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IT TAKES A VILLAGE

• Civil society is crucial to complement the formal schools system (E.g. Pratham Education Foundation)

• Learning can happen when living environments make possible meaningful interactions between learners, educators and the community

• Schools are a key piece of this education building block as part of an effective learning environment (E.g. SDG4 means of implementation 4.a “Effective Learning Environments” highlights the importance of providing safe, nonviolent, inclusive and effective learning spaces)

• We’re moving towards ecosystems of learning in which "the environment is considered to be the "third teacher" - after the parents and the human teachers. (Prof. François Taddei)
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AND TECHNOLOGY

• **Technologies** are “pointing towards non-linearity” offering random access to lifelong learning opportunities.

• **Mobile learning** is a powerful and often overlooked tool that can support learning including and engaging the ‘back of the class’ students.

• Learning processes will take place in **environments in which learners select their own modes of learning and bring personal technologies into education** - reducing the boundaries between formal and informal learning (Luna Scott, C., 2015).
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AND TECHNOLOGY

Some initiatives
- Mobile Learning Week
  Eg.: Publication on Mobile Learning for Refugees

**Identify / Recognise**
- Best practices of national initiatives in leveraging ICT to achieve SDG 4 to be published by UNESCO
- Mobile Learning Week experiences, etc.

**Catalyst**
- Flagship national policies or projects to be supported by UNESCO ICT in Education Unit
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AND TECHNOLOGY

Some initiatives (cont.)

- Initiative LRNG to close the equity gap by transforming how young people access and experience learning

PLAYLISTS
A Playlist is a curated group of Learning Experiences (XP) and Resources, stitched together into a compelling media-rich narrative around a common theme.

EXPERIENCES
An XP can be online or local.
A Resource is an online tool, game or online content that supports learning.

BADGES
A Badge is a publicly shareable digital credential that provides evidence of learning.

Opportunities are unlocked by earning a Badge.

https://www.lrng.org/about (1:55 min film).
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WHAT IS THE CHALLENGE?

Challenge

• Create new **engaging, personalised learning pathways for all learners** - including in-school and out of school activities ensuring **equity and quality** (for the ‘back of the class’!)

• Coordinate actions to **offer pathways to learn in community-based learning environments** with multiple providers that can attend the variety of learner needs in a given context with the **support of ICT** (and frontier technologies, AI...?)

• Need for more research on these practices (**evidence-informed practice**)

• Engage **Policy makers**

  ➢ **E.g.:** [UNESCO Global Network of Learning Cities](https://en.unesco.org/networks), [Metaversity](https://www.metaversity.org) in Moscow, [Education360](https://www.education360.org) in Catalonia, “Full service extended schools” in the United Kingdom, “Las escuelas de tiempo extendido” in Uruguay, “Projet éducatif territorial” in France, ...
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References


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Thanks!

Valtencir Mendes, PhD
Project Officer of the Unit for ICT in Education, UNESCO

v.mendes@unesco.org
@ValMMendes