LEARNING
in the Knowledge Societies

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The World Conference
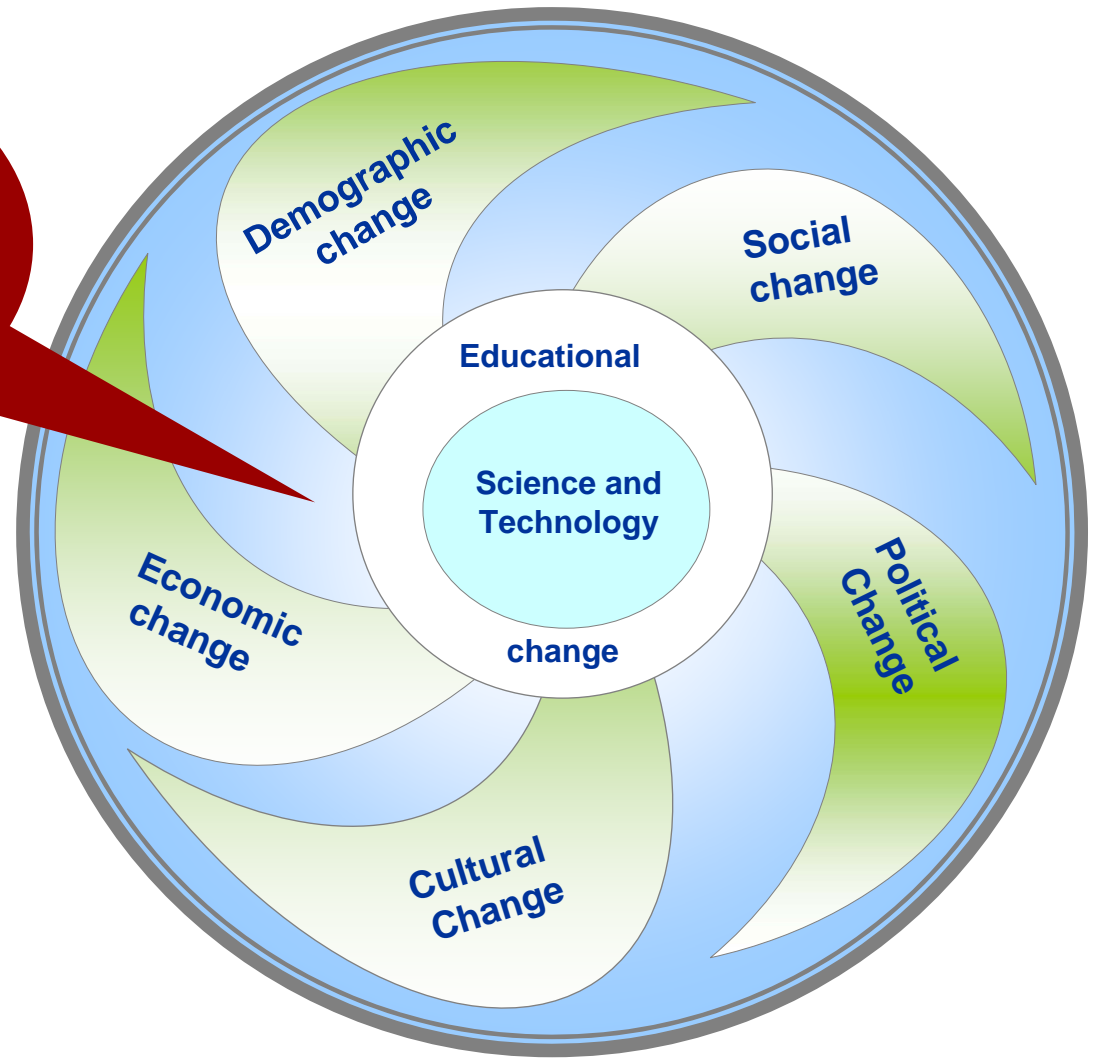on Intellectual Capital
for Communities

World Bank, Paris
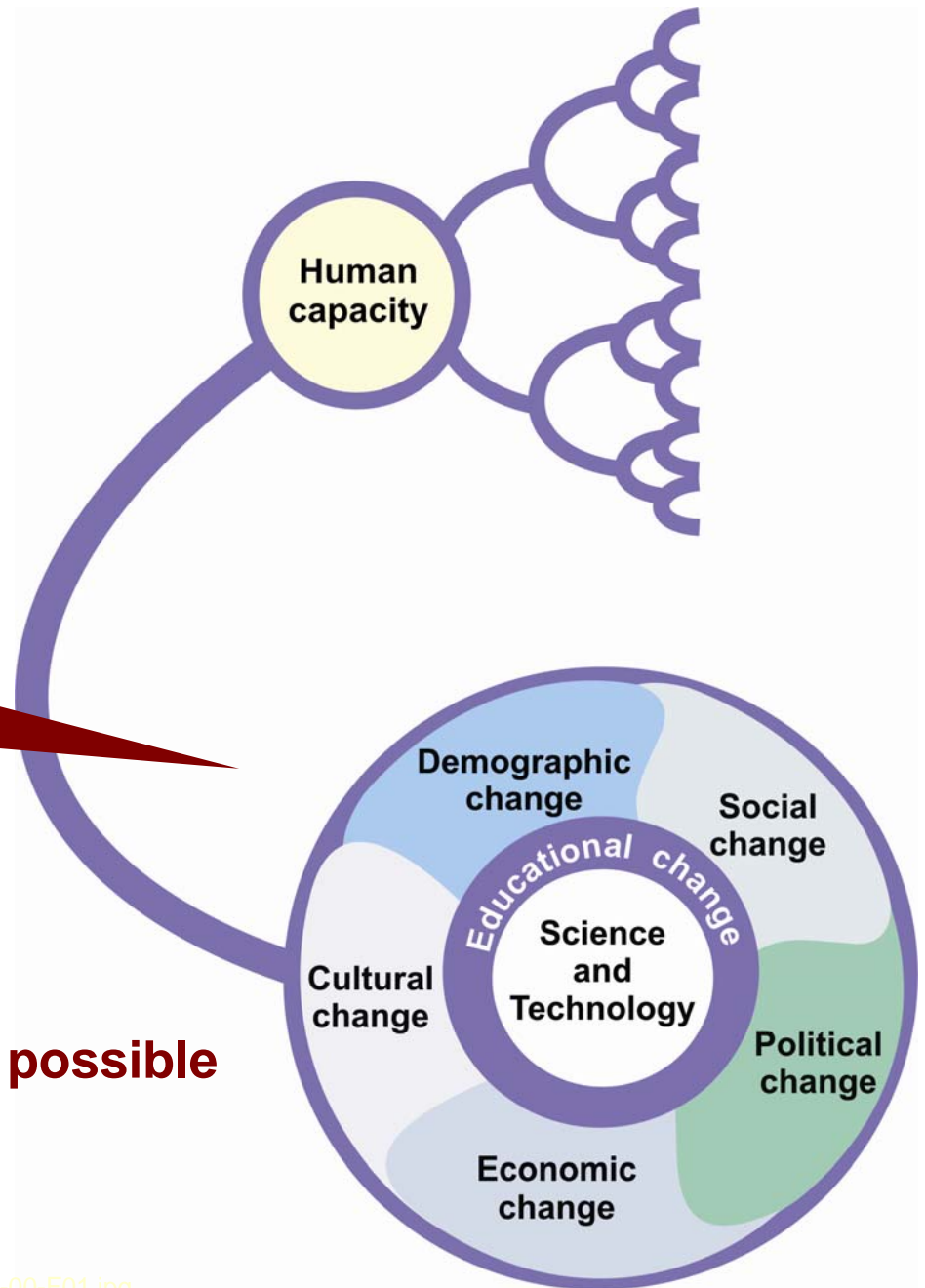June 29, 2006

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Global trends

- **Demographic:**
  145 people every minute is now being added to our global population
  The world's population is likely to reach 9.1. billion by 2050

- **Science**:
  Bioethics, science education, water, energy

- **Technology:**
  Computation, biotechnology, nanotechnology…

- **Information revolution:**
  Death of distance, new ICTs, new forms of learning

- **Globalisation:**
  Integration, inequality, restructurisation, emerging markets, networks

- **Conflict:**
  24 countries in conflict situation in 2006

Continuous learning …

- To think,
- To doubt,
- To adapt and as quickly as possible

Human capacity

Demographic change

Social change

Educational change

Science and Technology

Cultural change

Political change

Economic change

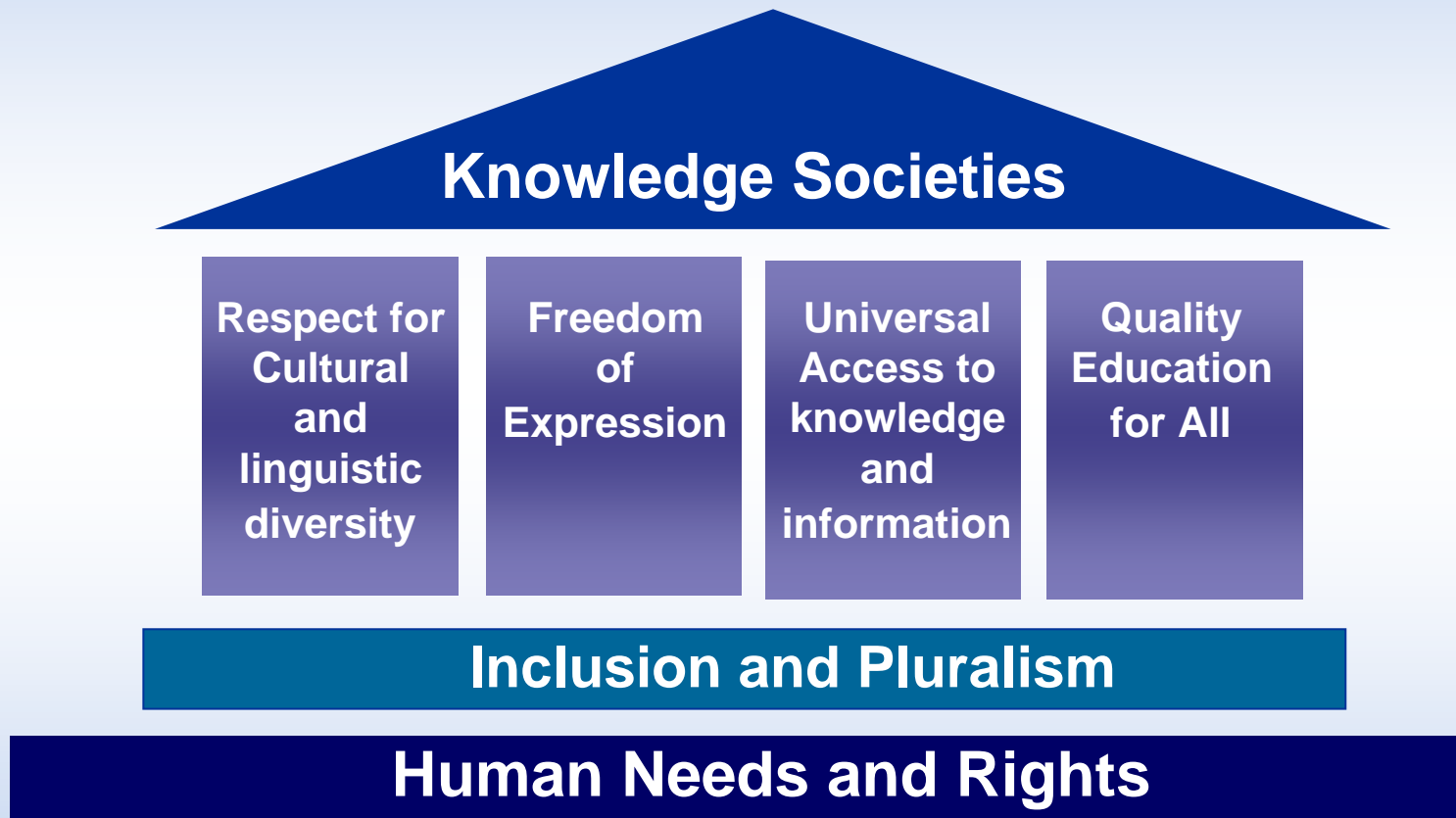# *"There is no royal road to learning"*
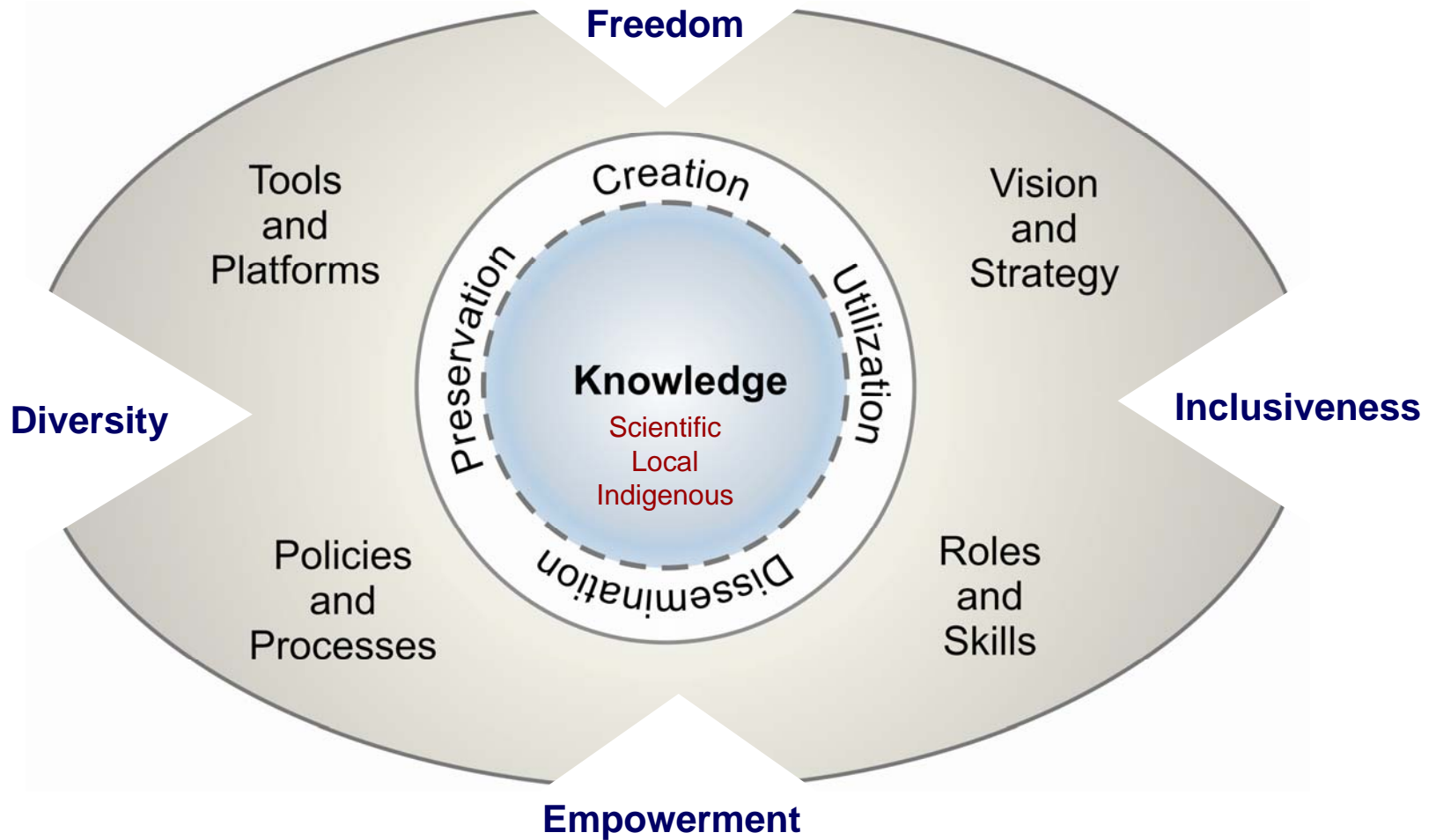
Euclid

Why learning is different today?

- **Culture of innovation, creativity and renewal**

- **Attachment of value to knowledge generated**

- **Fast production, exchange and transformation of information to knowledge**

- **Education and learning can no longer be confined to a set and settled space-time, but may develop a lifetime**

- **Human dimension: a new type of learning based on learner stimulation**

- **Multi-dimensional collaboration**

- **Systematic public-private partnerships**

UNESCO's approach

Knowledge Societies

| Respect for Cultural and linguistic diversity | Freedom of Expression | Universal Access to knowledge and information | Quality Education for All |

Inclusion and Pluralism

Human Needs and Rights

Knowledge processes and principles

Adopted from FIS KM Institute, Ottawa (2000)

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Old Media   New Media

Old Media	New Media
Radio	**Computer**
Television	**Multimedia**
Audiotape	**CBT**
Videotape	**Internet**
Books	**WWW**
Slides	**CD/DVD**
	Virtual Reality

Ephemeral in nature for radio and TV	**Digital learning resources**
Easy access to large number of people	**Easy to manipulate, duplicate and transport**
Reuse difficult	**Reusable with little difficulty**
Most useful for mass delivery	**Globally accessible through network**
Difficult to manipulate and do corrections	**Provides multi-sensory, multiple media in an integrated way**
	Personalized instruction
	Cost intensive, though it is decreasing

ICTs development and changes in learning

Cellular Networks

Computer Networks

Cellular phone

Satellites

ARPANET

Teleconferencing Technologies

Videocasting

Xerox machine

Podcasting

| 1960s | 1970s | 1980s | 1990s | 2000 |

Formal education   **Non-formal education**   **Vocational training**   **Life-long learning**

20th Century

21st Century

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ICTs role in learning activities

- **Subject matter**

- **Medium** to provide access to information and knowledge resources

- **Tool** to facilitate communication and learning processes

New Forms of Learning

New literacy types:

- **Technology literacy**

- **Information literacy:**
  - recognize when information is needed
  - have the ability to locate, evaluate and use effectively the needed information
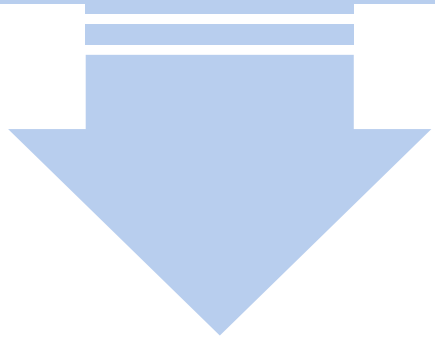
New Forms of Learning

Nature of knowledge

- Increasingly interdisciplinary
- Increasingly contextual
- Application oriented ~ «learning by doing»
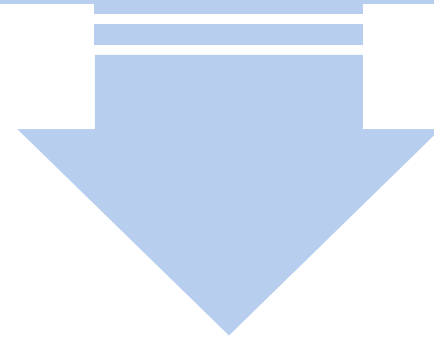- Must reflect local/regional realities

New pedagogical paradigm

- Learning as a constructive process
- More than acquisition of basic literacy skills
- Non-formal and non-linear learning
- New flexible learning environments

Learning is a complex and diverse process, which has to be monitored specifically according to

Who the learner is

New adaptations
of the teaching
and learning process

What has to be learnt

Customization of individual needs
and adaptation to the newly
discovered ubiquity

Conventional Education Model

Large Numbers

Lack of Resources

Strongly dependent on the skills and knowledge of the instructor.
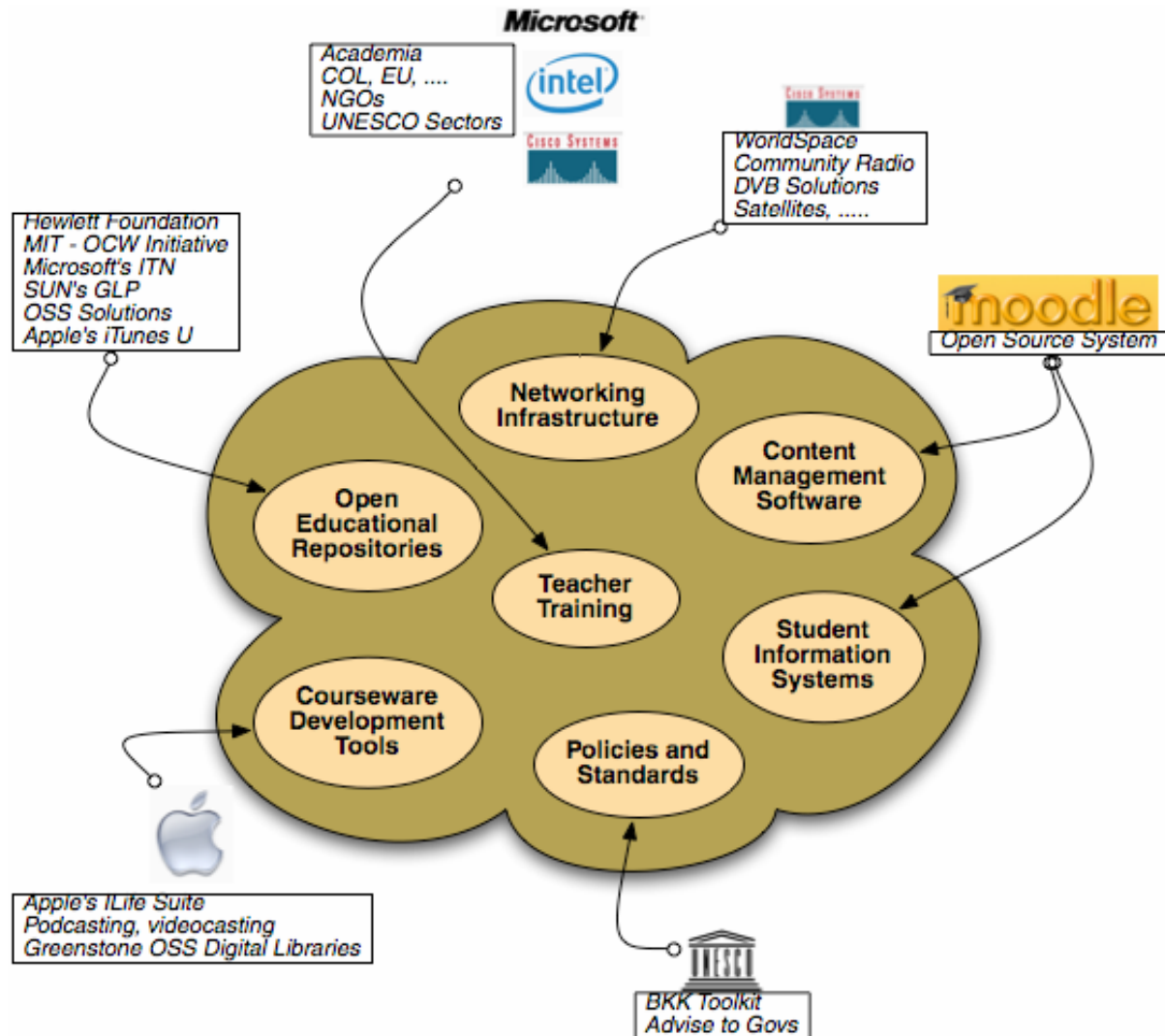
Involve the **direct** transfer of information between the teacher and the student.

Constrained by both **time** and **place**.

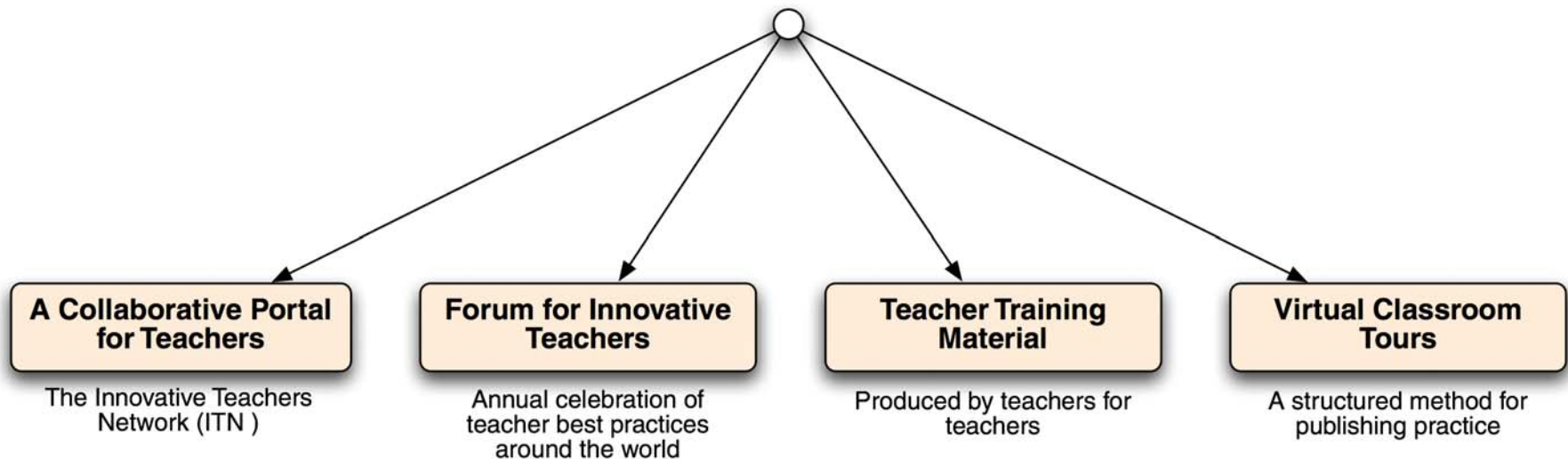Limited by in-house available **resources**.

UNESCO-Microsoft Innovative Teachers Programme

Mission: To create a connected learning community of *Innovative Teachers* enabling them to communicate, publish, discuss and recognize *innovative ICT practice*.

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A Collaborative Portal for Teachers	Forum for Innovative Teachers	Teacher Training Material	Virtual Classroom Tours
The Innovative Teachers Network (ITN)	Annual celebration of teacher best practices around the world	Produced by teachers for teachers	A structured method for publishing practice

Thank you for your attention.

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