

# Embedding ILT in Vocational Learning- our journey

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## Background

- Aspire2Work- vocational programmes for 16-19 year olds (Key stage 5)
- 1500 students each year across Yorkshire and the Humber
- Directly delivery and partner organisations
- Two companies into one in August 2014

## Where are we now with ILT?

- Reviewed and merged core IT systems and infrastructure
- Moved to cloud based technology
- IT capital replacement strategy
- Now in a position to further improve our use of ILT in our learning environments
- IT Corporate Strategy 2016/19 underpinned by ILT Strategy and implementation plan 2017/20.

## Where are we now?

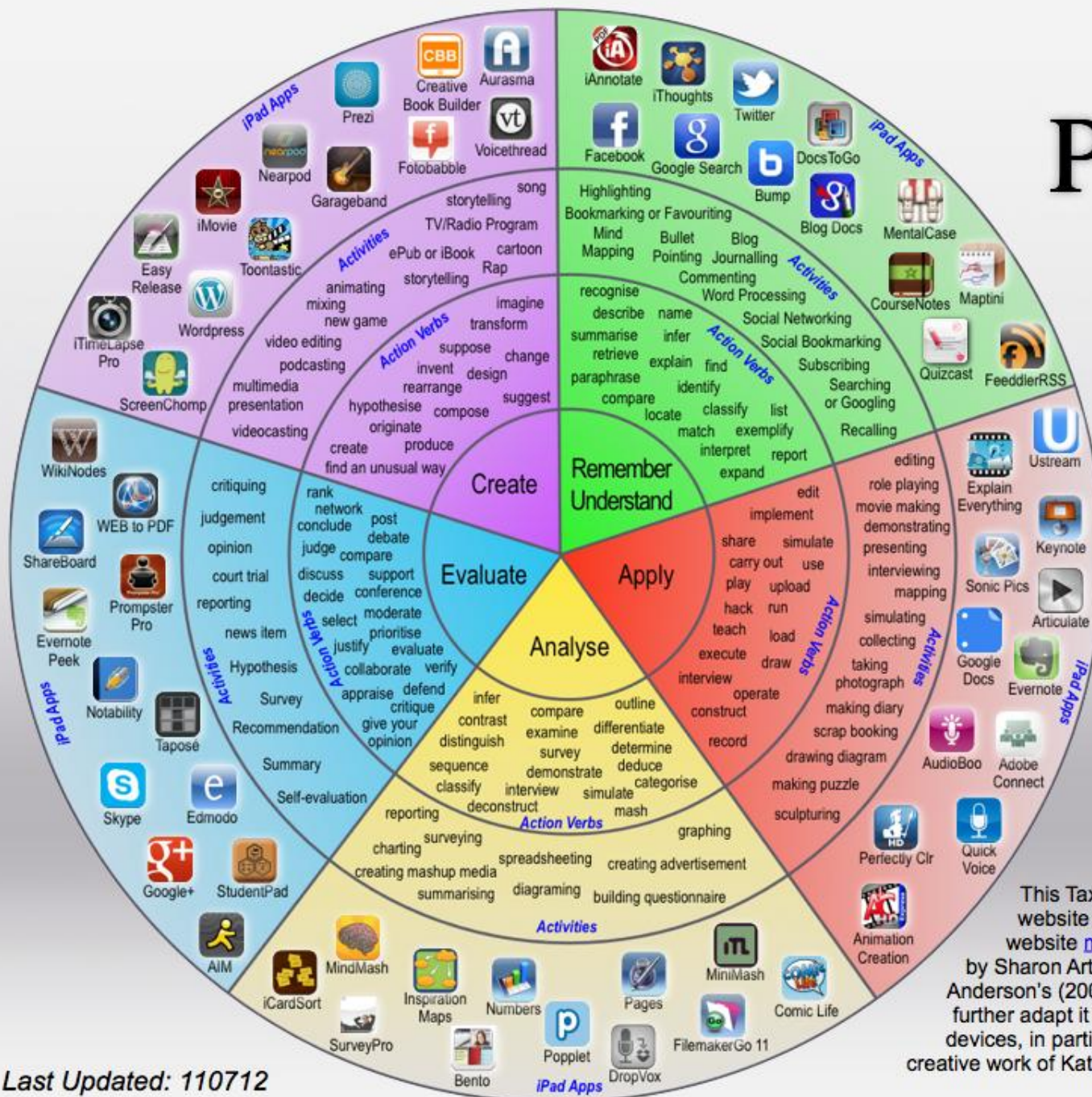
- Attended Digital Conference- lead by Hull University working with European Partners

Key learning:

- Active learning supports kinaesthetic learners
- Encourages the process of: thinking-questioning-assessment
- If you just display the information no learning is taking place
- Video is a passive media- can be improved simply by adding questions as they watch
- Not technology for technology sake

# The Padagogy Wheel

Developed by  
[Allan Carrington](#)  
 University of Adelaide



Standing on the  
Shoulders of Giants

This Taxonomy wheel was first discovered on the website of Paul Hopkin's educational consultancy website [mmiweb.org.uk](#). That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, I have to acknowledge the creative work of Kathy Schrock on her website [Bloomin' Apps](#).

## How to Use Plickers in the Classroom

www.youtube.com

This is a quick tutorial on how to get Plickers working in your class. Plickers are a low cost alternative to "clicker" student assessment.



<https://www.youtube.com/watch?v=DfUB05xiIGM>

## Plickers

www.youtube.com

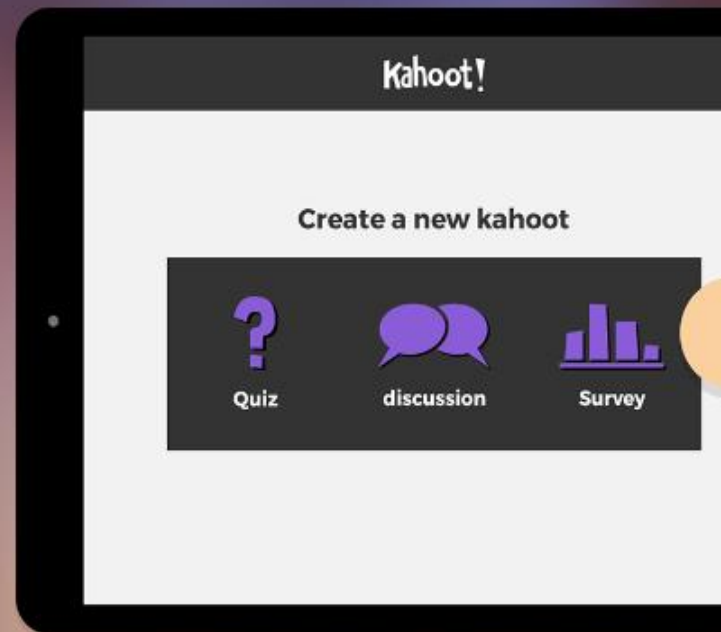
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# Create

Create a fun learning game in minutes (we call these 'kahoots'), made from a series of multiple choice questions. Add videos, images and diagrams to your questions to amplify engagement!



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**Create a fun learning game in minutes or choose from millions ready to play or adapt.**

**Works on any device with an Internet connection.**

**Zero setup time, no player accounts required and one-click gameplay.**

**Connect and play in realtime with others in 180+ countries.**

**Fosters social learning and deepens pedagogical impact.**

**It's free to create and play - and always will be!**



# Impact of using digital technologies?

Hannah Black- Tutor at Aspire-Igen Leeds

## What next for Aspire2Work?

- Implementation of the ILT strategy
  - ILT champions group established
  - SMART Board training designed and being rolled out
  - Exploring most appropriate VLE
  - Curriculum Lead roles developed in order to ensure consistent curriculum
  - Ready to be incorporated into a Virtual Learning Environment-blended learning
  - Quality assured by our independent Quality & performance Team