

21st CENTURY KNOWLEDGE AND SKILLS THEATRE 2019

AGENDA



22 – 23 APRIL 2019

ADNEC, ABU DHABI

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دائرة التعليم والمعرفة
DEPARTMENT OF EDUCATION
AND KNOWLEDGE



AGENDA

09:30	Day 1 - Expo Floor opens
10:00 – 10:30	Simple tools to add value in the classroom In this session you will be shown a few simple digital tools and examples of how they are used, including QR codes, video, and voice recorder tools. Many EdTech sessions focus on LMS or flashy tools and forget to show teachers how to place tools in lessons to aid student learning. That is what this session hopes to do. It is focused on teachers, trainers, and management just starting out with educational technology. Marianne Jones , Digital Education Facilitator – EMI Department, Ministry of Education – Dubai, UAE
10:45 – 11:15	Global insights into mixed reality simulation in education and beyond: A game changer for preparing leaders and future leaders using ‘Human in the loop’ technologies The Tellal Leadership Academy provides an overview of how they use simulation training to support both their certifying and qualifying leadership programmes via structured leadership pathways for aspiring and existing leaders. Research shows that empathy and candour are competencies that can be developed through iterative practice, feedback and coaching. Tellal’s unique use of simulation training offers a safe practice environment for turning new skills into daily behaviours. Leaders get to practice and master complex interpersonal skills by engaging with adult avatars in situations that mimic real life situations. This session outlines and discusses the benefits and challenges of using simulation to support the application of skills and knowledge, forging strong links between espoused theory and theory-in-action. Shanti Clements , Head of the Leadership Academy, TELLAL Institute, UAE Sheryl Rogers , Senior Manager – Digital Professional Learning & Development, TELLAL Institute, UAE
11:30 – 12:00	10 Key Benefits of VR for Education Understanding the benefits of virtual reality is integral to harnessing this powerful new technology in the classroom effectively. In this session, Steve will explore ten key reasons why VR can transform learning, providing examples from his own award-winning work with VR at JESS Dubai. Steve Bambury , Head of Digital Learning and Innovation, JESS Dubai, UAE
12:15 – 12:45	Educating the wise Cyborgs of the future Rohan Roberts , Innovation Leader, GEMS, UAE Raya Bidshahri , Founder and CEO, Awecademy, Canada
13:00 – 13:30	Content TBC



13:45 – 14:15

Using Virtual Worlds in K-12 Schools

Everyone's talking about Virtual Reality...but not too many K-12 schools can afford the hardware to use it! Virtual Worlds have been around for almost 20 years, but to date it's mostly universities that have successfully implemented these amazing immersive learning environments...K-12 school personnel, for whatever reasons, remain intimidated. It's (relatively) easy to get started with Virtual Worlds...the software is affordable, even free...and yes, they'll run on your existing PCs. Dr. Deeds has presented on using Virtual Worlds around the Real World. He'll cover how to set up a local or remote installation and then get you building and programming within minutes!

David Deeds, Director of Information and Learning Technologies, Schutz American School, Egypt

14:30 – 15:00

Future Careers in Future Cities

65% of young people today will work in careers that do not yet exist. How can young people prepare for and develop skills for future careers? This workshop explores future careers and careers that will be inspired by Expo 2020. By 2050, more than 70% will be living in an urban setting. Moving into the future, how can we make our cities happier and more inclusive spaces to live & work

Noora AlBlooshi, Expo School Programme Manager, Expo 2020, UAE

15:15 – 15:45

Learning Social Media in Grade 5

Enabling students to learn, develop, and practice the skills necessary to survive and thrive amidst the complexities of our recently created social media societies is crucial. The World Economic Forum has specified the importance of teaching children digital intelligence through eight digital skills. In this session Richard, and students from Raha International School in Abu Dhabi, look at the importance of, and ways in which, social media skills can be taught in context and integrated into the curriculum.

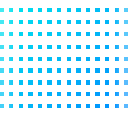
Richard Ballard, Head of Technology Integration & Grade 5 students from Raha International School Abu Dhabi, UAE

16:00-16:30

Content TBC

16:30

End of Day 1



09:30	Day 2 - Expo Floor opens
10:15 – 10:45	<p>Getting future ready: Learning valuable lessons for life through entrepreneurship @ School</p> <p>Nehru World School, India is focused on equipping students with the skills they need to succeed in the future. This session will share some of the programmes in detail, including a pan-school, business building project which pays dividends in more ways than one!</p> <p>Mr. Arunabh Singh, Director and School Principal, Nehru World School, India</p>
11:00 – 11:30	<p>3D Innovation</p> <p>This workshop will explore how 3D printing and 3D innovation will change the way we live and work in the future. Discover a range of technologies making an impact on how we design our cities, provide disaster relief to communities or empower people of determination.</p> <p>Karen Kelly, Expo School Programme Manager, Expo 2020, UAE</p>
11:45 – 12:15	<p>Will technology replace teachers</p> <ul style="list-style-type: none"> • Discovery & Development of STEM Education • Practical Ideas and Resources for Introducing STEM • Implementing STEM in Schools <p>Mr. KK Ashraf, Founder & CEO, Creative Educational Services, UAE M.R.K Menon, Director of STEM Education, Creative Educational Services, UAE Ms. Janna Marjo K. Wilkko, Principal, Garden City British School, UAE</p> <p>Sponsored by Creative Educational Services</p>
12:30 – 13:00	<p>The Marvel of Virtual Reality: How VR Gives Students Superpowers</p> <p>VR allows students to break the laws of physics and interact with learning in new ways that have never been possible before. Join VR pioneers Paola Paulino and Steve Bambury for a look at how VR can give students powers like those of Marvel superheroes and explore how these powers can be harnessed to transform learning in the classroom.</p> <p>Steve Bambury, Head of Digital Learning and Innovation, JESS Dubai, UAE Paola Paulina, Lead, VRARA Media; International Ambassador, VR Women (Asia); Chief Innovation Director, XR Pioneer Ltd.; VRARA Chapter President, China</p>
13:15 – 13:45	Content TBC
14:00 – 14:30	<p>Photography and Wellbeing in the classroom</p> <p>This session looks at the unique qualities and pedagogical potential of photography in the classroom, with a particular focus on student wellbeing and expression. As a passionate photographer and educator, David will share his experience with digital media both inside and outside the classroom, while also exploring various apps and their practical use. By the end of the session, those attending will have gained an understanding of a range of educational apps that incorporate photography and how they can be applied to support student wellbeing, along with other learning objectives.</p> <p>David Murphy, Head of Computing and ICT, JESS, Dubai – UAE</p>
14:45 – 15:15	Content TBC
16:30	End of Day 2