



## SINGTEL CONSORTIUM'S SOLUTIONS FOR CANBERRA PRIMARY SCHOOL: CANBERRA LIVE!

### Members

- ACP Computer Training & Consultancy Pte Ltd
- HeuLab Pte Ltd
- Learning EDvantage Pte Ltd
- Microsoft Singapore Pte Ltd
- NCS Pte Ltd
- Playware Studios Pte Ltd

### The Solution

SingTel consortium's proposal for Canberra Primary School leverages 3D educational games with simulations, interactive digital media and mobile learning applications. The games are designed to support experiential and inquiry-based learning. As students participate in the games, they can role-play, collaborate in decision-making situations and learn problem-solving skills. In addition, students can immerse in real-world scenarios in a 4D laboratory equipped with multi-sensory tools. Thus, students will enjoy rich learning experiences that are anchored in both the real and virtual worlds.

Based on the North Central Regional Educational Laboratory's (NCREL) enGauge 21<sup>st</sup> century skills framework, SingTel's proposal will implement an Integrated Learning Environment named Canberra Live! that delivers customer-centric services and contents in a safe learning environment for students, teachers and parents.

SingTel's solution is focused on educational gaming with immersive virtual reality based technologies, multi-modal digital media and mobile learning. These are incorporated in an integrated virtual learning environment and will provide students with an engaging learning experience. Key highlights of the consortium solutions are:

- **3DHive:** a 3D online environment for game-based learning with 8 distinct subject-based themes, complete with character and object creation. Teachers can use these themes to develop multiple games with the games development kit.
- **4D Immersive Lab:** an immersive physical laboratory with multi-sensory functions and tools that can mimic different kinds of environment.
- **Next generation school life e-portfolio:** an e-portfolio that will capture students' data and learning processes and aid teachers in assessing their learning styles. It will also help students to learn at their own pace and will help them identify areas for improvement.

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## Canberra Primary School FutureSchool Programme Highlights

### Key Focus - Empowering the Future Today - Creators in the 21<sup>st</sup> Century and Beyond

Canberra Primary School's proposed six-year Canberra Experience comprises three key programmes - Discoverer, Global Learner and Attuned Learner. Each key programme will be designed to deliver the national curriculum and 21<sup>st</sup> century skills through collaborative knowledge building-based pedagogies and assessment. These pedagogies include Experiential Learning, Inquiry-Based Learning, Cognitive Apprenticeship and Human Dynamics-Based strategies. A range of assessment modes that include assessments of and for learning, performance-based and portfolio-based assessments, and self and peer assessment, will be employed to inform teachers' instructional practices and students' learning. Interactive Digital Media / Infocomm Technology (ICT) tools will be harnessed for such learning experiences and environments to engage students in collaborative knowledge building.

Play as pedagogy is one of the key approaches that the school will adopt to engender engaged learning. Canberra Experience will involve imaginary play experiences to engage students in the construction of meaning from new knowledge, as they build upon their prior experience. Examples of such learning designs include role-play, drama and computer-based games. Using computer-based games in the Canberra Experience, students learn to solve realistic problems within communities of learning.

Computer-based games in the Canberra Experience will be designed for students to inquire into the world through their participation in collaborative knowledge building, and problem solving situations. Experiential learning activities involving computer-based games in the Canberra Experience will also be designed for students to move back and forth between their game actions and reflect on their actions with peers and mentors.

Students will enjoy rich learning experiences involving creation and exploration in safe and secure environments that are anchored in both the real and virtual worlds. These learning experiences will be enabled through the following technologies:

- Immersive gaming that will lead students to develop an interest in subjects and learn concepts/information
- Interactive fieldtrips where students use devices like ultra-mobile PCs or mobile phones to collaborate and communicate with one another
- Multi-user virtual learning environments, where students will role-play and collaborate on authentic decision-making, problem-solving and planning tasks
- Mobile learning and simulations that integrate various platforms such as virtual learning environments, gaming and fieldtrips
- Digital media content that can seamlessly integrate various platforms
- Electronic portfolios to facilitate holistic and in-depth assessment of students' skills and knowledge acquired

