



360 Education



The Learning Grid



MICA(P) 192/11/2012
ISSUE 1 | JANUARY 2013

INNOVATION . IMAGINATION . INTERACTIVE

i-360

Welcome to the first issue of I-360, a joint publication by The Learning Grid (TLG) and SpeedB, two companies with strong track records of providing a wide range of innovative and imaginative programmes to schools. We believe innovation and imaginative thinking need to be supported with good social and emotional competencies for children to succeed in the 21st century. In this issue, we present some of the exciting interdisciplinary programmes that we have executed with schools.

We also feature the innovative software of two of our dynamic partners, The Concept Room and Personal eMotion.

We look forward to the journey with you to prepare our children for the 21st century.

Yee Jenn Jong
CEO, The Learning Grid Group & Mentor, SpeedB Pte Ltd



We are Imaginative!

360 Education, a subsidiary of TLG was formed in late 2009. The company was started in collaboration with renowned TV artist Øistein Kristiansen to pilot the Programme for Active Learning (PAL) by MOE in schools. From a humble start of 1 pilot school in 2010, we have now co-developed and executed PAL courses in more than 10 schools.



Our PAL sessions are light-hearted and fun. We use themes that are popular with children to integrate visual arts skills with social and emotional learning. Numerous group activities, presentations and team games are incorporated into all the lessons. We use an integrated approach to develop creativity, imagination and interpersonal skill.

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Some exciting PAL activities include

1. Painting cable cars with Primary 2 pupils;
2. Setting a Singapore record for the largest number of people doodling simultaneously in an hour;
3. Doodling on T-shirts and fabric with fabric paints;
4. Making eBooks with stories illustrated and narrated by pupils;
5. Making 3D art from recycled materials;
6. Doodling with children from schools overseas;
7. Painting wall murals;



Celebrating Imagination with Assembly Performances

Each year, our artists entertain thousands of students and teachers through assembly programmes. Each session, lasting from 45 minutes to 2 hours is conducted according to the style of TV artist Øistein Kristiansen, with active audience engagement. The performance can be capped by an Øistein Doodle Challenge whereby students will compete to be the best doodlers in school, with special Øistein products as prizes.

The Assembly Programme and other visual art programmes by 360 Education are eligible for NAC-AEP funding. To celebrate our listing on NAC-AEP, we are offering the programmes at special prices, together with sponsorship of prizes for doodling competitions to be held with the courses.

New! The Magic of Doodling, combining magic and doodling. Subject to artist availability.



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We are also able to customize the contents to meet the needs of different schools. From the experience of working with schools on PAL, we have also published three books to be used as supporting materials in classroom. These books incorporate social emotional learning opportunities into the visual art activities. Schools can purchase these to be used by teachers with specially planned teaching resources.



The Imagination Showcase



Dumnan High School



Bedok South Secondary 1



Wellington Primary School



Parkview Primary 2B



St Patrick's School



Punggol Primary 2



Parkview Primary 2A



Dumnan High School

For more exhibits, check out www.facebook.com/360edu/

Imagination Fest @ Schools

360 Education has produced a series of books, videos, software and art materials based on the imaginative art of Øistein Kristiansen. These can be made available to students at special promotion prices through recess/lunch time sales. Schools will be provided two complimentary sets of our publications for use by teachers or in library.



Imagination 360 Portal (www.imagination-360.com)

Developed by The Learning Grid in partnership with 360 Education and Peach Blossom Media, the Imagination 360 portal is for children to learn creativity, imagination and language in a fun manner. English learning content in the portal is based on the latest MOE Grammar syllabus.

The portal is set in an imaginary world in which the player is an alien sent on a secret mission to learn the creative secrets of the people of the planet of Bluii. The player must first learn their native language, which is English. The planet is inhabited by friendly natives called Arikis who require the player to plan and build a green and liveable island on their base camp. The player is to also travel to other planets in their galaxy to learn creative secrets that will be useful in the mission.

Join thousands who have already experienced the fun of learning on this portal. School-wide accounts are available and can be integrated into existing learning management systems used by schools.



Run with Entrepreneurs

Run With Entrepreneurs!

Run with Entrepreneurs is a course specially designed by two education entrepreneurs – Ms Chi Pin Lay and Mr Yee Jenn Jong. The course is a series of modules aligned to the objectives of the Young Entrepreneurs Scheme for schools (YES! Schools) by SPRING Singapore. Schools may apply for SPRING's funding of up to \$10,000 per year, subject to approval.

The course will weave around the experiences of real-life entrepreneurs who are best known for their strengths in various aspects of entrepreneurship. It will involve students developing and practicing entrepreneurship skills. There will be opportunities for field trips and interaction with real entrepreneurs. This course will be piloting in 2013. Schools are welcome to contact Mr Yee for details at yeelj@12learn.net.

News Flash

In June 2012, Mr Yee Jenn Jong received the award for Excellence in eLearning from the World Education Congress for his contributions to the development of the global eLearning industry. He also received the MOE Service to Education award in September 2012.



For any of the above programmes, contact 360 Education or The Learning Grid at 6848 9509 (O) or enquiry@the360education.com/enquiry@12learn.net.

“Today’s education faces irrelevance unless we bridge the gap between how students live and how they learn”

The above quote taken from a report released by the Partnership For 21st Century Skills (P21) is a situation that is becoming more and more apparent. With this, are we still attempting to use teaching methods from the past, catered to learning behaviors that have evolved and hoping to produce graduates that will be well positioned for the global economy in the 21st century?

The report further highlights the key elements of 21st century learning:

- emphasize core subjects and learning skills
- use 21st century tools to develop learning skills
- teach and learn 21st century content, in a 21st century context
- use 21st century assessments that measure 21st century skills



Source: (<http://nicholasroseth.com/wp-content/uploads/2012/08/21st+Century+Word+Cloud.jpg>)

Even today as the MOE in Singapore pushes ahead with Character and Citizen Education and the need to build technology literacy from young whilst focusing on core subjects, there are still many areas of ambiguity from a lack of clarity on what 21st century skills are and how best to nurture these skills through the education curriculum. This is extremely challenging given that culturally we, in Singapore, have grown up in an environment where elite schools are the choice of many parents for their kids and where 95 out of a 100 grade is not good enough.



It is time to change!

With the pace of new discoveries accelerating and with the evolving global landscape, one key skill that is agreed by all as critical to excelling in the 21st century is the ability to continuously learn and grow from this learning. The ability to communicate well and consume information actively such that information becomes usable knowledge leading to new ideas and innovative solutions, critical thinking skills that support effective problem solving and an analytical mind, being able to lead and direct oneself to what is relevant, and excellent collaboration and interpersonal skills, all contribute to learning skills.



Email: info@theconcept-room.com
or call us at: +65 8399 3631 (Leslie)

www.theconcept-room.com



At The Concept Room (tCR), we believe that we need to utilize 21st century tools in order to facilitate the development of such skills. One approach that we lead with in our conversations with schools is what we call, Animation Supported Learning (ASL). To do this, we have identified a list of criteria that a platform needs to be effective:

- low barrier to proficiency
- facilitates the use of student centered pedagogical approaches
- facilitates collaboration and team work
- visually engaging and flexible to facilitate student developed content and peer to peer learning
- intuitive environment that students today are comfortable with

With the above, tCR partnered with a UK based company specializing in 3D Animation tools to bring their flagship product, MovieStorm to the region.

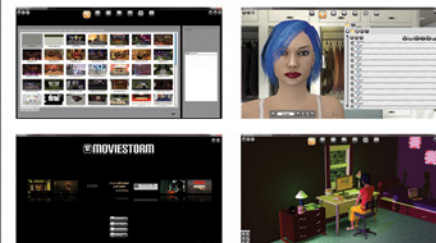
About The Concept Room

The Concept Room (tCR) provides services and solutions to education and training organizations utilizing multimedia tools that are engaging and exciting, with the goal of stimulating learning at a higher order to build sustainable and flexible learners that are well equipped for the 21st Century.



MovieStorm is already used extensively around the world by a diverse group of people for different reasons. From aspiring film makers to educators wanting to facilitate more skills based lessons and special needs counselors attempting to open up the world of children with learning difficulties, these are just some examples.

With MovieStorm and tCR working with schools, tailored lesson plans can be produced to help teachers get started quickly and focused on cultivating skills rather than learning how to use the platform.



Massive library of digital assets that can be easily customized to add flavor and context and engage learners.



KooBits Editor is an engaging content creation software for children (most suitable for 8 to 12 years old). With KooBits Editor, your pupils are able to:

- ✓ Create wonderful multimedia stories and presentations, and even interactive games;
- ✓ Craft visual scaffoldings for creative writing in English, Chinese, Malay and Tamil;
- ✓ Choose from a rich resource pool featuring more than 50,000 royalty-free graphics and animation;
- ✓ Collaborate and learn together with peers through e-publishing, sharing, commenting and voting.

KooBits Editor is an ideal way to engage young learners, and a spark to fire up their creativity!



Beautiful Showcase

- Customisable bookshelf with different themes to choose from
- Embed into your school's website for easy sharing
- A school digital library to support reading programmes
- Showcase school's activities to parents
- Personalised bookshelf for each student and teacher



Collaborative Learning

- Real-time collaboration made possible on projects
- Share with friends, classmates, teachers and parents
- On-page comments for interactive discussion
- Peer evaluation through online voting system
- Foster parents-school collaboration and communication

Powerful Editing Tool

- Multimedia content creation tool with integration of text, clip art, animated graphics, sounds and videos
- More than 50,000 clip art and animation resources
- Make characters and stories come alive through self-animation and movement
- Create content in popular publication formats such as storybook, journal, scrapbook, comic, and many more
- No installation required. Access online anywhere, anytime.
- Auto-save, online-offline auto-sync



To see projects by other schools, check out our showcase at:

www.koobits.com/showcase/koobits

For free demo, please visit www.koobits.com or contact us

✉ michael@koobits.com or ask@koobits.com Or ☎ call +65 68732370 or +65 84846624 for enquiries

www.koobits.com

A World Class Program

Since its inception in 2003, the PET Rocket® Project has been a highly successful program that delivers results. Our students have been representing Singapore in international competitions with stellar results.

On 9th December 2012, Singapore students returned home with their best-ever performance with the most bagged awards in the Annual International Rocket Science Competition held in Kuala Lumpur, Malaysia winning both the World Champion title and the second runner's up spot. Mr. Tan Yong Hua, a 14 years' old student from St Hilda's Secondary School and Mr. Aow Wei Yang Alain, a 14 years' old student from Bedok Green Secondary School won the champion and 2nd runner's up prize respectively. They had competed against student representatives from the 14 other countries. Japan won the 1st runner up prize.

This brings Singapore to the top of the tally with a total 3 World Championship titles.



Despite humble beginnings, SpeedEd's popularity has rapidly grown and it is now one of the leading education enrichment providers in Singapore. To date, more than 180 schools in Singapore has participated in our fun and thought provoking educational programs. Charles Tng, the modestly successful CEO of SpeedEd Pte Ltd, was recently an honoree in the Spirit of Enterprise Award 2012. He attributes his success to his "never-say-die" attitude and encourages aspiring entrepreneurs to take the step into business ownership.

In the coming years, Tng hopes to incorporate Unmanned Aerial Vehicle (UAV) in where one can simply control the vehicle autonomously via a remote control into future project developments. Quoting PM Lee in the 2012 National Day Rally, "If you ask how do I cope with UAVs, with technology, with computers, with life sciences, with new processes and products? The answer is educate yourself for the new world" and this would be the new direction that SpeedEd is heading towards, to create a multi-faceted platform, updated with the newest technologies, to enhance the experiential learning experience of young and old.

Edutainment, the amalgamation of two words – education and entertainment intrinsically means learning through fun. And what better way to be "edutained" than by participating in the educational programs by SpeedEd.

We look forward to meeting you and serving to your school's unique requirements!





Students using Chronometer application on the iPad to measure the angle of the object.



Students from West View Primary School during their video logging session in May 2012.



SpeedEd trainers with Porn Sak and Lee Teng from Channel U.

Dear teachers,

For the new school term, we offer our award winning enrichment programs specially designed for your students. We are proud that 202 schools have benefitted from them.

Math Quest

The Math Quest presents a unique learning experience that allows students apply and solve Mathematical problems in every day real-life situations in locations like Changi Airport and Marina Barrage. Some features of the program include:

iPad

iPad enhances the digital learning experience and brings engagement to a personal level. Usage of iPads in our enrichment programs serves to tie technology with creativity and extended learning. SpeedEd is constantly renewing our teaching materials and including more iPad applications into the Math Quest program.

Video logging

The introduction of video logging in 2012 encouraged students to showcase their creativity and presentation skills by shooting a video to explain their approach to the questions. Students enjoyed it very much and teachers commented that students were much more able to remember the concepts when they were made to explain them.

If you are looking for a science hands-on activity for your students, we encourage you to take a look at our technology patented PET Rocket® Project of SpeedEd.

Brainwave Activated PET Rocket Launching System

The PET Rocket® Project is a holistic science project enjoyed by thousands of students and educators. Over 1,500,000 rockets have been launched since SpeedEd first introduced it as a learning tool.

- Sparks of creativity when transforming recycled material into rockets.

- Glow in the face experience when leveraging wireless mobile technology to self-direct learning of Science principles behind the propulsion of a rocket using iPad.

- Futuristic technology when operating the Brainwave Activated PET Rocket Launching System through telekinetic functions via a brain sensor device.

The effectiveness of PET Rocket as an educational tool was covered by Mediacorp TV's Channel U, OKTO, Channel 8 & Suria News and in all major local newspapers.

What teachers says:

"The PET Rocket Science Project is truly a very engaging session where students can see physics come to life! It takes learning out of the classroom, builds on concepts already learnt by the students, teaches new concepts for students to assimilate, and immediately allows the students see the theories applied to a fun real life scenario!" – Mr Tan Weng Seng (RI Assistant Department Head)



Participant, Genavine testing out the Brainwave Activated PET Rocket Launching System.