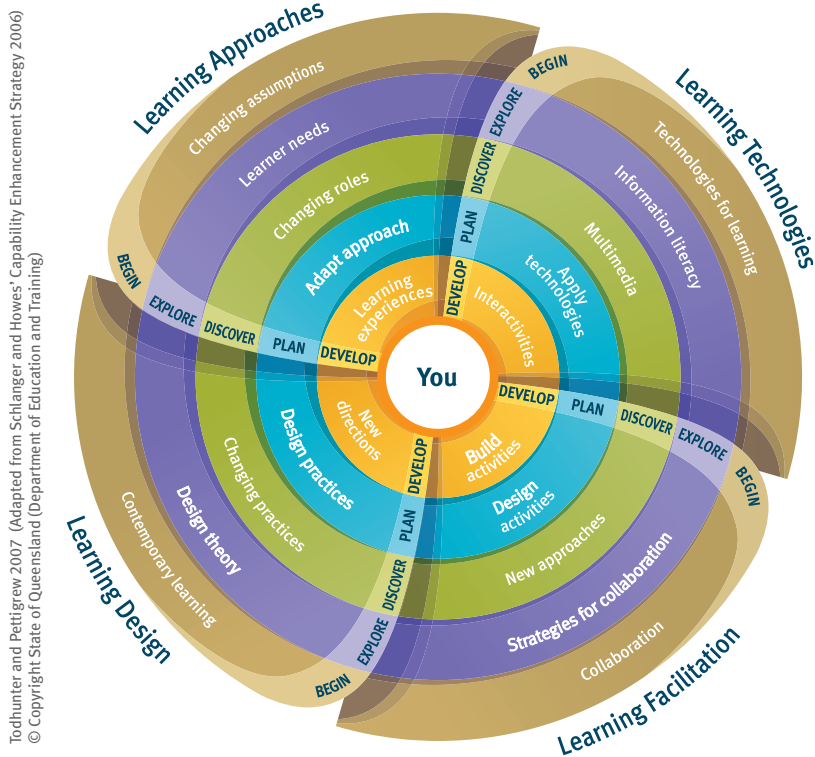


TECHNOLOGIES FOR LEARNING



What is Technologies for Learning?

Technologies for Learning comprises a framework and resources designed to guide the professional development of Vocational Education and Training (VET) educators who are new to using learning technologies. It encourages and enables teachers to explore different ways to engage learners and alternative ways to approach teaching, learning and assessment. The resources are reusable, customisable and align with TAADES503B *Research and design e-learning resources* in the Training and Assessment Package (TAA04).

How can it be used?

The framework and the resources can be used to guide individual professional development or as a staff capability resource. You may choose to:

- Work through each unit sequentially from Begin to Develop, following all study areas of Learning Approaches, Learning Design, Learning Facilitation and Learning Technologies;
- Concentrate on one study area and move from Begin to Develop; or,
- Focus on and work through one or more specific, individual sections in the study areas or units.

Where can I find out more?

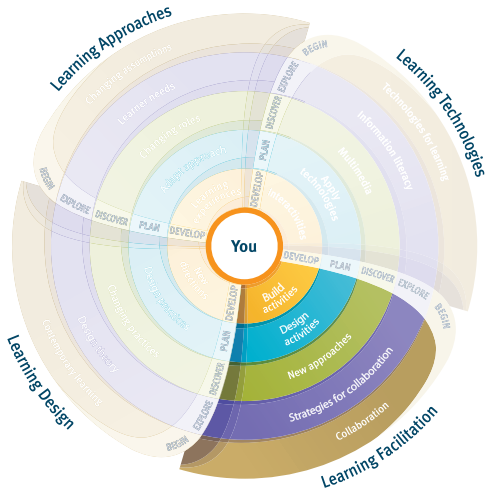
For more information please visit www.training.qld.gov.au (search for T4L). You are encouraged to watch the introductory video which provides an overview of the framework and how the resource may be used.

What do I need?

The following list specifies the minimum computer hardware and software requirements;

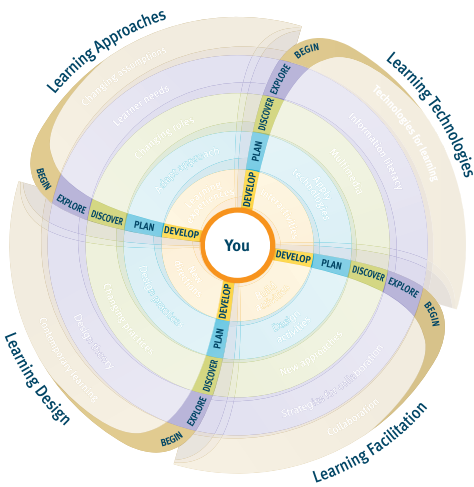
- 1024 x 768 monitor display
- Sound card and speakers
- 56kbps modem
- Internet browser which supports JavaScript & plug ins e.g. Microsoft Internet Explorer 6
- Adobe Flash Player 8
- Adobe Acrobat Reader
- Microsoft Word 2003.

TECHNOLOGIES FOR LEARNING



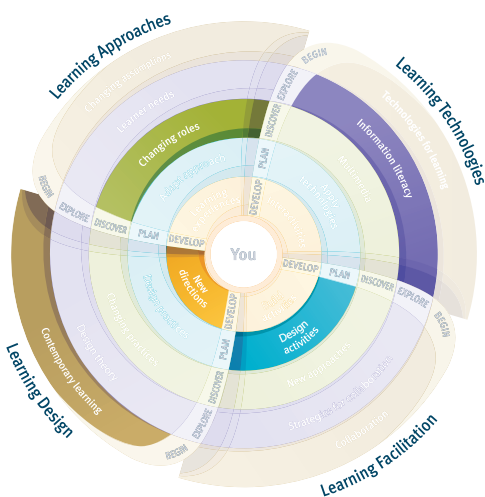
A study area is a dimension of the learning framework

- **Learning Approaches** encourages the VET educator to think about current teaching practices, and to consider and learn about alternative and more contemporary practices;
- **Learning Design** examines contemporary teaching practices in terms of designing for online and blended learning environments. Contemporary learning design focuses on assessment, activities, resources and support for students;
- **Learning Facilitation** centres on the importance of collaboration to facilitate learning. Collaboration occurs at many levels, student-to-student, student-to-teacher and between groups of students; and,
- **Learning Technologies** investigates some of the educational technologies that are available to support learning and design for learning. Multimedia and a range of simple tools are explored demonstrating how teachers can be in control of their own resource production.



A unit is a stage within each study area of the learning framework

- **Begin** introduces contemporary learning and teaching;
- **Explore** investigates technology and alternative teaching, learning and assessment practices;
- **Discover** enables teachers to identify new approaches to teaching using various forms of media and technology;
- **Plan** pulls the learning together to work out 'how' new approaches can be implemented; and,
- **Develop** guides the development and delivery of a contemporary teaching program.



A section is a discrete learning experience within each study area of the framework

Individual sections cover topics and content at various levels in the units and across the study areas.