledge Construction

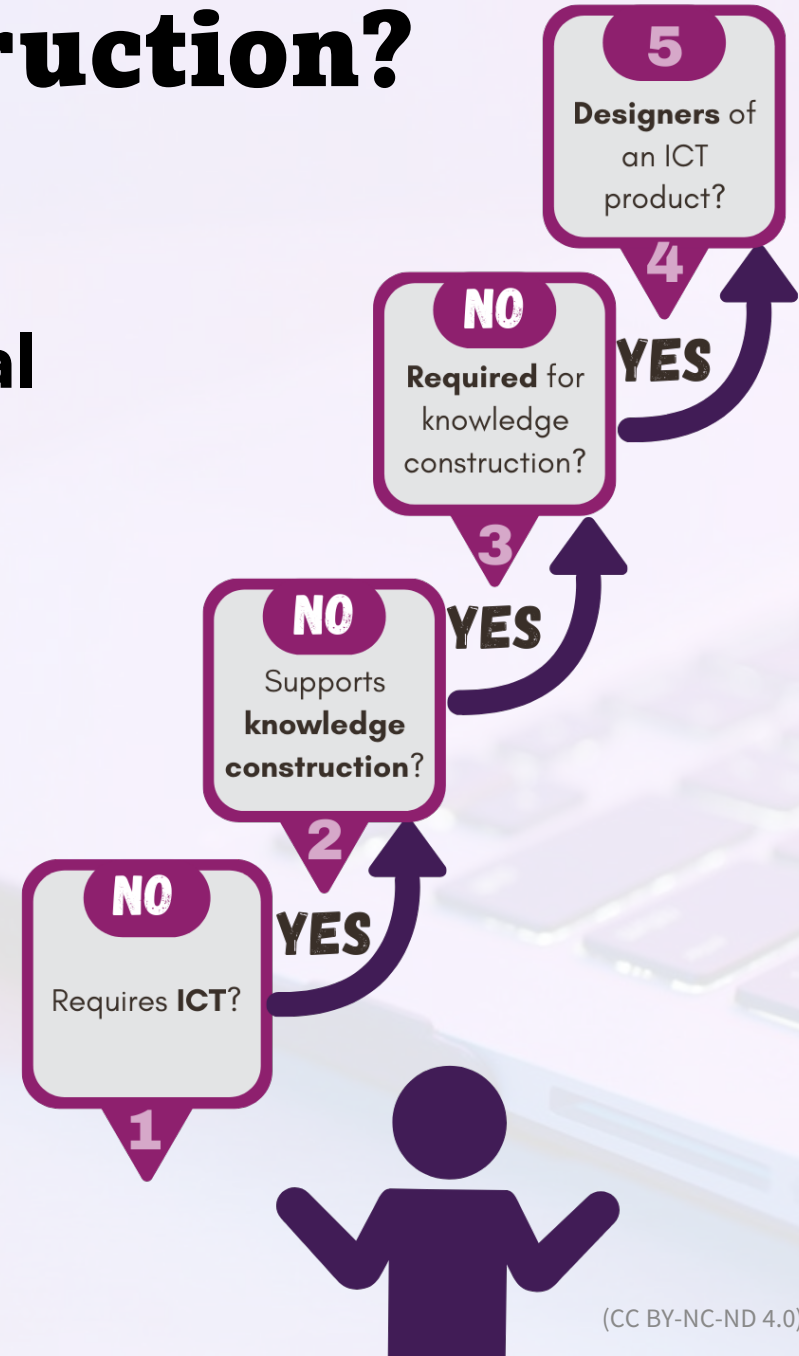


Required for Knowledge Construction?

- Learners complete knowledge construction activities that would be **impossible or impractical** without the use of the ICT.

Learners complete knowledge construction activities that would be impossible or impractical without the use of the ICT.

Required?

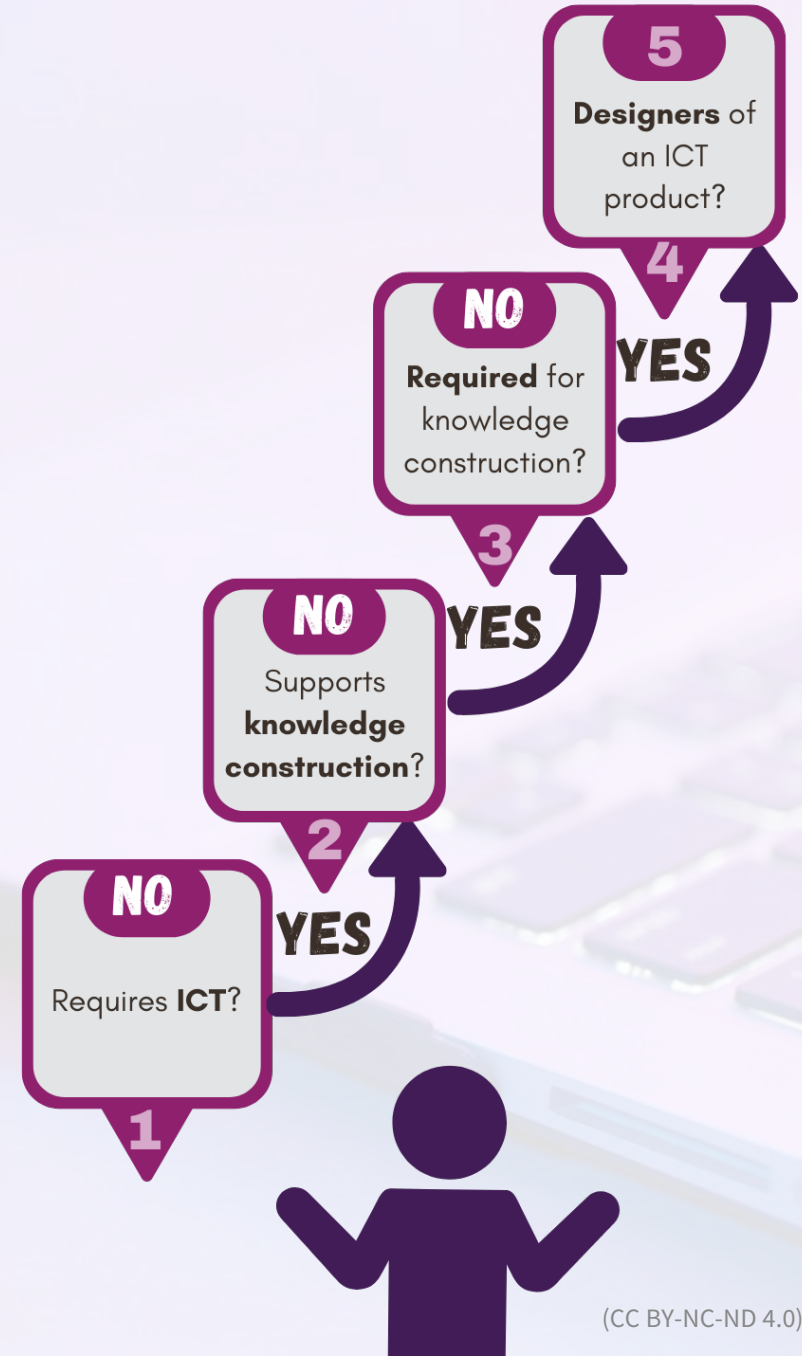


Designers of ICT products?

- Learners create ICT products that others can use.
- When learners act as designers, ICT is supporting their real-world problem-solving and innovation.

Learners **create ICT products** that others can use, supporting their real-world problem-solving and innovation.

Designers?





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MCE Sample Exam Questions



Question

Match the 21CLD Use of ICT for Learning Rubric level with the learning activity.

Level 1

Level 2

Level 3

Level 4

Level 5

- Students work with a partner to design and write a program using the Microsoft MakeCode block-based programming environment for primary math students.
- Students learn how to take notes in Microsoft OneNote notebooks.
- Students follow the steps in a tutorial to practice loops using the Microsoft MakeCode block-based programming environment.
- Students watch an instructional video explaining how computer programmers solve problems.
- Students investigate loops by debugging code.

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Microsoft 21CLD

Rubrics & Decision Tree



Rubric



ICT for Learning rubric

- 1
 - Learners **DO NOT** have the opportunity to use ICT for this learning activity
- 2
 - Learners **use ICT to learn to practice basic skills or reproduce information**. They are not constructing knowledge
- 3
 - Learners **use ICT to support knowledge construction**
 - **BUT** they could construct the same knowledge without using ICT
- 4
 - Learners **use ICT to support knowledge construction**
 - **AND** the **ICT is required for constructing this knowledge**
 - **BUT** learners do **NOT** create an ICT product for authentic users.
- 5
 - Learners **use ICT to support knowledge construction**
 - **AND** the **ICT is required for constructing this knowledge**
 - **AND** learners **do create an ICT product for authentic users**



ICT for Learning

Decision Tree



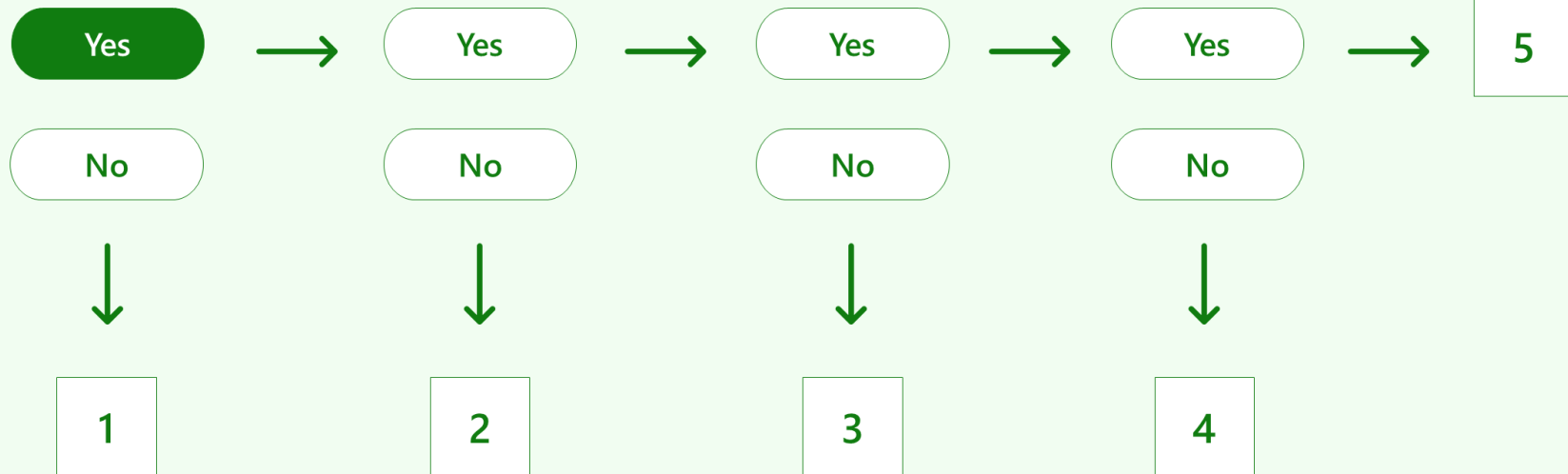
ICT for Learning decision tree

Learners have the opportunity to **use** ICT?

ICT supports learners' **knowledge construction**?

ICT is **required** for constructing this knowledge?

Learners are **designers** of an ICT product?



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