

Technology Enhanced Learning Strategy

A complex, isometric illustration on a light blue background. It features a network of white lines connecting various icons: a laptop with a line graph, a smartphone, a tablet, a server rack, a cloud, a magnifying glass over a laptop screen, a document, a folder, a play button, a gear, a lightbulb, a bar chart, a calendar, a speech bubble, a database cylinder, and a funnel with binary code. The overall theme is digital technology and learning.

Learning Journey 7: Technology Enhanced Learning Strategy

Foreword



Digital technologies are impacting not only on the way we work and play but also on how we teach and learn. It is creating opportunities for Vocational Education and Training (VET) teacher/trainers, VET institutes and the VET sector to innovate how training and education is delivered.

This Learning Journey has been developed as part of the Erasmus+ project called **Enterprises Growing Through Business Simulations (E-Growth)**. This is about VET teacher/trainers in the use of **Technology Enhanced Learning (TEL)** within in VET courses. In addition to this set of seven **Learning Journeys**, the project has also developed a business simulation called, **PROSPER**, as an example of the use of TEL – the simulation supports the development of the knowledge and skills associated with running and growing an enterprise. The project has also published an e-book called, **A Guide to Technology Enhanced Learning in VET**.

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LJ7: Introduction to Technology Enhanced Learning Strategy



Aim:

This unit is about the introduction of a TEL strategy within a VET context to improve the effectiveness, interactivity, and impact of learning programmes

Learning Outcomes:

- Able to prepare a technology enhanced learning plan and policy for an institute



LJ7: Introduction to TEL

Technology Enhanced Learning (TEL) is the use of technology to enhance the teaching and learning experience.

Put simply, TEL refers to ***‘the use of technology to maximise the learner’s training and learning experience’***.

Sometimes these technologies are designed explicitly for learning and teaching - for example, virtual learning environments such as [Blackboard](#), [Moodle](#) and [Canvas](#).

As technologies become more mainstream and (crucially) much cheaper, use within vocational education and training will be increasing utilised. This offers a rich array of opportunities for VET and education centres to enhance how their learners learn by augmenting current learning opportunities or offering new ones.



Blackboard



Why is TEL important?



It is not only important because it is the standard of education that is expected today, but it can also improve education. This section explores TEL's importance in more detail.

Learners can learn at their own pace	More resources
We know that learners whether adults or children learn at their own pace, and sometimes the traditional classroom makes it difficult to do so. Technology in VET enables learners to adjust to their own pace of learning. Learners who need extra time can spend more time going over exercises until they understand, whilst learners who need less support can continue ahead.	With TEL, teacher/trainers are no longer limited to the textbooks that their organisation provides. By using other resources such as video, audio and interactive learning, students have many ways to learn. Teachers and trainers can find creative ways to teach their learners in an engaging way. Technology has changed the learning environment so that learning is more hands-on.
Technology keeps learners engaged	Technology is necessary to succeed in the real world
Learners often struggle to stay on task or interested, particularly if it is not interactive. TEL can make even the most mundane topics and learning tasks more engaging, which helps learners to stay focused.	The reality is that it is almost impossible to survive the working world without technology. Therefore, it is better if learners learn how to use tech sooner rather than later.

The following technologies are most often used to enhance learning:

- **Podcasts** and **videos** used with flipped classrooms
- Mobile devices with **web-based learning tools**
- **Digital games** and **apps**
- Video games and **virtual reality**.

Recent advances in TEL fall into three distinct categories:

1. **M-learning** (e.g. use of smartphone apps)
2. **Simulations** to develop technical skills and close the gap between virtual and real-world learning.
3. **Social media** sites, blog posts and content communities such as **YouTube** can provide a more collaborative approach to learning.

References:

Bullock, A., Webb, K. (2015) 'Technology in postgraduate medical education: a dynamic influence on learning?', *Postgraduate Medical Journal*, 91(), pp. 646-650 [Online]. Available at: <https://pmj.bmj.com/content/91/1081/646.info>

Guze, P.A. (2015) 'Using Technology to Meet the Challenges of Medical Education', *Transactions of the American Clinical and Climatological Association*, 126(), pp. 260-270 [Online].

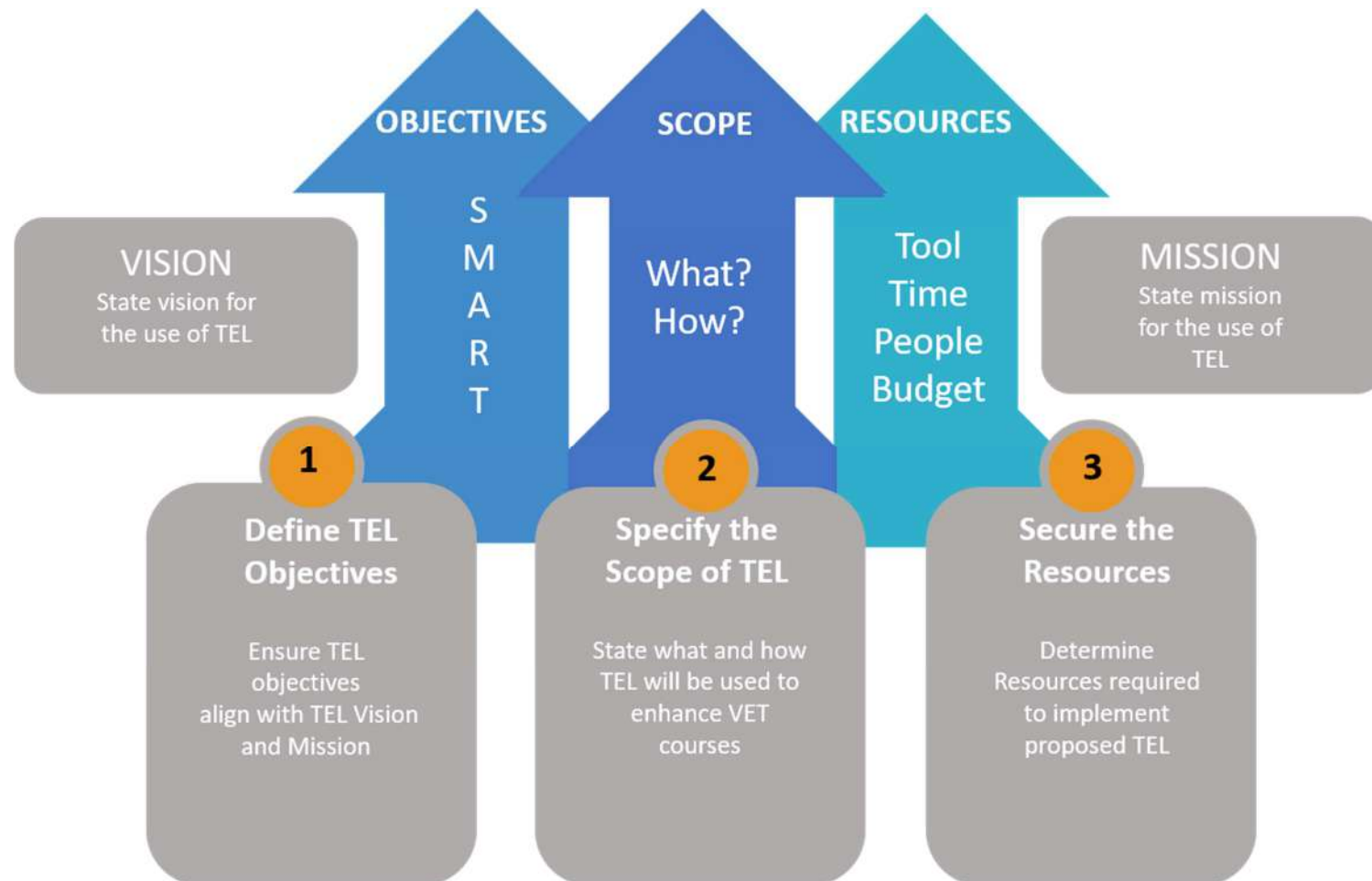
Many of these technologies are proving particularly useful in

“**flipped classrooms**” in which students review an online lecture before coming to the classroom for an interactive session. This allows more time to be spent on exploring complex issues, or in active discussion to deepen learning. E-learning and simulations also form part of a **blended approach to learning** with simulation, fulfilling several educational goals.



Designing Your TEL Strategy

One way of working up your own TEL strategy is to develop a vision and mission for your organisation's use of TEL. Following on from this you can draft a set of objectives and prepare a scope out what courses and processes you will seek to improve using TEL. This process will enable you to define the resources that will be necessary to support your plans.

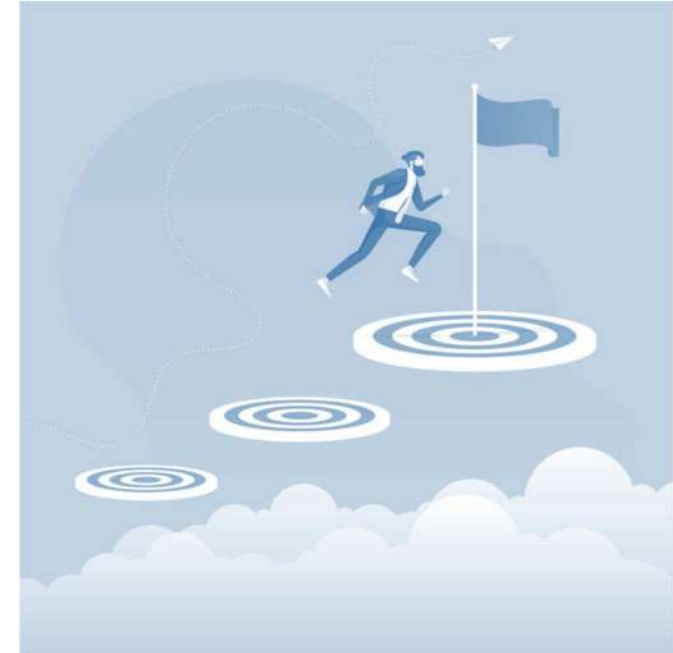


Designing Your TEL Strategy

The next step is to draft your organisation's TEL Strategy. There are no right or wrong ways to write your strategy – often organisations have their own house style of how to draft strategy and policy documents.

You can download a TEL Strategy template example from the [E-Growth website](#). The strategy should also be supported by an action plan to support the roll out of the strategy.

Actions may include training teachers and trainers, procuring specific TEL tools, creating collaborative workspace for VET teachers and trainers, drafting guidelines on how to use TEL within <insert org name> and information about on-going support and guidance for teachers and trainers.



Action Point: Download the E-Growth TEL Strategy Template and draft your own TEL Strategy today!

Designing Your TEL Strategy



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Other TEL Learning Journeys

This Learning Journey is part of a set of seven Learning Journeys exploring the use of TEL methodologies including simulations and serious games, e-assessment and e-portfolios and Virtual Learning Environments (VLEs).

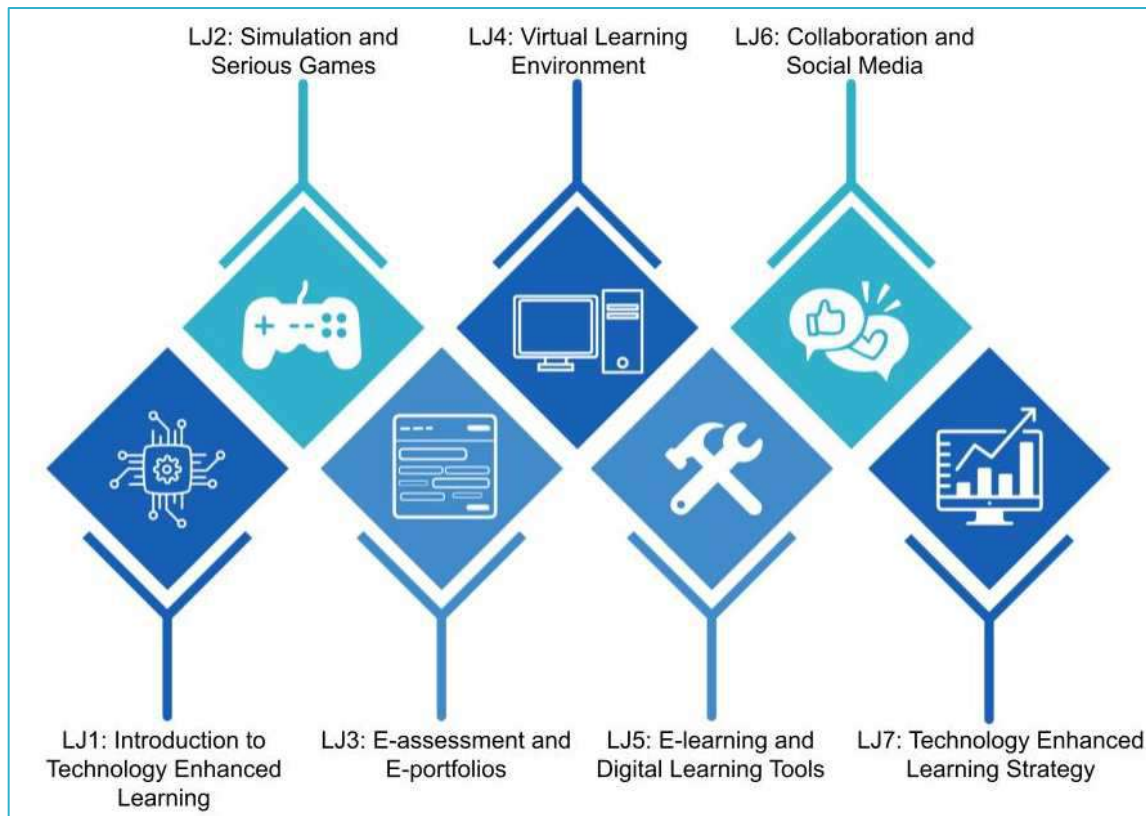


Figure 1: Learning Journeys - Technology Enhanced Learning

Each Learning Journey comprises an explanation of key terms, tools and methodologies. In some Learning Journeys, there are:

- Practical 'how to checklists'
- How to guides and
- Examples of digital tools

The last Learning Journey is designed to help you to plan and implement your own Technology Enhanced Learning Strategy.

Technology Enhanced Learning



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