DYNAMICE

By Pok Vic Sent, Chief Technology Officer, Litespeed Education Pte Ltd and Mike Thiruman, CEO, Educare Co-operative Ltd

To achieve the MP3 (I.T. MasterPlan 3) goals, schools have to integrate ICT during planning and design of lesson plans and work through implementation details of curriculum and assessment. How can teachers – all teachers, not just those who are IT savvy – integrate ICT at lesson planning and design stages as well as during the lessons? How do we make ICT a key element of classroom teaching? How do we get students to be engaged in the learning process in the classroom using technology so that ICT becomes part and parcel of the teaching and learning process and not an add-on?

Always looking to make the teacher's job easier and to fully integrate ICT into our classrooms, Litespeed has developed a product called **DynaMice** using Microsoft's new Multipoint technology. It enables all teachers to adopt technology in practice that is aligned to MP3.

DynaMice allows multiple computer mice to be connected to a single computer, thereby enabling multiple students to engage in simultaneous face-to-face collaborative learning in the classroom. Imagine, all students being able to interact with the teacher's PowerPoint slides all at the same time and being able to see each other's responses on the screen. **Dynamice will transform the learning environment for our students**.

DynaMice is strongly positioned to bring the classroom into the 21st century by encouraging students to communicate, challenge and collaborate with their peers in problem-based learning, critical thinking and scenario-based learning. DynaMice encourages a pervasive culture of innovative ICT practices not just in the computer labs, but more importantly in the classroom on a daily basis thereby exponentially enhancing teaching and learning through MP3's key strategy – bringing ICT into the core of the education process – the classroom.

Each student holds a wireless mouse that provides both multiple-choice response and free-form movement to interact with the content. As such, DynaMice is uniquely able to help teachers facilitate learning through Visual, Audio and Tactile learning styles.
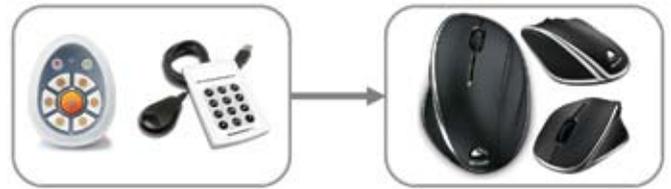

Inspired by the drive to be practice-based, DynaMice leverages on tools that teachers are already familiar with – Microsoft PowerPoint; and since there is a lot of PowerPoint materials on content sharing portals that teachers can contribute – WeShare, iShare, etc – we believe teachers are in a good position to modify them for interactive use.

DynaMice comes with an easy-to-use Authoring Tool that allows teachers to **insert interactive elements** such as buttons, drag-n-drop objects, drawing tools and virtual keypads into their PowerPoint presentations. This transforms one-way information delivery of standard PowerPoint presentations into a **multi-user simultaneous interactive experience**.
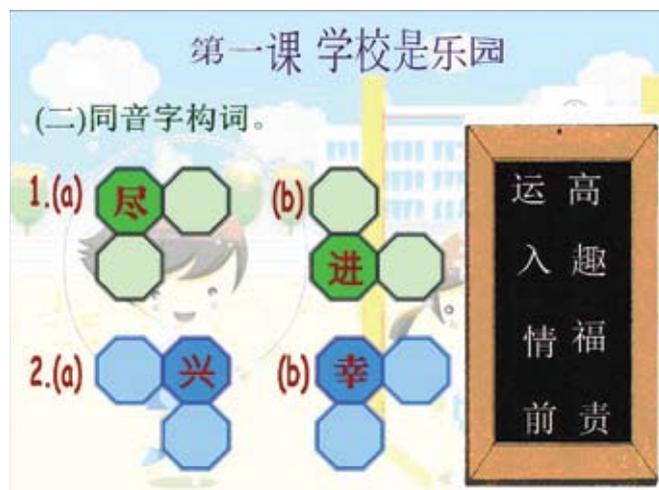
Allows students to drag and drop objects
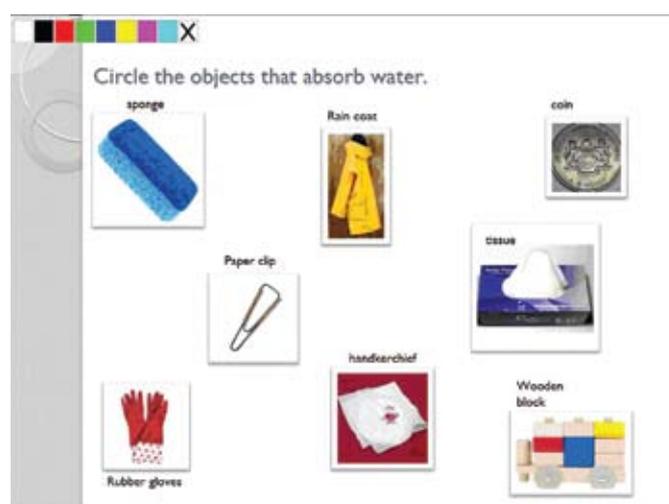
Allows students to draw

We believe that with the experience of Educare in providing professional development for teachers coupled with the innovative technology from Litespeed, DynaMice will empower schools with tools for 21st century teaching and learning. Litespeed and Educare have been collaborating to bring enhanced ICT services to the classroom where it really matters.

Four basic principles as articulated by Dr Spencer Kagan which contribute to enhanced learning and student outcome by being present in every well-executed DynaMice lesson. These principles are symbolized by the acronym **PIES** which are:

Positive Interdependence which requires others to benefit from one student's success and everyone to contribute. In both the examples cited, students will gain from other students' responses as they have plenty more adjectives now and everyone contributed.

Individual Accountability requires individual public performance. This principle is also important to encourage self-directed learning. Usually in normal group work, there would be certain individuals who would cruise or be "free riders". In a DynaMice lesson, as clearly illustrated in the second example, everyone is required to "perform" at the same time "publicly".

Equal Participation requires everyone to have an equal opportunity to participate in the learning activity. Without DynaMice, the teacher would have normally said, "Class, could you think of suitable adjectives to describe the Esplanade?" followed by "Anyone would like to start first?" or "John, why don't you give it a try." The teacher would then proceed to write the responses on the board. In the first instance, the most articulate students would get a chance to participate and in the second case, only students identified by the teacher get to respond. There is no equal participation. But with DynaMice, the teacher can easily ensure equal participation.

Simultaneous Interaction requires as many students as possible to be engaged. With DynaMice in the second example all the students were engaged at the same time, no one was allowed to slacken. In this principle, the focus is on overt observable actions which can be observed like speaking or writing.

DynaMice Lessons not only integrate ICT in every stage of the education process as far as curriculum delivery is concerned, they also facilitate effective teaching and learning as embodied in PIES.

If your school would like to find out more about DynaMice, please contact enquiries@litespeed.com.sg or your account manager for more information. You may also wish to contact Educare's Relationship Managers:

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