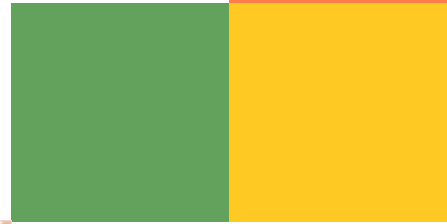
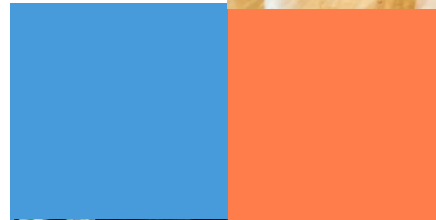


# Technology for the Lifelong Learner

2 January 2024



SENGKANG GREEN  
Primary School



# Overview

## Role of technology for learning

- Relationship of technology and learning
- School's use of technology

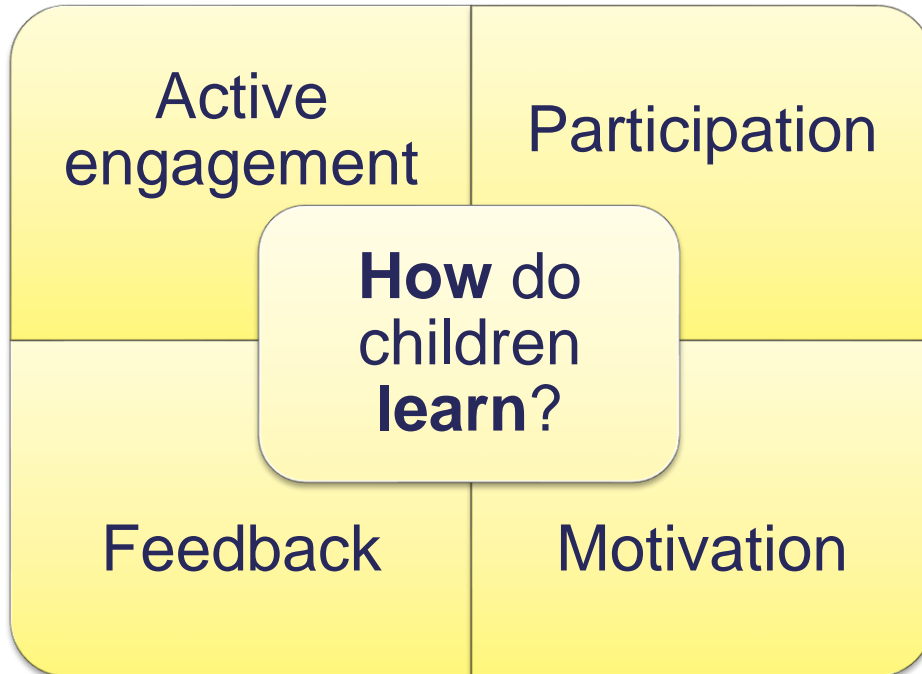
## Cyber Wellness

- Importance of managing screen time
- Cyber Wellness education (School-Home Partnership)





# What is the relationship between technology & learning?



# How does technology afford learning?



- Provide students with more opportunities to learn independently and to be more self-directed in their learning.
- Connected learners who continually learn through collaboration with the community and the world



A central graphic on a dark blue background. In the center is a laptop with a graduation cap on its screen. Surrounding the laptop are several circular icons: a red pencil, a red book, a globe, a lightbulb, a clock, a compass, a flask with bubbles, and a laptop. The background is filled with faint, light-colored icons related to education and science, such as a soccer ball, a microscope, a book, and the words 'Learning', 'Study', and 'Learn'.

**Benefits of Technology in Education**





He is drinking water.  
He drinks some water.

♥ 1

En Rui is reading a book.  
En Rui reads a book.

♥ 5



- Supplies stimulating environments that encourage student involvement in the learning process
- Offers students diversity, self-paced learning and opportunities for individual growth and self expression
- Provides opportunities for students to practise, demonstrate skills

Hadrah Qumala • 9 • 120  
Patung Wayang Kulit Saya  
MTL Fortnight - Darjah 4

<b>A. Areesha</b> 	<b>Naura 4A</b> 	<b>Suhaila 4B</b> 	<b>Uifa Maisrah 4E</b> 	<b>Nurrayna 4C</b> 	<b>Dalya 4A</b> 
			<b>Daania 4D</b> 	<b>Patung Wayang Kulit Saya</b> 1. Ambil gambar patung wayang kulit kamu. 2. Must naik patung wayang kulit kamu di sini! Jangan lupa untuk menulis nama dan kelas kamu.	<b>Rahisyah 4E</b> 

<b>Ion</b> be kind to the books and do not drop the book.	<b>carolyn 4e</b> we must be a good role model.	<b>Colisse3D</b> Be responsible and kind
<b>Take care of the books.</b>	<b>mishel</b> I think We need to be responsible	the librarian must show respect
<b>Suhaila</b> Be responsible and be a role model by reading books that your friends might be interested in	<b>carolyn 4e</b> a librarian needs to be a good role model	<b>wen xuan</b> responsible
<b>Ruqqayah</b> We must be kind and responsible but the mostly good role model	<b>Nyla</b> a librarian has to take a responsibility to do the class library	<b>Merly 5B I think I librarian needs to</b> be kind and help everyone
<b>cheryn 2h</b> show role model to my classmates.	Integrity and responsibility.	<b>responsible</b>
<b>Oop0-</b> You have to be not so strict and must read books on a daily bases :3	<b>Ronn 5G</b> be kind and responsible	<b>lim enjie</b> do not shout at others and be kind to others
<b>Aydin</b> take good care of the books.	<b>George 5F</b> I think that the quality are being kind,	<b>Haneef</b> Have patients. You have to be polite to others. Tell my friends to often read books. You have to be responsible.
	<b>Wuyekal4F</b> The librarian needs respect, responsibility and care needs to be a	<b>sharis</b> librarian should made people read more book
	<b>alexandrea 4A</b> care for books	<b>Yao Bin</b> responsibility
	<b>Aarav 5D</b> The quality are basically being able to	<b>K'hoee Tan(5G)</b> Librarians need to show kindness and handle books with care.
		<b>phylicia</b> be kind be patient



- Promotes higher-level thinking skills
- Increases students' motivation, self-esteem and self-confidence in learning.



13 + 14 = ?

9

**Addition**

+

0 Answers

▲ 37

◆ 29

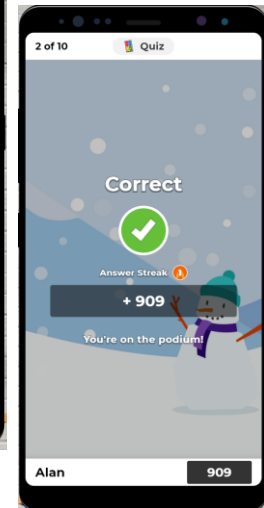
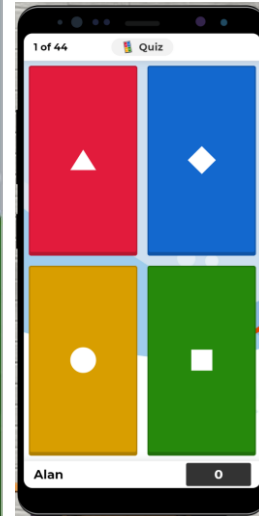
● 27

■ 28

1/10

kahoot.it Game PIN: 3493550


The desktop interface shows a math question '13 + 14 = ?' at the top. Below it is a 'Skip' button. A large number '9' is in a white circle on the left. In the center, there is a 'Addition' category card with a cartoon boy and three plus signs. To the right, '0 Answers' is shown. At the bottom, there are four colored bars representing player scores: a red bar with a triangle and '37', a blue bar with a diamond and '29', a yellow bar with a circle and '27', and a green bar with a square and '28'. The bottom status bar shows '1/10' and the Kahoot! logo with the game PIN '3493550'.







Assignment Info / Card Details



Comments

TONG HAN YIE TANYA  
08 Sep 2021 09:23 PM  
Alaha it cannot be different things


ADD

- Offers students diversity, self-paced learning and opportunities for individual growth and self expression
- Provides students with unique opportunities to apply skills and talents and to interact with others in non-threatening environments

MUHAMMAD AMMAR BIN MOHAMED F... 

Created on 27 Sep 2021 08:29 AM

Semua orang,haiwan dan pokok-pokok perlu air untuk hidup

NAURA NAOMI BINTE MUHAMMAD SH... 

Edited on 27 Sep 2021 08:58 AM

Air penting dalam kehidupan seharian kita kerana kita tak akan hidup kalau tiada air

NUR ARYA AREESHA BINTE MOHAMME...  

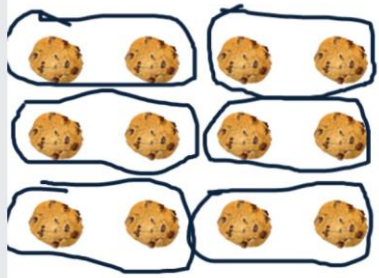
Created on 27 Sep 2021 09:35 AM


kita boleh mengalami dihidrasi

**Q3**

Using the pencil tool,  
Divide 12 cookies into plates of 2 cookies.


Read More



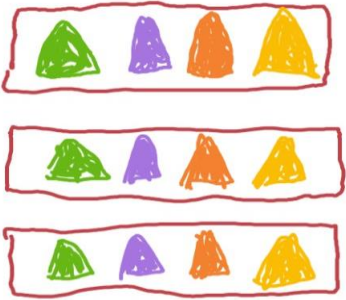
**Interactive Thinking Tool** 

Draw it out:  Explain your drawing: example: \_\_\_ groups o...  View All

---

HARITH ANAQI BIN MUHAMAD ATIQ 

Created on 11 Sep 2021 12:13 PM



- Supplies information through multi-sensory delivery channels, allowing students with various learning styles to assimilate and apply knowledge



### 1. Reading of the story

Good morning students. For this story, you will come across the preposition. Sit back and read less.

3. Record your musical score

Q1

**INSTRUCTIONS**  
You may record an audio clip of up to 10 minutes or upload a file with your answer.

Use daily objects to play out your musical score created in the previous activity

Tap here to submit answer.

Suggested Answer      Teacher's Feedback

**Suggested Answer**  
No Suggested Answer

What is the length of the object?

Write down the length of the object in the box.

Preposition Song 1: (Where is it?) Here is a cute catchy song on how the preposition is used. Sit back and enjoy!

Dan's Lost Hat Final

A man says, "Dan, I'm sad for you.  
I am sad for myself, too.  
You have lost your flying hat,  
and I have lost my tabby cat."

On In Under By Song

# On, In, Under, By

MAPLE LEAF LEARNING

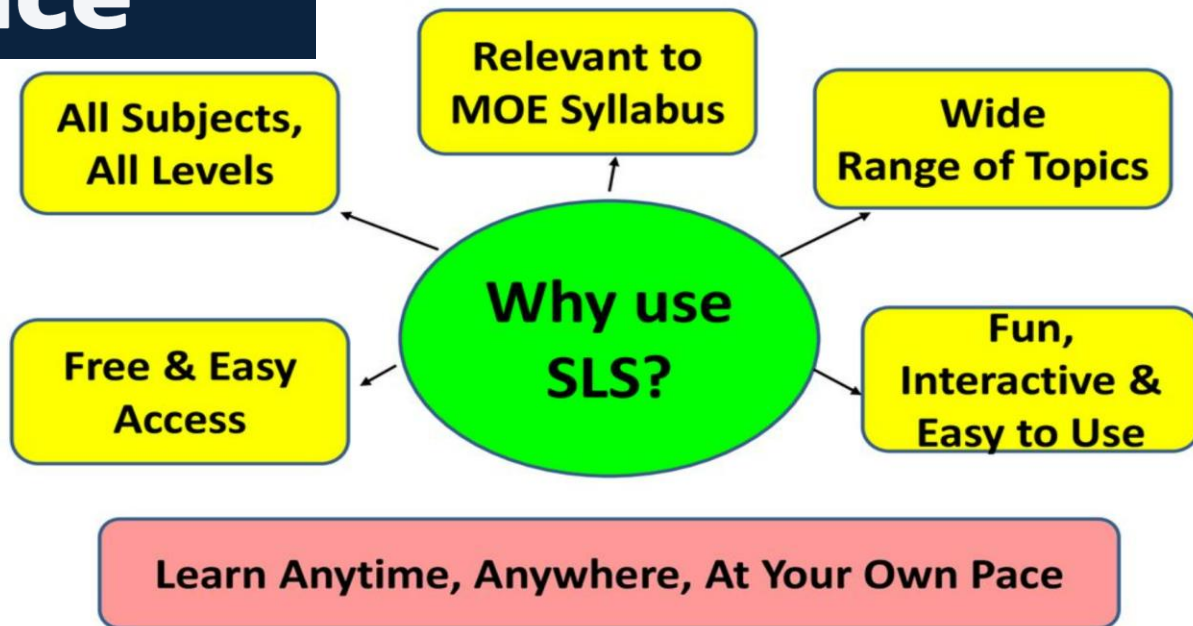


SINGAPORE

# Student Learning Space



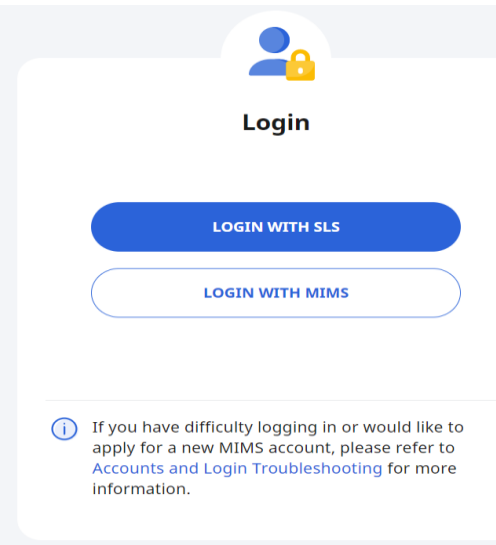
## Why use SLS?



SENGKANG GREEN  
Primary School

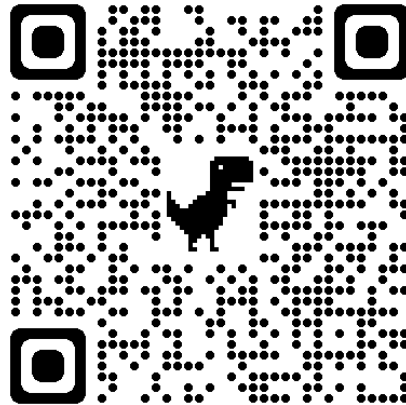
# Home-Based Learning

- **Continuity** of learning at home
- Continual effort to inculcate **self-directed learning**
- **Infuse** Cyber wellness values to develop the students' instinct to protect and empower them to take responsibility for their own well-being in cyberspace



# Home-Based Learning

- Students will require a device (Tablet / Laptop computer) with internet access to work on assignments from home.
- **DigitalAccess@Home** makes digitalisation more accessible, to those who need it, such as students from low-income families who require digital access for home-based learning.
- [DigitalAccess@Home - Infocomm Media Development Authority \(imda.gov.sg\)](http://imda.gov.sg)



# Did you know?

**67% of children aged seven to nine in Singapore use smartphones every day, and are active on social media**



DEVICES USED DAILY BY CHILDREN (%)

	Overall	Aged 7 to 9	Aged 10 to 12	Aged 13 to 16
Smartphone	84	67	85	98
Personal laptop	32	13	30	51
Family laptop	36	44	37	27
Tablet/iPad	52	65	51	40
Others	5	7	5	5

Age when they started using social media

Current age/ Starting age	Overall	Age 7 to 9 years old	Age 10 to 12 years old	Age 13 to 16 years old
3 years old or below	9%	17%	6%	4%
4-6 years old	25%	42%	24%	11%
7-9 years old	39%	41%	46%	31%
10-12 years old	22%	NA	24%	40%
13-16 years old	5%	NA	NA	14%

Source: The Straits Times, 7 Feb 2021



increased. PHOTO: ISTOCKPHOTO



Jane Ng  
Correspondent

UPDATED MAR 14, 2023, 11:58 AM SGT ▾



SINGAPORE – A recent local study found that excessive screen time for infants is linked to impaired brain function in the near term and can possibly affect learning for years after that.

The longitudinal research tracked 506 children at three points over nine years.

Through the brain scans at 18 months, researchers found that kids who were exposed to longer screen time had more “low frequency” waves, indicating a lack of cognitive alertness.

The increase in screen time corresponded with an increase of the “less alert” waveform.

When the children were put through cognitive ability tests at nine years old, researchers found that more cognitive deficits were measured as the duration of screen time increased.



## How does excessive screen time impact learning?

The study found that excessive screen time for infants is associated with executive function deficits, such as the inability to persist in a hard task, at age nine.

Dr Law said studies have shown that executive function matters even more than IQ in terms of achievement later in life, and the lack of self-control at an early age explains many difficulties later on.

A longitudinal research in New Zealand, called the Dunedin Study, tracked the development of residents for more than 50 years and found that poorer self-control in childhood correlates with being less able to handle health, social and financial issues later in life.

In the immediate term, Dr Law said attention difficulties make schooling difficult.

“If you don’t have attention, a simple piece of homework is a marathon. No matter how much the child wants to learn, the effort needed is just too difficult,” she said.







As a child gets older, say at 18 months, he understands more and is able to learn more from the screen as long as it is at a suitable pace.

However, this could be a double-edged sword, as the child may mimic the content on a screen.

A study called the Bobo doll experiment done in Stanford University in California found that children learn social behaviour such as aggression through observation – children who watched aggressive behaviour on a screen later punched and kicked the Bobo doll.

Parents may think a show like Dora The Explorer is educational as it asks children questions such as, “What colour is this?”. But if a child answers incorrectly, Dora would not be able to correct him, said Dr Law, who added that “the best learning is still one that is two-way”.



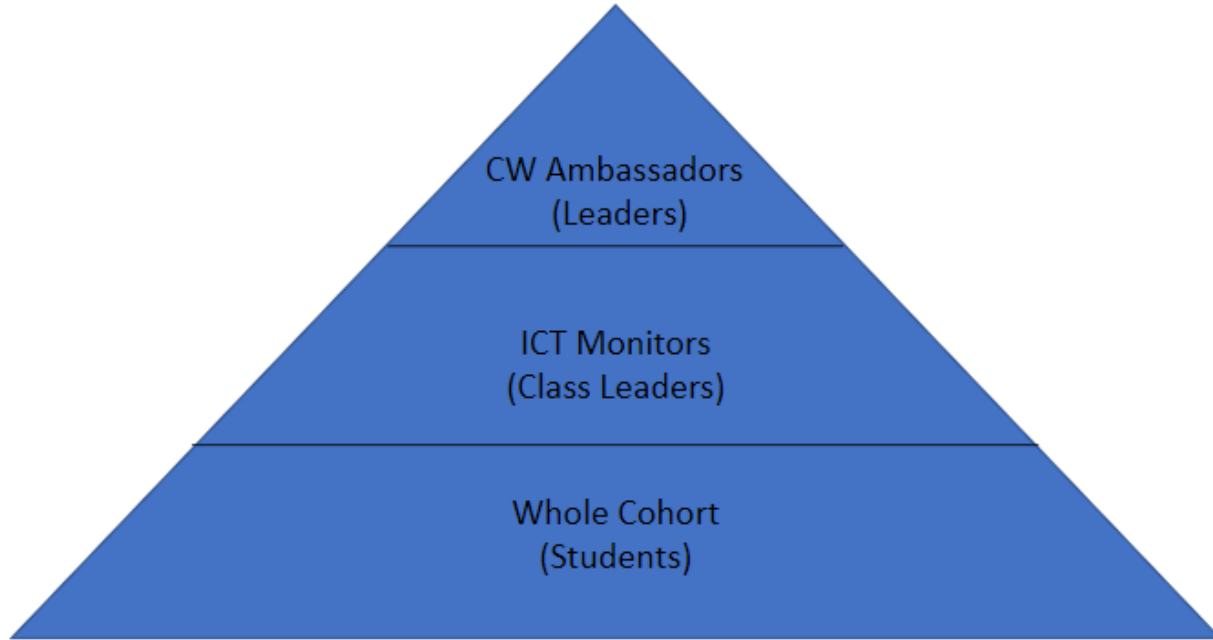
# What is Cyber Wellness?

- Cyber Wellness is about our students being able to **navigate the cyber space safely**.
  - This is done through our curriculum which aims to equip students with the knowledge and skills to harness the power of Information and Communication Technology (ICT) for positive purposes, maintain a **positive presence in cyberspace** and be **safe and responsible users of ICT**.



# How does SKGPS support Cyber Wellness?

## 3-tiered Approach



Develop and design quality student leadership training and development programmes with the emphasis on Cyber Wellness messages

# How does SKGPS support Cyber Wellness?

## Some Key Programmes

- **Impactful Cyber Wellness Classroom lessons/activities**
- **Interactive Classroom Activities**
- **Recess Activities**
- **Cyber Wellness Week**
- **Cyber Wellness Clinic**



# How does SKGPS support Cyber Wellness?

Topics	What your child will learn about
Cyber use	<ul style="list-style-type: none"><li>•Maintaining a healthy balance of online and offline activities</li></ul>
Cyber identity	<ul style="list-style-type: none"><li>•Developing a healthy online identity</li><li>•Appropriate online expression</li></ul>
Cyber relationships	<ul style="list-style-type: none"><li>•Netiquette</li><li>•Cyber bullying</li><li>•Developing safe, respectful and meaningful online relationships</li></ul>
Cyber Citizenship	<ul style="list-style-type: none"><li>•Understanding the cyber world</li><li>•Handling online content and behaviour</li><li>•Having a positive presence in the cyber community</li></ul>
Cyber Ethics	<ul style="list-style-type: none"><li>•Creating and sharing of online content in a responsible manner</li><li>•Respecting copyright</li></ul>



# What will our Primary 1 students learn about Cyber Wellness during CCE (FTGP) lessons?

During CCE(FTGP)\* lessons, students will be taught:

- **Basic online safety rules**
  - Talking to only people you know
- **Importance of a balanced lifestyle in exercise, sleep and screen time for health and well-being**
- **Protecting Personal Information**
  - Understand the risks of disclosing personal information



**Staying Safe in the Cyberworld 2**

This set of rules helps us to stay safe online.

### My Online Safety Code

The image contains four hexagonal icons, each with a red padlock icon and a text box. The icons are arranged in a 2x2 grid. The top-left icon shows a man and a child at a computer. The top-right icon shows a girl pointing at a computer screen with a 'PASSWORD' field and a 'DO NOT SUBMIT' button. The bottom-left icon shows a boy at a computer with a clock above him. The bottom-right icon shows two boys at a computer.

- 1** I ask my parents/ teachers before I go online to play games.
- 1** I do not give my password to anyone I meet online.
- 1** I set a limit for my screen time.
- 1** I always ask my parents or teachers whenever I am unsure about what I see online.

14 Understand and Care for Myself

E.g. Lower Primary Lesson on Staying Safe in the Cyberworld

# What will our Primary 1 students learn about Cyber Wellness during CCE (FTGP) lessons?

## Cyber Contacts

- Understand that the profiles of strangers that we see online may not be their real identities
- Recognise the dangers of chatting with strangers online

Parents are encouraged to try the “Family Time” activities in the CCE (FTGP) Journal with your children to emphasise the different cyber wellness messages at home



**Family Chat Time!**  
Share 'My Online Safety Code' with your parents/guardians, siblings and other family members.

I can...

- **share** with my family members how I can be safe in the cyberworld.
- **remind** my family members to follow the safety rules together.

We did this together!

Parent's / Guardian's signature



# How can parents help our children develop good digital habits?

- **Good digital habits start from the home. Supporting our children early in this process will help them greatly as they grow older.**
- **Based on MOH's Guidance on Screen Use for 7-12 year olds, parents are encouraged to:**
  - **Use parental control settings to monitor and ensure children access to age-appropriate content;**
  - **Develop a timetable or screen use agreement to balance screen time and family bonding and;**
  - **Avoid screen use during mealtimes and one hour before bedtime.**



For more information, you can scan here for MOH's Guidance on Screen Use



# How to have open communication with our children?



- Open communication is critical in building a positive-child relationship.
- Talk to our children about their online activities in everyday conversations:
  - Did you enjoy the video that we watched together just now? What did you like/not like about the video?
  - Have you seen or heard anything online that bothered or worried you? Tell me about it.



# How to have open communication with our children?



- **Create a safe environment for our children to express their thoughts and feelings.**
  - Find a place where your child is more comfortable to talk
  - Teach your child to use words to describe different emotions, e.g. “I see you’re frowning, are you feeling sad?”
- **Let them know that you are there for them when they need support, care or help.**
  - Regularly show interest in their thoughts and feelings.
  - Listen to understand, make eye contact, nod to show you have heard them.

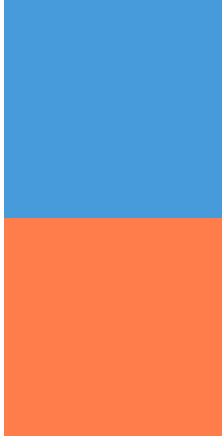
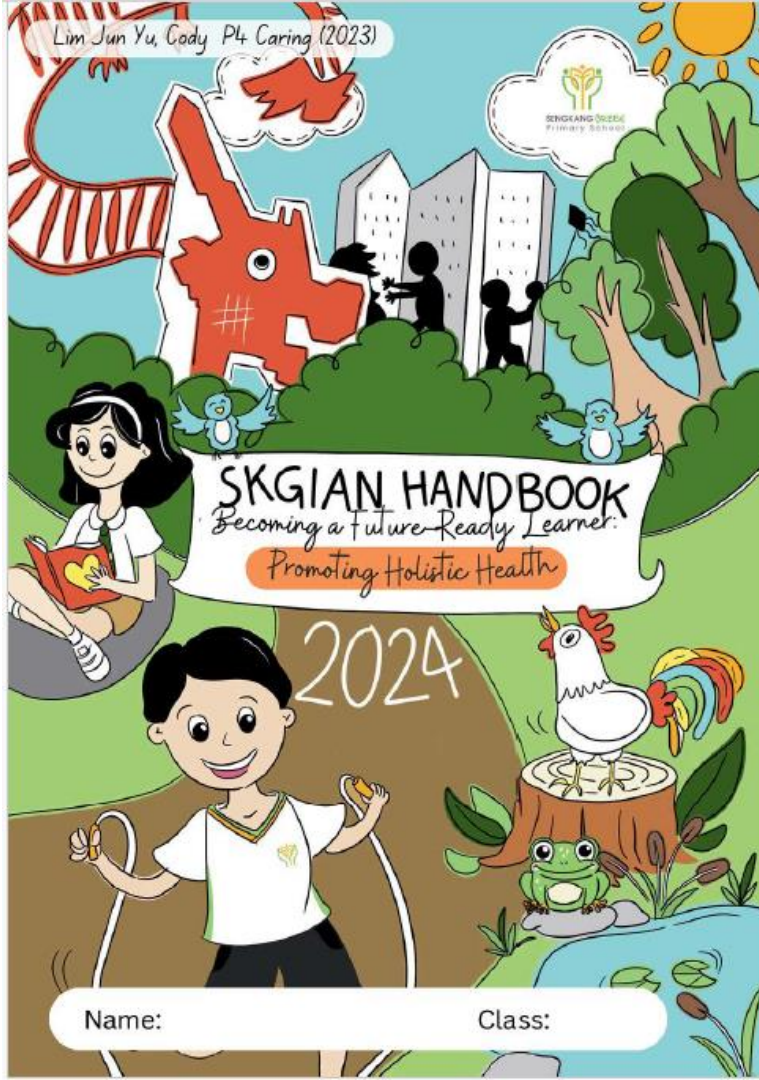


# How to role model good digital habits for our children?



- Children often mirror what their parents do.
- We can role model positive digital habits for our children.
  - When using your devices, consider whether it interrupts your interactions with them.
- We may want to set aside time to head outdoors with them or engage in non-technology based activities together (e.g. sports or a board game).





## Mobile and Smart Device

Students are not allowed to bring mobile and smart electronic devices such as mobile phones, ipads and smart watches to school. This is to avoid distractions from lessons and the loss of such valuables. It is also important to nurture students to be responsible and discerning users of technology.

Students are to use the pay phones located near the canteen if they need to contact their parents during school hours.

Any parent with exceptional reason for his/her child to bring electronic devices to school, must seek the Principal's prior permission in writing. **The permission of the Principal will be valid up to 31 Dec of the year and fresh permission has to be sought on a yearly basis.**

Any inappropriate use of mobile and smart electronic devices in school may result in the confiscation of the devices. Please take note that the school will not investigate the loss of mobile and smart electronic devices that are brought to school. Students who bring such devices to school without prior written approval from the Principal, may have their device confiscated. Parents will have to come and collect the device from the school.

**There are consequences when students commit an offence which may affect their eligibility for school based /MOE awards.**



# Role of a 21<sup>st</sup> Century Parent



**Every Parent  
A Supportive Partner**



**Tap on Technology for Learning**



**Collaborative & Self-Directed SKGians**



**SENGKANG GREEN  
Primary School**



Thank You!



SENGKANG GREEN  
Primary School