Two simple ways we bring joy back in learning

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8th International Skills Forum
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Session 2A:
Effective K-12 Delivery Models

8th International Skills Forum
Future of Skills and Jobs in the Age of Digital Disruptions
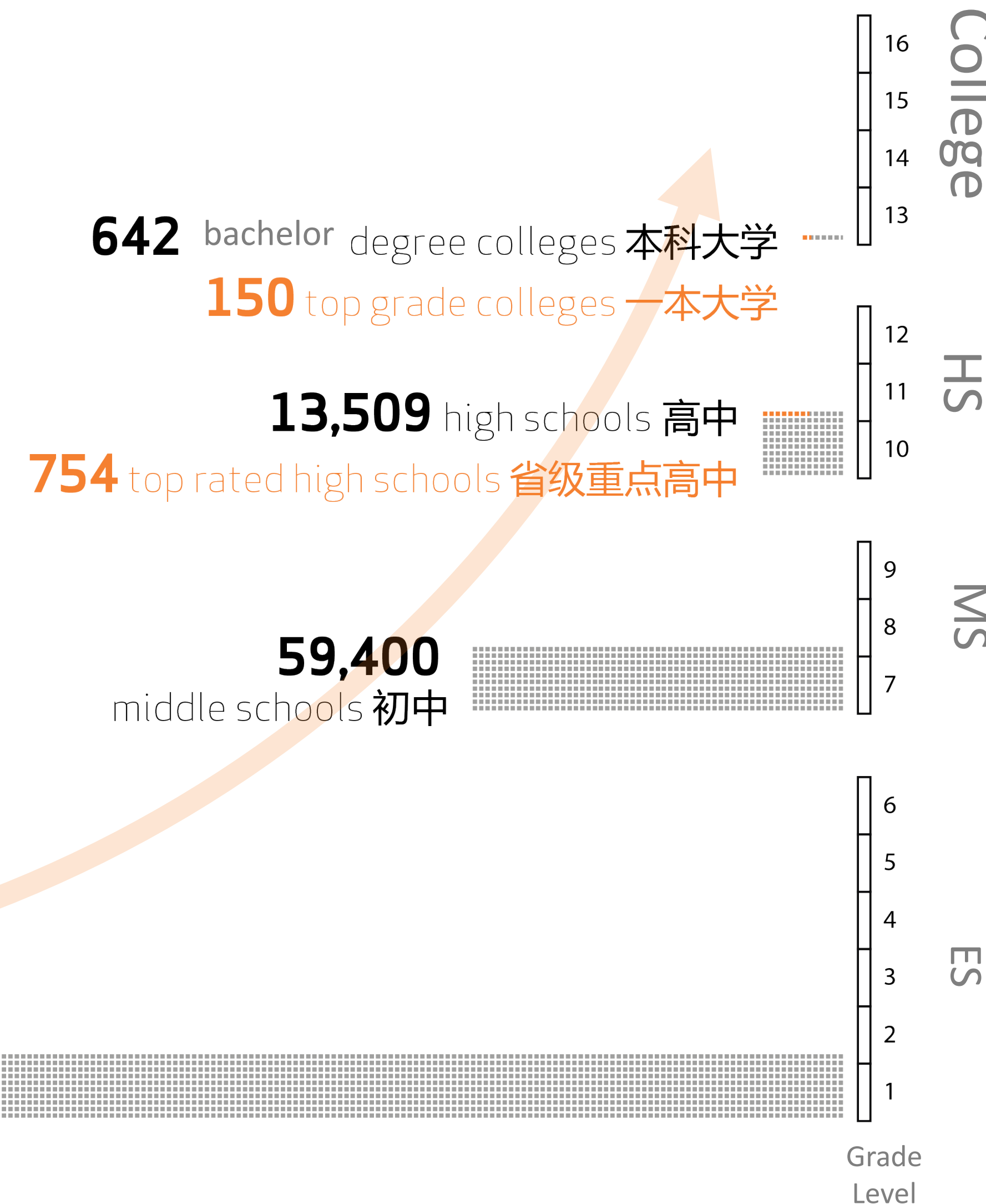27–29 August 2019 • Asian Development Bank, Manila, Philippines

ADB

"千军万马过一个独木桥"
"An army trying to cross a narrow log bridge"

距高考还剩
6933 天

College

16
15
14
13

642 bachelor degree colleges 本科大学

150 top grade colleges 一本大学

HS

12
11
10

13,509 high schools 高中

754 top rated high schools 省级重点高中

MS

9
8
7

59,400
middle schools 初中

6
5
4
3
2
1

ES

320,000
primary schools 小学

Grade
Level

■ **100** schools

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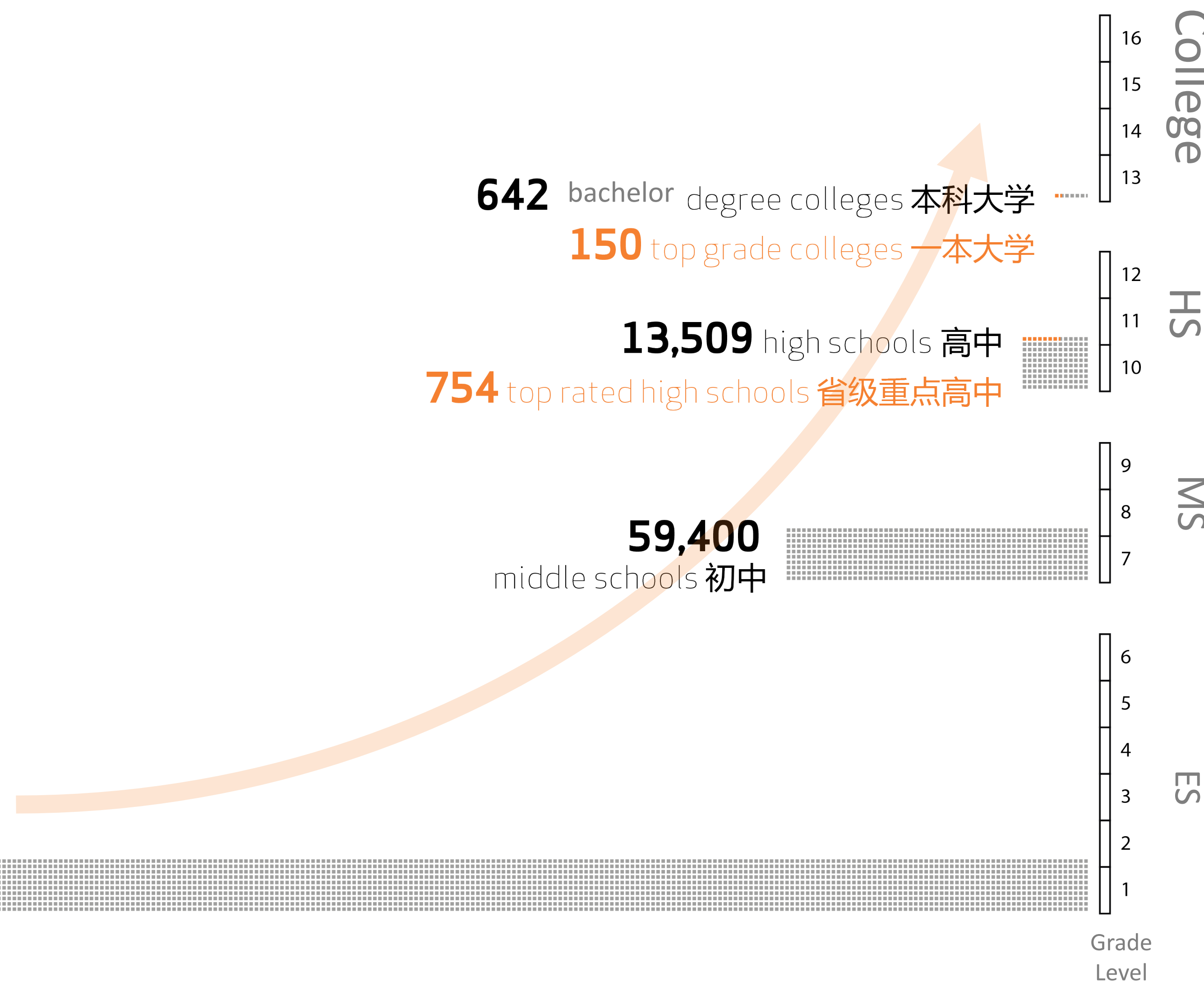27–29 August 2019 • Asian Development Bank, Manila, Philippines

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"**6933 days until the Gaokao**"

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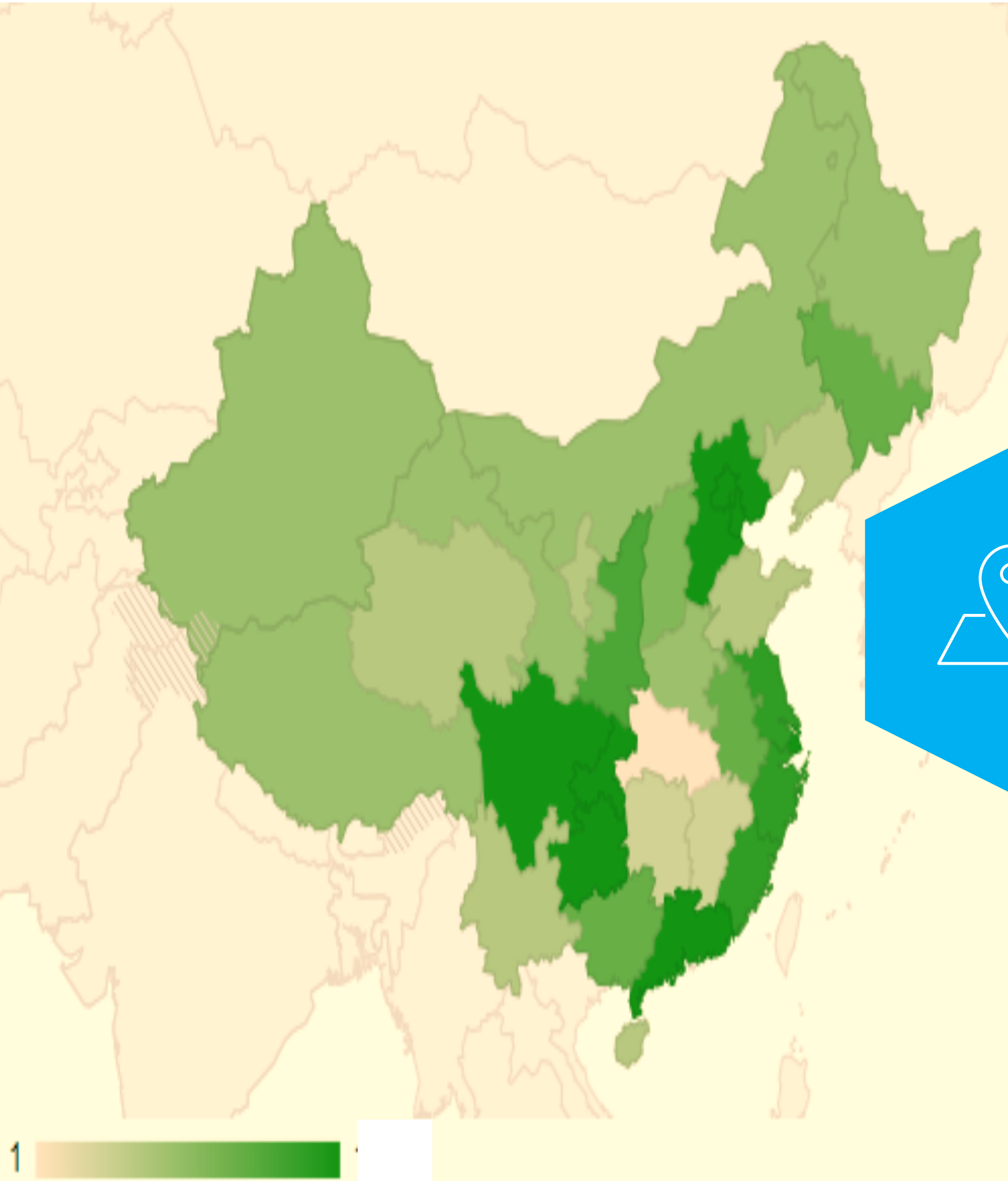
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51Talk
NYSE:COE

MISSION

TO ALLOW EVERY CHILD TO SPEAK UP, STAND OUT AND SUCCEED IN LIFE

250,000+ STUDENTS

18,000 TEACHERS

180,000+ CLASSES DAILY

" WHAT DO YOU **BELIEVE** ABOUT HOW KIDS LEARN? "

CONDITIONS FOR POWERFUL LEARNING

- SAFE, POSITIVE ENVIRONMENT

- PERSONAL INTEREST

- REAL-WORLD APPLICATION

- FUN

- RELATIONSHIPS

- AUTONOMY AND AGENCY

- CHALLENGING

WHAT EDUCATORS WON'T SAY

- SITTING IN ROWS

- 40/50/60 MINUTE BLOCKS

- AGE-GROUP CO-LEARNERS

- NO REAL-WORLD APPLICATION

- TEACHER-CONTROLLED

- STANDARDIZED ASSESSMENT

- EMPHASIS ON GRADES

- NO CHOICE, NO AGENCY

LEARNING IS AN AFFECTIVE EXPERIENCE

Do you remember playing "store" or "restaurant" when you were a child? These imaginative scenarios, in which children take on roles, props, themes, and collaborate with other children, is one of the most crucial avenues for development.

ONE CHILD, ONE LAUGH POLICY

Laughter is evidence of an engaged body and mind and increases the likelihood of retention.

1. AR Stickers and Filters

Fast pacing of humorous inserts produced the facilitatory effect on information acquisition more rapidly than slow pacing. Sandwich humor between instruction and repetition for best effects.

#2: Theatrics

Elements of drama techniques have to be used in an online setting because we have to catch attention of young learners. Teachers vary their voice, intonation, expressions and techniques to add humor to the lesson.

3 Teacher vs Student

To lower the anxiety of learners, games are incorporated wherein the student is expected to "beat" the teacher in various games throughout the class.

4 Funny visuals that's tailored to interest

Pictures used either on their own or with text help creates valuable stimulus in the classroom as it can help liven the story. When both text and picture are used together, it can help the young learner in the memorization of language structures
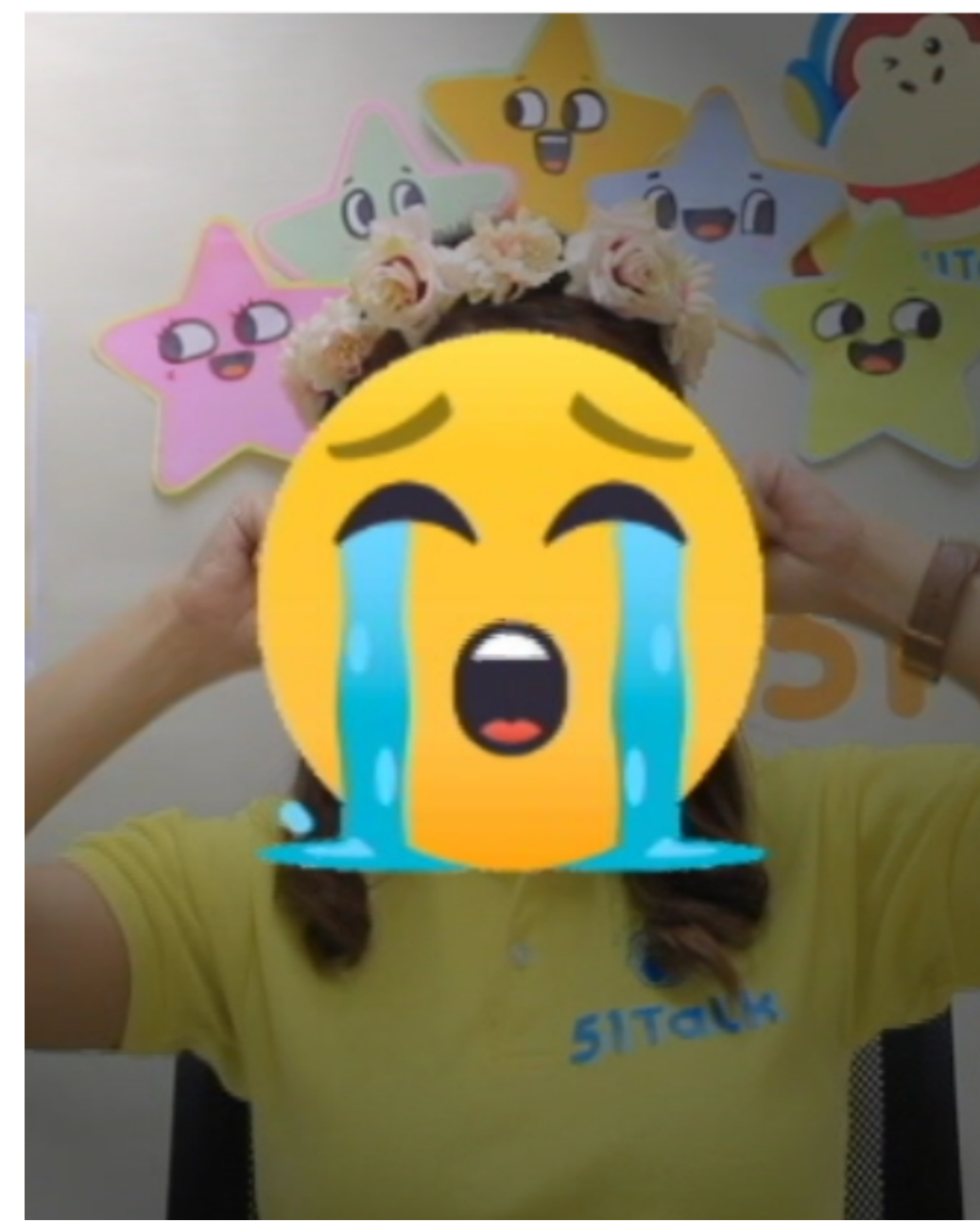
FACIAL RECOGNITION

SMILE
Does the teacher smile or laugh throughout the lesson?

LIGHTING
Does the teacher maintain eye contact with the camera?

EYE CONTACT
Does the teacher use the AR Sticker/ Filters?

MOVEMENT
Does the teacher move a lot and use gestures?

MOBILE LEARNING WITH A TEACHER

To give a child a chance to initiate learning, the teacher must remain in the background, supporting the child's natural curiosity and offering helpful ways to explore.
This is different from the traditional model of instruction, where a teacher doles out knowledge and asks the student to learn the information.

REMOVING THE STIGMA FROM MOBILE SCREENS

Entrepreneurial activities differ substantially depending on the type of organization and creativity involved.
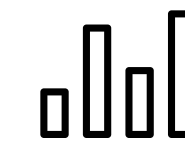
SPACED REPETITION

Learners gain the vocabulary and phrases from rote learning activities in fun mobile games

GAMES COLLECT BETTER DATA

Where did the learner pause? Where did they make a mistake? Games predict learning curve.

TEACHER IN YOUR POCKET

Imagine being able to hand your child a screen while you prepare dinner and not be guilty that you will be missing out on the interaction
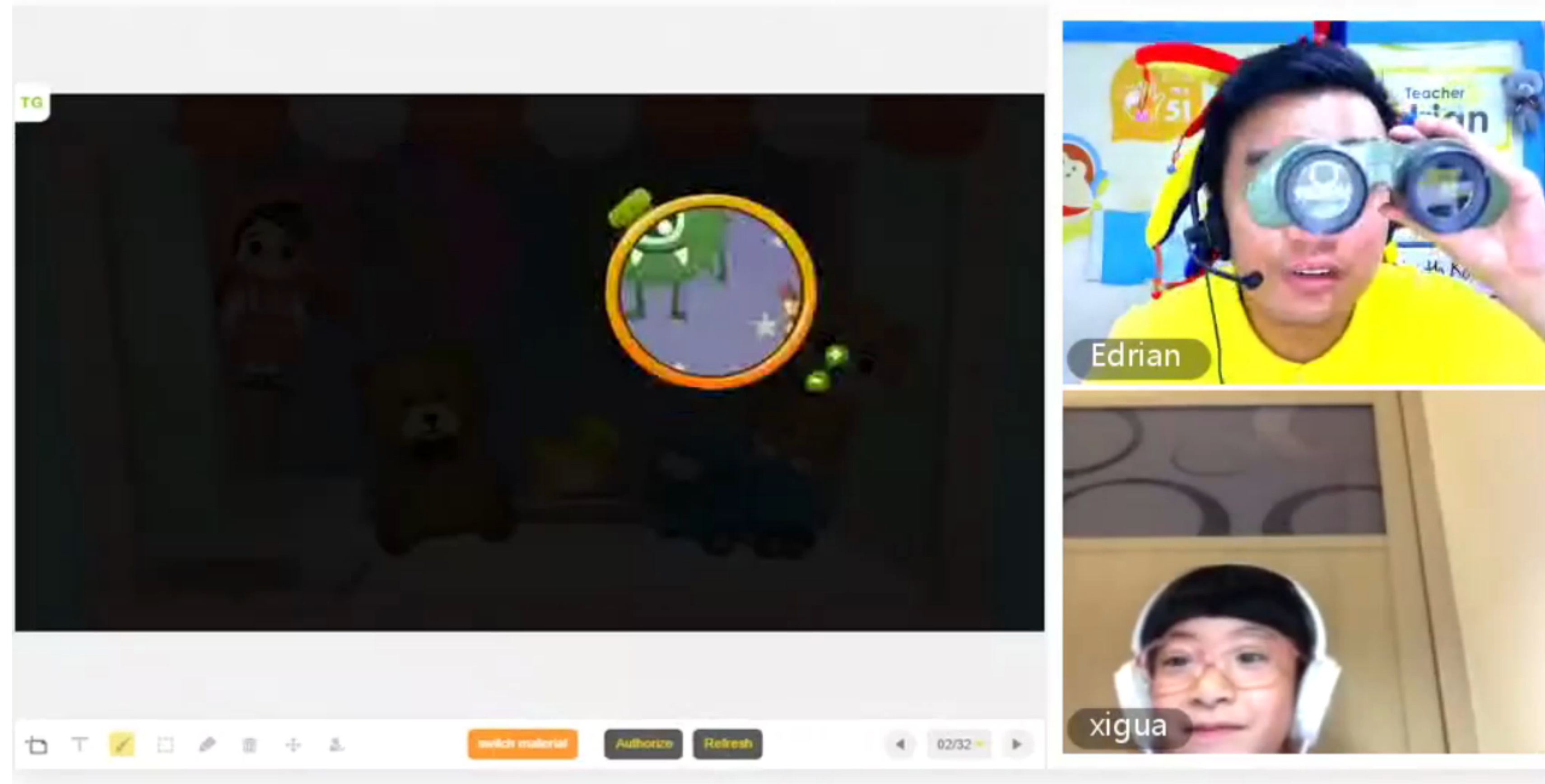
PARENT INVOLVEMENT

Parents receive feedback on every class and can watch playback and recordings of our lessons to find out what the child has gained.
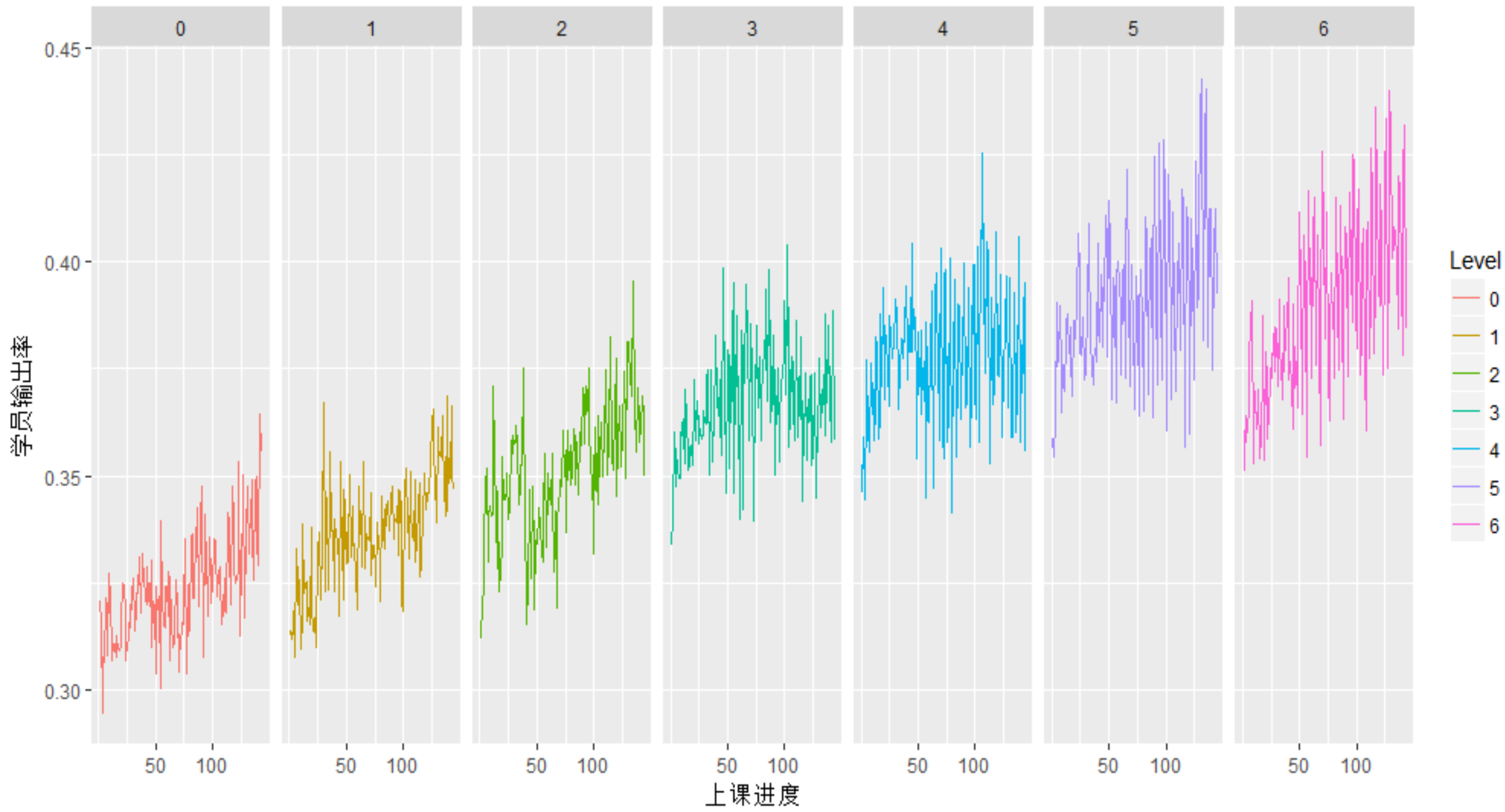
TEACHER IN YOUR POCKET

STUDENT TALK TIME

01 **OUR CLASSROOM MEASURES OUTPUT**

Student Talk time is measured in every 10 minute period to check if there is an increase in out after every level increase

02 **PARENT RECORDING**

Parents are prompted to view special moments of a child's prooduciton.

THANK YOU

Cecilia Calvo