

LEARNING FUTURES RESOURCE INDEX

This index provides a series of clickable links to the project resources held on the Excellence Gateway, YouTube and Scoop IT! Most of the links will open an Excellence Gateway page from which the resource can be downloaded, some links will open directly into a PDF and others will open a YouTube video, normally of a webinar. This index covers the CPD resources, a number of reports and a series of unclassified resources. A separate Index will be available from the Excellence Gateway to access the 17 provider project resources. All links are in purple.

INDEX CONTENTS

This contents page uses clickable links to jump to the correct page in the index, from which the resource links can be located.

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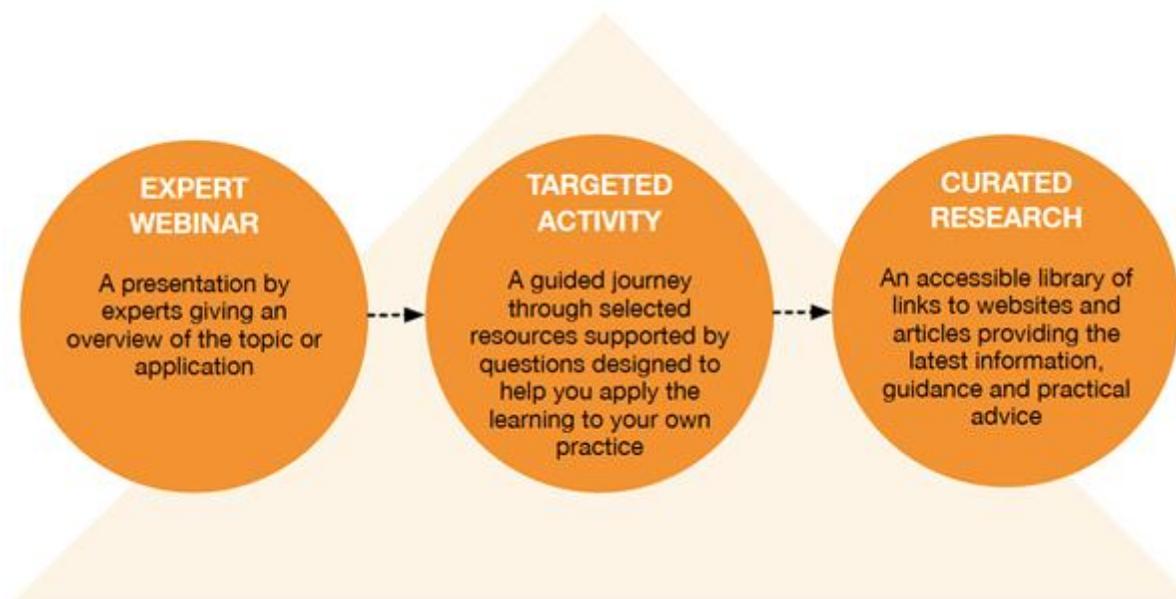
[Nita's Story](#)

[Curated resources on building communities of practice](#)

LEARNING FUTURES PROJECT CPD RESOURCE INDEX

CPD Resources Created by the Core Learning Futures team and invited experts

These **free CPD modules** for staff demonstrate how technology can be used to enhance learning. Each module comprises a recorded webinar, a targeted activity and curated research as per the model below. These resources can be accessed by the links in the table below and draw resources from the Excellence Gateway, the Foundation You Tube Channel and Scoopt it!, where a series of online resources have been pulled together and curated for individuals own research.



PROJECT CPD RESOURCE INDEX

CPD TOPIC	OVERVIEW	Resource Links
 <p>Leadership and Governance</p>	<p>One of the key aims of Learning Futures is to support governing bodies and boards, and leadership teams and managers, to make informed decisions around the development, resourcing and implementation of learning technologies in order to secure improved outcomes for learners.</p> <p>By engaging with this module, you will explore the experience of Stanmore College; access a range of free online resources to support governors and leadership teams in identifying emergent technologies and making informed investment and implementation decisions; and complete an activity that will take you through the steps required to apply these practices in your own organisation.</p>	<p>Preparing your organisation to use technology in teaching in a digital world</p> <p>Recorded Webinar - Youtube</p> <p>Digital technology is expected to have a profound effect on the economy and the wellbeing of the country and the FE sector has a critical role to play. The Government's workforce strategy details a number of objectives and among those impacting on teaching, learning and assessment are: Strengthening leadership; building the confidence and expertise of teachers to embrace technology; encouraging teachers to use learning technologies effectively and consistently; and building the capacity to create a digital college. Are organisations ready for this challenge?</p> <p>Governance</p> <p>Governance CPD activity. – Excellence Gateway</p> <p>Reports, articles and strategic planning documents including: Horizon scanning; learning technology planning from UK and US colleges; public sector innovation models; the economics of online learning; the growth of online learning; procurement and implementation - Scoop.it!. Live to Feb 2017</p> <p>LEADERSHIP AND MANAGEMENT</p>

CPD TOPIC	OVERVIEW	Resource Links
		<p>Leadership CPD activity. – Excellence Gateway</p> <p>Curated Research:</p> <ul style="list-style-type: none"> • Horizon scanning: Current status, trends and predictions UK, EU and US on Scoop.it!. Live to Feb 2017 • Strategic: Business models, planning and purchasing - Scoop.it!. Live to Feb 2017 • Organisational: Digital leadership, learning technology staff, and organisational structure - Scoop.it!. Live to Feb 2017
 <p>The icon is titled 'eLearning' and features a white silhouette of a person on the left. Dashed lines connect the person to a globe with 'WWW' below it, a smartphone, a laptop, and a mouse, all in white outlines on an orange background.</p>	<p>From its early use as a term used to describe electronic or distance learning, the “e” in eLearning now represents everything that is exciting, engaging, and easy to access.</p> <p>By engaging with this module, you will be exploring different tools and techniques to support managers, teachers, trainers and technical teams to work together to deliver effective online learning. The module starts with an overview of how Heart of Worcestershire College has implemented a successful blended learning</p>	<p>eLearning</p> <p>Recorded Webinar – You Tube</p> <p>An exciting opportunity to hear from the Association of Colleges’ Beacon Award winner for the ‘Effective use of technology in FE’. This session will cover;</p> <ul style="list-style-type: none"> • Cross college and partnership models of blended learning • Managing blended learning • CPD for blended learning • Examples of blended learning content

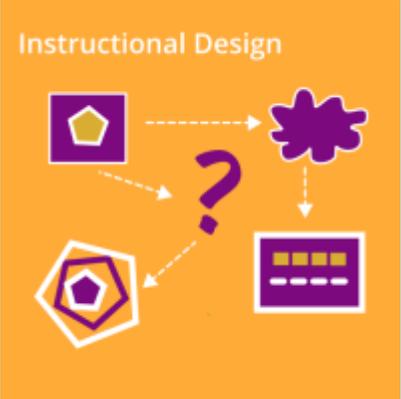
CPD TOPIC	OVERVIEW	Resource Links
	<p>curriculum.</p>	<p>eLearning CPD activity. – Excellence Gateway</p> <p>Curated Research</p> <ul style="list-style-type: none"> • Pedagogy: Reports and practical guides to the pedagogy underpinning online learning -- Scoop.it!. Live to Feb 2017 • Planning: Design and implementation models and templates; learner psychology and assessment issues; effective use case studies - Scoop.it!. • Practicalities: Do's, don'ts, tips and guidance - Scoop.it!.
 <p>Open Source eLearning</p> <p>Xerte</p>	<p>Xerte Online Toolkits is a free, open source suite of browser-based tools that enables the guided creation of mobile-friendly, accessible, interactive learning materials with no need for specialist skills.</p> <p>If you are new to Xerte Online Toolkits, you will find out what it is, how it works, and examples of how it's used across the world. If you are an existing user, you will find out about exciting new developments including the move to the Apereo foundation, the next release, the new editor, and new templates and page types.</p>	<p>Xerte – Open Source eLearning</p> <p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from a leading practitioner, including:</p> <ul style="list-style-type: none"> • What is Xerte? • Examples of how Xerte is used in the sector • How to get the most out of Xerte • Future developments • Helpful tips and considerations <p>Xerte CPD Activity</p>

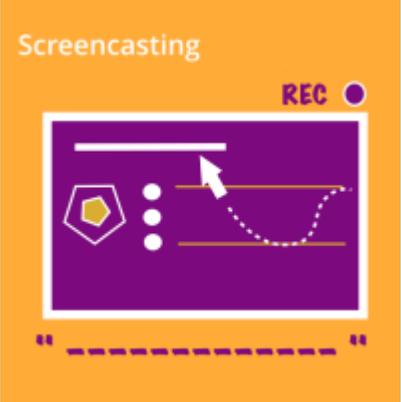
CPD TOPIC	OVERVIEW	Resource Links
	<p>Ron Mitchell, a leading Xerte Online Toolkits practitioner, will help you to gain a clear understanding of Xerte and how to get the most out of using it. Following the webinar, you will be guided through a range of online resources and tools and participate in an activity that will help you to utilise Xerte Online Toolkits in your organisation</p>	<p>Curated Research:</p> <p>Xerte development, Xerte community, Xerte Online Toolkit practice template, guidance and examples, and sector examples and case studies - Scoop.it!</p>
 <p>The icon features the text 'Assistive Technologies' at the top. Below it, on a purple background, are three symbols: a person in a wheelchair, a hearing aid with sound waves, and a person at a computer workstation.</p>	<p>Assistive Technology refers to “any device or system that allows an individual to perform a task they would otherwise be unable to do, or increases the ease and safety with which the task can be performed”.</p> <p>Through this module you will develop a greater understanding of what assistive technology is and explore examples of effective approaches and tools. You will be joined in the webinar by a leading practitioner who will impart top tips around using assistive technology in education. Following the webinar, you will be guided through a range of online resources and tools and an activity to help</p>	<p>Assistive Technology</p> <p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from Alistair McNaught, Jisc. The session will explore:</p> <ul style="list-style-type: none"> • What are assistive technologies? • Why use it in learning? • What does effective practice look like? • Tips to support effective implementation <p>Assistive Technologies CPD Activity</p>

CPD TOPIC	OVERVIEW	Resource Links
	<p>you identify and implement assistive technologies throughout your organisation.</p>	<p>Curated Research:</p> <p>Assistive Technologies, reports and articles listing and defining assistive technologies; reviewing current status and implementation issues; recruiting assistive technologists; implementation case studies. - Scoop.it!</p>
 <p>The graphic features the text 'Video for Learning' at the top left. Below it is a white clapperboard with a red and white striped top bar. To the right is a purple video camera on a tripod. At the bottom, there are five colored squares in a row: two white, one purple, one white, and one purple.</p>	<p>The use of videos to deliver learning is becoming increasingly popular, with organisations such as Khan Academy growing exponentially. So what are the steps towards creating effective videos that will support learning?</p> <p>In this module you will explore different approaches and tools to take you from initial design to the technical aspects of creating videos. You will be joined in the webinar by Ben Verrall from Toffee Hammer Productions, a leading practitioner with specialist expertise in designing solutions for the education sector. Following the webinar, you will be guided through a range of online resources and tools together with a targeted activity to support the incorporation of educational videos into your curriculum.</p>	<p>Design and Create Online Videos</p> <p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from a leading practitioner, including:</p> <ul style="list-style-type: none"> • Why you should use video • What makes a great educational video • Planning your video • Do's and Don'ts • Helpful tips and quick start guide <p>Video CPD Activity</p> <p>Curated Research:</p> <p>A range of websites capturing the impact of video on learning as well as the practicalities and technicalities of planning, shooting and editing educational videos. - Scoop.it!</p>

CPD TOPIC	OVERVIEW	Resource Links
	<p>Gamification is the use of game mechanics in non-game environments. It is the innovative and creative use of content and game-making techniques to achieve a real life objective - “making something serious, fun”.</p> <p>In this module you will start with a live webinar from Paul Ladley, Pixel Foundation (TBC), a leading organisation in gamification in the education sector. You will explore how gamification has been used to go beyond the use of online badging by developing learning content, game dynamics and behavioural models to create a powerful online learning tool.</p> <p>You will then be guided through a range of selected online resources and tools and an activity to help you consider the value of gamification in your curriculum.</p>	<p>Gamification</p> <p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from Paul Ladley, Pixel Foundation. The session will explore:</p> <ul style="list-style-type: none"> • What is gamification? • Why use it in learning? • Examples of effective practice • Top tips and considerations for design, development and delivery <p>Gamification CPD Activity</p> <p>Curated Research:</p> <p>Websites, blogs and videos including: Pedagogy (psychology and motivation), TED talks by experts, case studies, good practice, game dynamics, design frameworks and key principles. - Scoop.it!</p>

CPD TOPIC	OVERVIEW	Resource Links
 <p>Online Badging</p>	<p>Digital badges are the equivalent of the physical badges earned in Scouting and Girlguiding. They have gravitated from a gaming environment to rewarding learners for skills, quality, behaviours and interests acquired in an online learning environment.</p> <p>In this module you will start with a live webinar direct from a leading organisation in online badging. You will explore how badges have been used to set goals, motivate behaviour, represent achievement and communicate success in the education and training sector.</p> <p>You will then be guided through a range of selected online resources and tools and an activity to help you evaluate and implement badging in your curriculum.</p>	<p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from Sven Laux and Bryan Mathers (Kineo). The session will explore:</p> <ul style="list-style-type: none"> • What is online badging? • Examples of how badging is being used in the sector • Tips on how to get badging right and what to avoid • Key considerations in implementing online badging <p>Online Badging CPD Activity</p> <p>Curated Research:</p> <p>Websites, videos and slideshows including:Case studies, design principles, curriculum, perceptions, and Mozilla Open Badges background and resources. - Scoop.it!</p>
	<p>Using learning technologies to support the development of education and employer partnerships is a shared challenge. Effective collaborations help to ensure that the skills developed and the technologies used are current and relevant, and that innovative assessment practices are developed to align with vocational</p>	<p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from Alun Rogers, Director of Risual PLC. The session will explore:</p> <ul style="list-style-type: none"> • What enables effective collaboration between employers and educational organisations

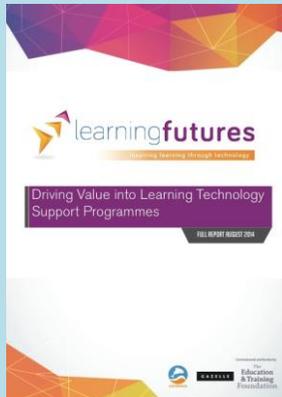
CPD TOPIC	OVERVIEW	Resource Links
 <p>The icon for 'Line of sight to work' features a person at a computer on the left, a person standing on the right, and a globe with 'WWW' below it. A dotted line connects the person at the computer to the person standing, symbolizing a connection between work and learning.</p>	<p>learning.</p> <p>You will have the opportunity through the webinar to hear from an industry expert and share practical approaches. Following this you will be guided through a range of selected online resources and tools and participate in an activity that will support the development of innovative and effective employer partnerships in your organisation.</p>	<ul style="list-style-type: none"> • How employers can influence and shape the learning technologies curriculum • The challenges and successes of working in partnership • The impact on the development of the skills of staff and learners <p>Line of Sight to Work CPD Activity</p> <p>Curated Research:</p> <p>Horizon scanning, VET future, employer engagement, workplace assessment, mobile technologies and augmented reality - Scoop.it!</p>
 <p>The icon for 'Instructional Design' shows a flowchart with a question mark in the center. It includes a square with a pentagon inside, a starburst, a question mark, and a rectangular box with horizontal lines, representing the design process.</p>	<p>Through this module you will explore how to create “instructional experiences which make the acquisition of knowledge and skill more efficient, effective and appealing” (Merril 1996).</p> <p>You will explore different approaches and tools for identifying both the starting point and desired goal for a learner, and for designing a learning experience that supports this journey. You will start with expert input by an industry leader. This will give you a context for exploring a range of online resources and completing an activity that will take you through the steps required to apply what you have learned in your own organisation.</p>	<p>Recorded Webinar – You tube</p> <p>Join Daniel Whiston to focus on practical examples and the core principles you need to bear in mind whether you are designing online learning materials, managing a team that work in this area, or are commissioning an external supplier.</p> <p>This session will cover;</p> <ul style="list-style-type: none"> • An introduction to Instructional Design • An introduction to digital pedagogy • Examples of design models • Examples of effective practice

CPD TOPIC	OVERVIEW	Resource Links
		<ul style="list-style-type: none"> • Helpful tips and a quick start guide <p>Instructional Design CPD Activity</p> <p>Curated Research:</p> <p>Definitions, models, strategies, guidance and good practice discussed by practitioners and consultants via reports, blogs and websites. - Scoop.it!</p> <p>Instructional Design CPD Module of the Learning</p>
 <p>The image shows a graphic with the word 'Screencasting' in white on an orange background. Below the text is a purple rectangular area representing a screen recording. In the top right corner of this area is a red circle with the word 'REC' in white. A white mouse cursor is pointing at a white line on the screen. The screen content includes a yellow hexagon, three white dots, and a white dashed line graph. At the bottom of the purple area are two white quotation marks.</p>	<p>A screencast is a digital recording of computer screen output, also known as a video screen capture, often containing audio narration.</p> <p>In this module you will start with a live webinar a leading organisation in creating and using screencasts in the education sector. You will explore how screencasts can be used to deliver learning, explore some examples of effective practice, and get some tips on how to get the best out of using screencasts.</p> <p>Following the webinar, you will be guided through a range of selected online resources and tools and an activity to help you develop and apply screencasting in your curriculum.</p>	<p>Recorded Webinar – You tube</p> <p>An exciting opportunity to hear from a leading practitioner, including:</p> <ul style="list-style-type: none"> • What is screencasting? • Practical examples of how screencasts can be used effectively with staff and learners • Helpful hints and tips to maximise impact on teaching, learning and assessment <p>Screencasting CPD Activity</p> <p>Curated Research:</p> <p>Websites, videos and presentations covering: benefits of</p>

CPD TOPIC	OVERVIEW	Resource Links
		<p>screencasting, top tips, Do's and Don't's, guidance and best practice examples. - Scoop.it!</p>
 <p>The diagram, titled 'Project Management', is set against an orange background. It features a central white female figure icon enclosed in a dashed white circle. This central figure is connected by dashed white lines to three other white female figure icons, each also enclosed in a dashed white circle. These three peripheral figures are arranged in a triangle around the center. Above each of these peripheral figures is a white square icon containing a checkmark. The top three checkmarks are connected by a solid white line. The bottom two checkmarks are connected by a solid white line. The central figure is connected to the top-left and top-right checkmarks by solid white lines. The bottom-left and bottom-right checkmarks are connected to the central figure by solid white lines. The overall structure suggests a process flow or a team structure.</p>	<p>Project Management involves planning, organising, motivating, and controlling resources, procedures and protocols to achieve specific goals on time, within budget and of good quality. Although not unique to learning technologies, the effective use of project management skills has a significant influence on the achievement of goals and quality of project outcomes.</p> <p>In this module you will start with an introduction to project management from Chris Croft, described as a 12-step process and delivered in a 5-minute rap!</p> <p>Following this introductory video, you will be guided through a range of selected online resources and tools and an activity to help you implement good project planning practices in your organisation.</p>	<p>This module has been constructed slightly differently to the other modules in this series. It starts with a Youtube video from Chris Croft, this is an unusual video as it uses a 5 minute rap to present a 12 step process.</p> <p>The video is at:</p> <p>https://www.youtube.com/watch?v=hKBpECKWAuM</p> <p>There is no CPD activity sheet</p> <p>Curated Research:</p> <p>A range of reports and guidance documents covering: strategies; project managing action-research projects; quality assuring project practices and outcomes; evaluating project success. – a PDF on the Excellence Gateway</p>

PROJECT REPORTS INDEX

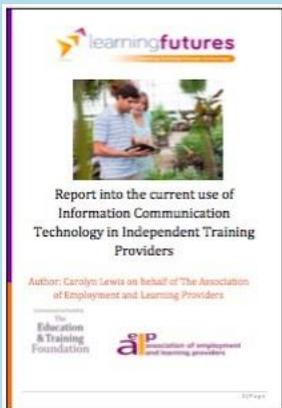
REPORT



OVERVIEW

The baseline research report 'Driving Value into Learning Technology Support Programmes', provides an overview of current and past practice as it relates to learning technologies within the education and training sector. The findings from the report have been used to inform the design of the Learning Futures Programme ensuring that it provides good value for money, builds on past schemes, and levers value through strategic collaboration.

[Report Link](#) – Excellence Gateway



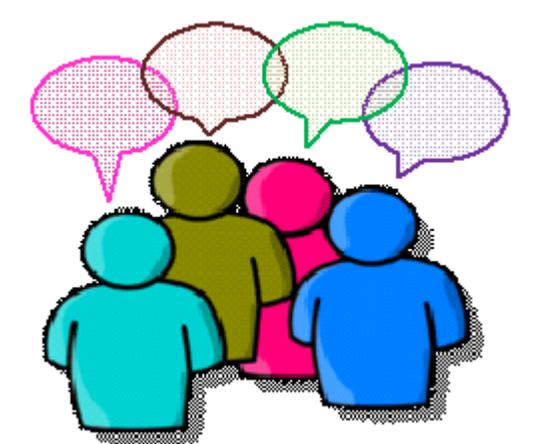
This report, from the Learning Futures project, is intended to provide an insight into the current use, and barriers and challenges to use, of Information Communication and Learning Technology (ICLT) in the government funded independent training provider (ITP) sector. It looks at whether ICLT is impacted by:

- Size of provider
- Senior management knowledge of ICLT and its use
- Vision and strategy
- Staff skills
- Availability of resources.

The report concludes with recommendations for future action to improve the use of ICLT across the ITP sector. The report was authored by Carolyn Lewis on behalf of AELP who were commissioned to create the report in 2015

[Report Link](#) - Excellence Gateway

OTHER RESOURCES INDEX

OTHER RESOURCES	OVERVIEW
	<p>This short video is from the Learning Futures project, it was designed to be shared through the programme and promote discussion and feedback on how technology might be used in learning settings.</p> <p>Nita's Story – You tube</p>
	<p>This a curated research resource on Scoop.It covering a range of resources on Communities of Practice</p> <p>Communities of Practice</p>