

Change in Teaching and Learning Styles

e-Learning

Definition

The delivery of a learning, training or education program by electronic means. E-learning involves the use of a computer or electronic device (e.g. a mobile phone) in some way to provide training, educational or learning material. (Derek Stockley, 2003)

Example: e-Learning in Singapore

e-Learning initiatives in the Education sector:

1. IT Masterplan II
2. Backpack.NET Initiative(Microsoft+IDA)
3. iSHARE Project(Repository System Project)
4. Learning Gateway with Microsoft
5. Digital Content Exchange (DCX) Project
6. Classroom of the Future (Microsoft+IDA)
7. iTAP - Programme with Microsoft and the MOE. Students helping teachers
8. Library of digital interactive resources
9. Digital Learning Resources
10. Edumall - a quick-stop site for information on IT in education in Singapore and the Masterplan II for IT in Education
11. Increasing use of Open Source Software [CC:Lim Kin Chew, 2004]

SMART Board

The SMART Board is an interactive, electronic whiteboard, which is very different from conventional marker boards and chalkboards. The SMART Board combines the simplicity of a whiteboard with the power of a computer and its feature of touch-sensitive display makes it incredibly easy to use (SMART). SMART Boards can provide more impressive virtual images, which can attract students' attention and enable a more impactful learning (Liebrecht, 2007).

Virtual Learning Platform

Increasingly, schools, especially universities, have set up their own virtual learning platforms. These learning platforms provide students and teachers access to various information and resources within and outside the school. Thus, they enable more effective communication and management between students and teachers. According to Becta, learning platforms are not just "a single 'off the shelf' product but a collection of tools that are designed to support teaching, learning, management and administration (Becta, 2007)."

Example: IVLE in NUS, Singapore

- Provides online webcast lectures
- Provides easy access to the library's eResources
- Provides important messages from University Administration
- Enables lecturers share their teaching materials and provide lesson plan for students
- Allows students to submit their homework and assignments for assessment
- Provides forums for students and teachers to discuss on various topics
- Other tools: such as gradebook, consultation, organizer
- Also provides virtual environment for communities.

Impact on the Environment

- Reduces the need for travelling especially for students whose homes are situated far from the school.
- Reduces the need to print certain materials which are available on the platform, thus saving on paper.
- Reduces resources to make chalkboards, whiteboards, chalks and markers.

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References

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