Learning Trail Design Toolkit

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Abstract

One of the main thrusts of infusing new technology in Education is creating and facilitating online collaborative learning environments. Pupils learn collaboratively when they typically work in pairs or in groups. Schools infuse collaborative learning both in classrooms and out of classrooms via experiential learning. Pupils are taken on learning journeys or learning trails where they work in groups collaboratively on specific tasks. Such learning journeys are typically designed by the educator or in liaison with an external vendor. The learning objectives are cascaded in the learning journeys. However in a one size fits all system all pupils undergo the same learning journey. With the Learning Trail Design Toolkit with Trail Shuttle software designed by a group of school in collaboration with Rockmoon Pte Ltd (a software vendor), pupils and educators can customize the trail to diversify and differentiate it with common learning objectives. Pupils work collaboratively to design the trail and execute the trail with the use of a device such as the IPad. Pupils then go through the trails with the iPads designed by their peers to assess the trails. The toolkit allows room for authentic collaborative learning with assessment for learning as well as creative thinking in place. Pupils gain in depth knowledge of the location where the trail is designed as they explore innovative strategies to allow the trailer to participate in the accompanied activities of the various hotspots in the trail. This presentation explores the various possibilities of creating, assessing and room for collaborative and self-directed learning in the processes of a trail of learning journeys. The presentation engages the audience on how this toolkit was infused in a school wide approach with pupils as well as with staff on various learning journey opportunities.