

TechWomen.Asia

Kaisipan <Think together. Act together>

Key Takeaways

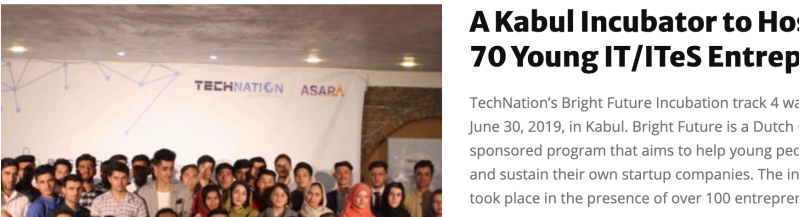
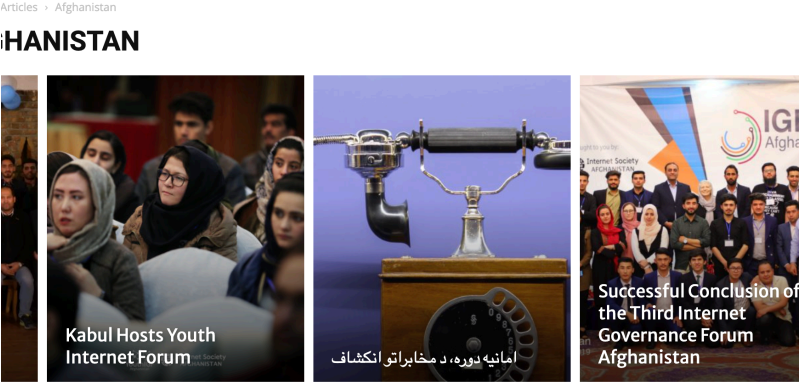
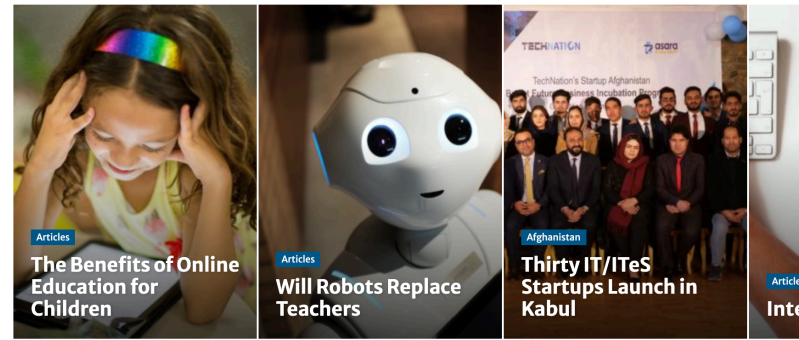
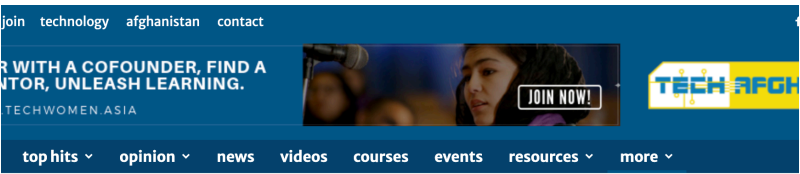
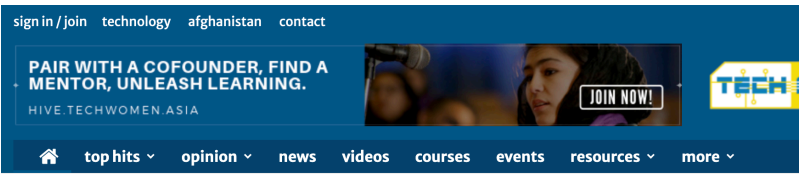
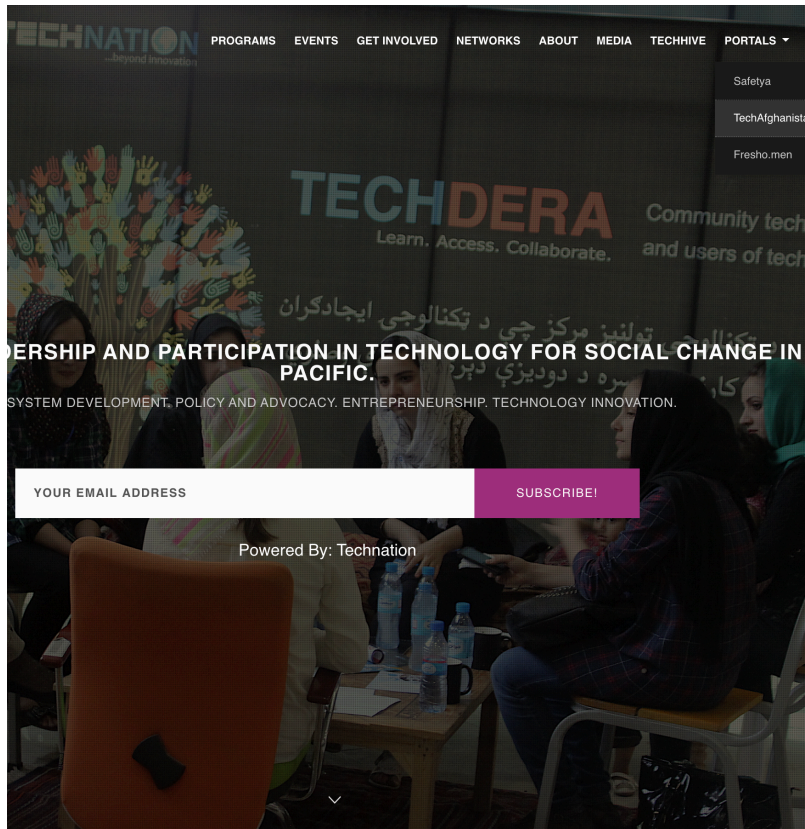
Maria Beebe

TechWomen.Asia

Vision: Digital equity for gender equality

Mission: to increase women's leadership and participation in ICTs for social change in Asia and the Pacific.





TechWomen.Asia

<https://techwomen.asia/>

Digital GrowthMindset

- I am not limited by my limitations
- It's a new way of learning – The digitalization is part of sustainable development
- The costs are minimal compared to the benefits
- Digital literacy is a need not a want

Source: Lualhati 2020



Digital literacy

Digital literacy is a set of cognitive, technical, and humanizing capabilities to use information and communication technologies (ICTs) to learn, create, and share.

Kaisipan! Your Digital Literacy Gateway.

Transforming learning and teaching towards humanizing learners.



iLEARN, iCREATE, iSHARE: a Digital Literacy/Competencies Framework

iLearn Capabilities

Evaluate. Blog comment, review, post, moderate, network. **Analyze.** Compare, mash, link, crack. **Apply.** Run, unload, operate, hack, upload, share, edit. **Understand.** Advanced search, blogjournaling, twitter, annotate.

Humanizing (Values). Social emotional skills. Digital growth mindset

LEVEL 2 – LEARNING

Participants say they know it
Participants can demonstrate what they learned
Participants believe training will be worthwhile for their job
Participants think they can apply what they learned on the job
Participants intend to do what they learned on the job

LEVEL 1 - REACTIONS

Participants express satisfaction
Participants are engaged & contributing
Participants have the opportunity to use or apply what they learned in training on the job

iCreate Capabilities

Deliver an online course (synchronously or asynchronously). **Design** a digital course. **Plan** delivery of online course (outcomes, assessment and activities) synchronously and/or asynchronously.
Humanizing (Values). Social emotional skills. Writing your Digital growth mindset

LEVEL 3 – BEHAVIOR (PORTFOLIO)

Participants apply what they have learned on the job
*Processes & systems that reinforce, encourage, & reward performance of critical behaviors on the job

iShare Capabilities

Collaborate with global partners on project-based learning. **Participate** in education digital ecosystem.

Humanizing (Values). Social emotional skills. Sharing your Digital growth mindset

LEVEL 4 – RESULTS

Targetted outcomes
*Short-term observations & measurements suggesting that critical behaviors are on track to create a positive impact on desired results

TABLE 1. VISION: TRANSFORMING TEACHING AND LEARNING
GOAL: Digital literacy for Filipino learners (teachers and students)

Strategic Objectives (SO)	KAISIPAN LEARNING MAP (FOR DISCUSSION)	OUTPUTS/OUTCOMES	LEARNING EVALUATION LEVELS
iLEARN			
<p>SO1. Participants/teachers will be able: To use technologies safely & responsibly as digital citizens AND To demonstrate cognitive and technical skills of:</p> <ul style="list-style-type: none"> Understanding applying analyzing evaluating <p>AND To demonstrate a social-emotional, digital growth mindset, underpinned by humanizing values.</p>	<p>COGNITIVE = EMPOWERMENT TECHNOLOGIES</p> <ul style="list-style-type: none"> Digital learning & teaching (learning outcomes, assessment, and student engagement in a digital environment) Curate OER aligned to MELC Digital citizenship (Digital id & Digital rights, Digital security & Digital safety, Digital well-being/emotional intelligence) Civic Online Reasoning (SHEG curriculum by Stanford) Using ICT to Improve Math Outcomes Using ICT to Improve STEM Outcomes <p>TECHTOOLS</p> <ul style="list-style-type: none"> Virtual, remote tools (zoom, skype, facetime) Asynchronous and synchronous tools <p>HUMANIZING = PERSONAL DEVELOPMENT</p> <ul style="list-style-type: none"> Social-emotional Learning Digital Growth Mindset Values Education 	<p>SELF-ASSESSMENT AND PORTFOLIO SAMPLES</p> <ul style="list-style-type: none"> -participation in the education digital ecosystem -blog -vlog -presentation -business cards -event flyer -bookmarks/playlist -podcasts -webinars 	<p>Level 1 – Reactions (Self-Assessment) Participants express satisfaction Participants are engaged & contributing Participants have the opportunity to use or apply what they learned in training on the job</p> <p>Level 2 – Learning (Self-Assessment & Portfolio) Participants say they know it. Participants believe the training will be worthwhile for their teaching. Participants think they can apply what they learned on the job. Participants intend to use what they learned on the job.</p>
iCREATE			
<p>SO2. Participants/teachers will be able: To turn ideas into reality in an ICTs for an education project. To turn ideas into reality in an ICTs for social change project.</p>	<p>COGNITIVE = EMPOWERMENT TECHNOLOGIES</p> <ul style="list-style-type: none"> Design, build, and teach courses to increase student engagement. Create OER aligned to MELC. Create ICT for Social Change project <p>TECHTOOLS</p> <ul style="list-style-type: none"> LMS Student engagement Assessments <p>HUMANIZING = PERSONAL DEVELOPMENT</p> <ul style="list-style-type: none"> Writing Your Digital Growth Mindset Story 	<p>Playlist</p> <p>Online course for synchronous and asynchronous delivery created.</p> <p>ICT for Social Change Project.</p>	<p>Level 3 – Behavior (Portfolio + Peer Review) Participants apply what they have learned on the job *School leadership and management institute digital-age school processes & systems that reinforce, encourage, and reward performance at the school level.</p>
iSHARE			
<p>SO3. Participants/teachers will be able: To participate in the digital education ecosystem to improve student outcomes. To collaborate in global projects.</p>	<p>COGNITIVE = EMPOWERMENT TECHNOLOGIES</p> <ul style="list-style-type: none"> Project-based learning for global collaboration <p>TECHTOOLS</p> <ul style="list-style-type: none"> LMS <p>HUMANIZING = PERSONAL DEVELOPMENT</p> <ul style="list-style-type: none"> Sharing your Digital Growth Mindset Story 	<p>Participant’s class participating in digital ecosystem.</p> <p>Participant’s class participating in project-based learning and global collaboration.</p>	<p>Level 4 – Results (Targeted outcomes at the student level) *Students are able to: -Use technologies safely & responsibly as digital citizens. -Demonstrate cognitive and technical skills of: understanding, applying, analyzing, and evaluating -Demonstrate social-emotional, digital growth mindset, underpinned by humanizing values. -Participate in project-based learning global collaboration.</p>

Turn TV into an Intranet

VexLogic

Mobox V2



Home Schooling

- For as low as \$50 - \$70 per hour can have a full set with Camera Keyboard giving access to inter home tutoring or surfing the internet because its building router and android platform.
- Teachers can have half of their inside the classroom and the other half from home.



Stand-alone tablet



reading, writing and numeracy in one simple package

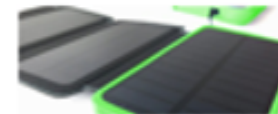


A robust, dedicated tablet designed to deliver reading, writing and numeracy in the child's own language - anywhere. onetab comes in a durable protective case with an optional solar charger. It boots straight into onecourse, in the correct language.



onecourse OS

onecourse OS is a custom-built operating system designed specifically for the onetab tablet. It is designed to be simple, easy to use and to provide a rich learning experience.



Solar powered

With an optional solar charger, onetab can be powered by the sun. The solar charger fits over the back of the tablet and is easy to use.

Serves as a wi-fi access point



ISIPedX uses open hardware and open-source software. The device fits in the palm of your hand. Wifi accessible, range of about 50m (line of site). Capacity: 128GB.



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Thank you!

Key Takeaways:

- Importance of increasing women's leadership, not just participation
- Importance of defining digital literacy to include cognitive, technical and humanizing capabilities
- Importance of a digital literacy competencies framework