INSPIRING KNOWLEDGE THROUGH A NEW LENS

# The mg Times

JP Sá Couto

# EDITORIAL

BY JOÃO PAULO SÁ COUTO*

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## INSPIRING KNOWLEDGE THROUGH A NEW LENS

There is no turning back: the future of Education has arrived and the unstoppable technological progress has a major responsibility.

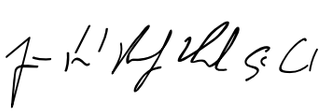
Technology is entering classrooms throughout the world no longer as an accessory, but as one of the most important tools in teaching and learning. Technological resources have become the best way to engage students, opening their pathways to learn. They have the ability to stimulate children in many ways, providing a window of opportunities for them to use creativity while learning, in a fun and natural way.

Over the years, JP Sá Couto has been helping thousands of schools moving forward through our ICTiE solutions, and we were able to see a whole set of improvements in the education systems. After having delivered more than 3 million educational netbooks worldwide, we keep striving for the integration of these new tools into the school curriculum, looking for more flexibility and versatility in Education. Our family of products is always growing because JP Sá Couto understands that different devices answer different needs.

This is why JP Sá Couto is launching ANY 201, a brand new tablet purpose-built for Education. Tablets are the ideal devices for children to take everywhere: portable as textbooks, but filled with never ending resources. They allow anytime, anywhere access to information, and improve collaborative learning and peer review. A big set of educational applications allied to innovative features give free rein to children's imagination and creativity, training them for 21st century skills. Tablets represent an affordable solution for providing safe environments for students to be responsible digital citizens and members of a growing global society.

In this edition of "The mg Times", we give you first-hand information about Tutor 1002, our ultimate solution for teaching in future-oriented education environments, as well as an insight view of our Design and Innovation processes while creating educational tools. We will be talking about our projects and achievements of the last months, going places that we have never been before, and taking education to remote communities, like Chaisa in Zambia, Africa. You will also have the opportunity of thinking about large topics with distinguished speakers of the Education field, such as Anthony Salcito and Bruce Dixon.

We hope to be opening you up to new ideas about Technology in Education. Our mission for innovation in teaching and learning is not a lonely walk and, as far as we have experienced, Education has only one way out: the future.



***Chief Executive Officer of JP Sá Couto**


# JP SÁ COUTO: WE ARE GLOBAL

### Global reach overview

Today's global economy, ruled by the Knowledge Society, requires companies to have both a local presence and a global reach, with a strong presence in international markets. This placement is now what distinguishes competiveness among countries and companies.

While fighting for the innovation in Education that will bring a higher human development, JP Sá Couto has never been alone. We are present in all five continents, with a vast network of local partners, spread over more than 60 countries. These players are the ones who take us closer to governments, stakeholders, communities, schools, educators and, above all, students.

Since JP Sá Couto entered the Education segment in 2008, we almost doubled our staff. At the moment we have 250 people working with us to provide solutions and develop education projects with added social, cultural and economic value.

Always striving for the strength, competitiveness, innovation and quality of its products and services, JP Sá Couto has reached impressive results. Inspiring new futures.

### Community Outreach

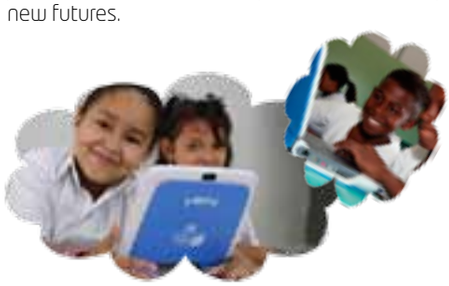
JP Sá Couto and its employees put countless hours on building a long term revolution in Education. We believe schooling is the first step to enhance a country's competitiveness, empowering the community from young ages.

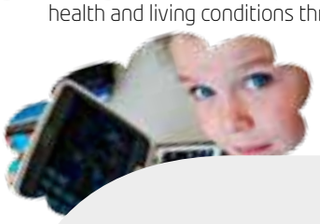
Proudly, we can say we changed the lives of thousands of students and communities, taking their potential uncountable steps further, towards the future innovations. 2011 was the perfect year to account the results of our impact not only on Education, but on the society as well.

More than 3 million MGseries netbooks were distributed worldwide and now, 6 million children have access to an educational netbook. Teaching with ICT requires special training and 100 thousand educators are now ready for that. Therefore, 10 thousand schools are already working within our educational projects.

Our work also reflects great changes in society, when 10 million family members have increased their digital literacy and 100 million people have improved their health and living conditions through technology.

- 3 million MG series netbooks distributed worldwide
- 6 million children have access to an educational netbook
- 100 thousand educators trained for teaching with ICT
- 10 thousand schools working within our educational projects
- 10 million family members increased their digital literacy
- 100 million people improved their life conditions





**"The future is already here - it's just unevenly distributed."**

**William Gibson - American-Canadian novelist.**

# MOVING TOWARDS THE FUTURE WITHOUT TURNING BACK

## BY MIGUEL BRECHNER[1]

President Tabare Vazquez grinned the day he presented the Ceibal Plan. It was December 14th, 2006 and with his words he officially set in motion an idea that had emerged a year before. Vazquez could not help laughing as he tried to explain the name of the new plan. For the president, a "Ceibal" (as the plan is known) was just that: a name derived from our native tree. For their part, the small team already working on the project had thought to give meaning to each letter: Educational connectivity of basic computing for online learning (conectividad educativa de informática básica para el aprendizaje en línea).

In October of 2005, news of the OLPC (One Laptop per Child) - Nicholas Negroponte's project proposing to give a $US 100 computer to each child - appeared on the web. Thinking that this idea was applicable to Uruguay, he consulted with the Minister of Industry, Jorge Lepra, to see about its feasibility, and the latter immediately gave the green light to move forward with the project.

It would take many months yet before the potential computer suppliers showed interest in Uruguay. We are a small country, and OLPC preferred countries that would buy a minimum of 1,000,000 machines, while Intel was focused on other countries.

PRESIDENT VAZQUEZ UNDERSTOOD THAT THE CEIBAL PLAN WAS AIMED, ABOVE ALL, AT SOCIAL INCLUSION AND GENUINE EQUALITY OF OPPORTUNITY.

His focus and determination were key in determining the success of the programme.

From day one everyone in the government unreservedly supported this plan.

Among the population there was a mix of attitudes. On the one hand, there were those who said it could not be done; that it was a pipe dream.

On the other hand, there were a lot of people who showed willingness to support the Plan's implementation.

Every new endeavor starts with a few people who are very motivated by the project's purpose. In May of 2007, when we started the pilot project, Villa Cardal, we had a team of eight people, led by Miguel Mariatti and Fiorella Haim.

For us there was no doubt that we would meet the presidential mandate to provide internet connections to all public school children by the end of 2009. It would require hard work, a lot of planning and lots of action.

The institutional design of separating the plan's implementation from its political definition has been very successful. The political committee was composed of all actors relevant to the project: MEC, Anep, the Primary Education Council, Agesic, Latu, Antel and the Presidency.

These delegates were responsible for their own institutions, enabling all decisions to be made resolutely and quickly. There was never a need to call a vote in the committee, as a consensus was always reached.

In addition, the plan's implementation was delegated to Latu, whose experience in management and administration allowed them to implement the tendering process in due time and form.

Since 2010 the implementation of the Plan has been the responsiblity of the CEIBAL Centre, which has mantained a design similar to the initial one, with the involvement of the same agencies, either in its Board of Directors or in the Advisory Committee.

Between 2007 and late 2009 $ 100 million were invested, as planned. Today we know that this program costs $ 100 per child per year, which includes everything from the "Ceibalita" to the connection, support and all else necessary to make this system work. From late 2007 until today we have delivered 450,000 laptops to all students from the 1st year of primary through the 3rd year of secondary education. We have supplied Internet connection to 2,450 schools and secondary schools using various technologies. Today 99% of the children have Internet connection. 190,000 students do not have to walk more than 300 meters to connect to the Internet.

We have Ceibal internet in public places, community centres, housing complexes, sports clubs, children's hospitals and priority neighborhoods.

We are installing fiber optics in urban schools: a process that will take us 3 years to complete. By the end of the year a third of the schools will already be Internet capable.

We have trained over 26,000 teachers. One can never have enough training, however, so we will have to offer more sessions.

Our annual budget is less than 5% of the budget for primary education and secondary education, and less than 1.5 per mil of the country's GDP.

Simply by rereading the President's speech from December 14th, 2006, it becomes clear that the roadmap was already defined and certain.

**If I had to summarise the project in one sentence, I'd say, "It was worth it". It was worth it**, because we have achieved equity in many ways. It was worth it for the motivation of the children: because they now watch less TV, especially in troubled households.

**It was worth it**, because there are children who have increased their self-esteem, because they developed skills in creating music, photography and film, and because thousands of identities were recovered by processing ID cards for these children, which they need in order to receive the "Ceibalitas".

**It was worth it**, because the school was again the centre of activities in neighbourhoods and towns, and because teachers haved ceased to be "Wikipedia teachers", instead becoming motivators and guides, generating new content for their students.

**"Education makes a people easy to lead but difficult to drive: easy to govern, but impossible to enslave."**

**Peter Brougham (1778-1868) British political leader.**

**It was worth it**, because the children teach the teachers and their parents, and teachers teach the children and the parents as well.

**It was worth it**, because 67% of Uruguay's population has a computer, and in the poorest decile this figure is 71%.

The CEIBAL Plan promotes new innovations in the educational system. We are transforming the computer science labs into digital technology and robotics laboratories. In 2011 and 2012, all computer science teachers and high school students will learn to program using robots.

An online evaluation system has been developed in which students take tests in math, reading and science at the same time. Teachers have the results immediately, and can analyze and compare the responses with their students. In 2011, 440,000 evaluations were taken by public and private schools students from the 3rd through the 6th grade.

A Unified Management Program for Records and Registration (GURI) is being implemented through which it is possible to obtain information on students provided by teachers and schools, in real time via the Web.

The Ceibal Plan offers great opportunities for teachers. **It is our responsibility to make it even easier to use the tools. Technology should be adapted to the teacher, and not the teacher to the technology**. It is much more important to think in terms of the usability of the applications than in terms of technology.

**The future lies in personalisation of education: each child is unique, and for the first time this challenge is achievable, with the help of CEIBAL**. A lot of work at the education level and a lot of software are necessary to reach this aim. Our human capital as teachers, as well as the software, allows us to be optimistic about achieving our goals.

**But we are just getting started. We have made mistakes and we'll make some more. In all innovation processes it's inevitable to make them. The only thing you can do is correct them and continue building.**

**Let there be no doubt: the Ceibal plan is not magic. It does not solve the Uruguay's probles, but it is part of their solution.**

([1] Miguel Brechner is president of the Ceibal Centre he was President of Latu from 2005 to 2009).

# JP SÁ COUTO WINS LEARNING WITHOUT FRONTIERS AWARD FOR INNOVATION

**JP Sá Couto has won the "Primary and Pre School Innovation Award" of Learning Without Frontiers Organization. The award was presented in London, at a ceremony during the LWF Free Festival 2012. This prize celebrates JP Sá Couto's impact on improving the education of the youngest.**

Present in all five continents, serving 60 countries, and with more than 3 million Intel Classmate netbooks distributed since 2008, JP Sá Couto owns an ever growing project to enhance human development through technology.

The collaboration with projects like Magellan program in Portugal, the Ceibal Plan in Uruguay, the program Conectar Igualdad in Argentina and the Canaima initiative in Venezuela is now recognized by Learning Without Frontiers Organization, with the award for "Primary and Pre-School Innovation".

Learning Without Frontiers Awards celebrate people and institutions which are true examples on fostering the innovation and best practice on education, through technology solutions focused on the future.

The LWF Awards ceremony took place on January 25th at the LWF Theatre, National Hall Gallery, Olympia as part of the LWF 12 Free Festival, an annual international conference about the challenges for the future evolving technology, education and society. The LWF "crystal star" was assigned in front of an audience of distinguished leaders and educational experts such as Sir Ken Robinson, Anthony Salcito and Mark Surman.

"This award is an enormous step for the recognition of JP Sá Couto's daily work, struggling to give children a better education through technology. Anytime, anywhere, students will always deserve the best tools to evolve and succeed, and JP Sá Couto's mission is to keep innovating", said Jorge Sá Couto, Chairman of JP Sá Couto.

Learning Without Frontiers is a global platform founded in 2004, bringing together leaders, activists and experts from education, technology and entertainment sectors from all over the world. Its mission is to promote dialogue on the future of education, aiming to find the best solutions for a more complete and accessible learning.

**"Education and innovation will be the currency of the 21st century."**

**Barack Obama - President of the United States of America.**

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# PUPIL 104 CONVERTIBLE

## SMART LEARNING

The Pupil 104 takes Education three steps further, with a notebook, a tablet and an e-book reader. All in one machine.

The convertible MGseries computer provides a world of new possibilities. Learning is personalized and while reading, writing or drawing, the student interacts directly with the content.

## TECHNOLOGY FOR LEARNING

**1. Writing**

The touchscreen gives students the opportunity to explore realities with their own hands. Using the fingertips or the pen, writing and drawing tasks are now easier and more fun.

- With the "note taking SW" application, making notes on the computer takes on a new meaning. A very useful tool for practising handwriting.

- With an ergonomic design, the triangular shaped pen makes handling more comfortable. The pen is secured by a cable so that the student does not lose it. The tips are replaceable.

**2. E-reading**

Reading is one of the best ways of achieving knowledge. The e-book reader is the perfect instrument to, interactively and intuitively, spark reading interest among students.

- Without occupying the space of a open notebook on the table, it allows reading anywhere, at any time, moving or stationary.

- E-reader scroll control: The "up and down" buttons make reading and navigation in e-books and digital documents easy.

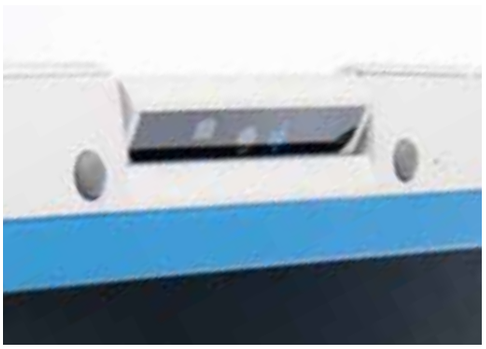

**"Social networking accounts for 1 of every 6 minutes spent online."**

**http://www.digitalbuzzblog.com/infographic-the-growth-of-social-media-2011/**

### 3. Collaboration

- Hinge with Rotation Axis: the rotating screen allows students to share content, videos, pictures and texts with their peers or the teacher, without having to leave his seat in the classroom.

- 270° Rotating Webcam: the integrated webcam rotates on a 270° maximum angle. This flexibility in capturing video and photography enhances children's creativity, which can show the surrounding reality without moving the computer.



- Dual slot for headphones: Two, three or even four children can hear the same music and watch the same video, sharing stories and content of the classroom. A way to encourage students to exchange views and work side by side, as a team.

## ROBUST AND SAFE

- With a design based on round edges, with no sharp points, increasing the protection of children from all angles.

- Designed with a more robust chassis, resistant to falls up to 80 cm.

- Enhanced Water resistant C-Face: The keyboard, mouse and all surrounding surfaces are resistant to water spill up to 200 cc.


- Outer Contour I/O port with enhanced protection from scratches and other damage that can reach the motherboard.

- Anti-trip power cord: the power cord has a structure that can be divided into two, preventing possible falls, both from children tripping, and the equipment itself, by touch or stretching. It also prevents damage to the cable port.

- The HDD Protection preserves the hard drive and stored content, in case of shock, vibration, or accidental fall of the laptop.

- Keyboard: Tablet-like resistant structure, with keys that are not easily removed. The lowercase characters are easily recognized by children, making writing faster.


- Antimicrobial C-Face: the surface, in contact with the user's hands, is resistant to the common spectrum of bacteria and fungi.

- Dual Kesington Lock Slot: ensures computer security at two levels. Allows the attachment of a security cable, to prevent theft in classrooms or other places where students leave the equipment. It also allows the use of the shoulder strap.

**"The more you read, the more things you will know. The more that you learn, the more places you'll go."**

**Dr. Seuss (1904-1991) American writer and cartoonist.**

# PUPIL 103 CLAMSHELL

## CREATED TO EDUCATE FOR THE FUTURE

The Pupil 103 proves that we are not satisfied with existing resources for learning. Innovation in design, safety and resistance of the equipment and the performance efficiency make Pupil 103 the ideal tool for children to attain further knowledge.

We design the path of evolution. The better the product, the higher the learning.


## ROBUST AND SAFE

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## ERGONOMIC

- The lightness and thinness makes the equipment comfortable to be carried and handled by the children, as well as to place inside a trolley or backpack.

- The retractable handle, due to its elasticity and rubber coating, increases comfort while handling and prevents possible drop of the equipment.

- Visible USB input icons: inscribed in the surface of the laptop, they spare the students the need to look at both sides of the computer to find the correct input port. The child associates and remembers, easily, the location of inputs for the equipment.

- Light sensor: adapts the brightness of the screen according to the surrounding light, ensuring the quality of the image and preserving the vision of the user, while also saving energy.

- Quick Launch Button: students can have immediate access to a default computer application, program or website just by pressing the button. This is a very useful tool to access recurring content throughout the class.

- Shoulder Strap: Creates a backpack effect. Between home and school, the child can always take the computer with him/her.

## COLLABORATION

- Double slot for headphones: a working group can use the same computer, sharing, at the same time, videos, music and educational content.

- 270º Rotating Webcam: allows the capture of video and photography, using angles up to 270º, without having to move the computer.

**"27% of students say their laptop is the most important item in their backpack."**

**http://www.onlineeducation.net/students-love-tech**

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# TUTOR 1002

## THE WORLD'S FIRST TEACHER PC IN COMPLIANCE WITH ILS*

### Designed for teachers, focused on learning

To inspire young minds, educators need the vocation but also the best teaching tools. Tutor 1002 is the ideal solution to empower teachers and engage students.

Combining a professional exquisite design with what is best in Intel's software purpose-built for Education, Tutor 1002 fits perfectly into 1:1 eLearning environments.

### Stunning Look

Featuring a thin-and-light design, Tutor 1002 is based on concepts of discretion, professionalism and elegance. The notebook created in the image of a teacher.

### Stay tuned

Tutor 1002 is prepared with the most advanced communications technologies, for being connected with the world at all times. Connectivity options include Bluetooth 3.0, which allows the teacher to access contents in other devices such as cell phones, music players, tablets... and of course, students'computers.

### One and many at the same time

21st century teachers know best how difficult it can be at times to deal with so much information from so many sources. Tutor 1002 helps educators to organise, accessing multiple contents and school works at the same time, with a 6-in-1 card reader.

### Curriculum content is safe

Education materials like tests, homework and lesson plans are too important to run the risk of being lost or unduly accessed. The on-board TPM device enables a variety of advanced security features including authentication, protected storage and secure communication.

### Education-based software

Tutor 1002 comes with Intel Learning Series Software Suite, purpose-built for education. This set of programs and applications make all the difference in the management of 1:1 eLearning environments. The teacher can easily prepare the classes at home and then, when arriving at the classroom, quickly connect with all the students' computers and work platforms.

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**"To teach is to learn twice."**

**Joseph Joubert (1754-1824) French moralist and essayist.**

# ANY 201

## LEARNING ANYPLACE, ANYWHERE, ANYTIME

Education gets personal like never before with the new ANY 201. Small in size, light in weight, but huge in possibilities, this education tablet accompanies the pace of each learner. Now, there are no doubts: children get answers in their own hands.

From the class to the playtime, ANY 201 is the learning companion at all times, anytime.

### SAFE

- With a design based on round edges, with no sharp points, increasing the protection of children from all angles.

- The protective cover is made from smooth, treated rubber that resists dirt, stains and scratches. The unique design allows not only complete access to buttons, controls and ports, but also an easy placement inside a backpack. A shock absorbent and shatterproof solution for fitting children's unstoppable lifestyle.
- Theft Deterrent with TPM: this education app is a hardware-based security solution for assuring the greatest protection of school/student asset. It includes security features such as authentication, protected storage and secure communication.

### RELIABLE

- Highly reliable and very low maintenance. No need for keyboard, mouse, speakers or other accessories that children can easily lose.
- Dust and water resistance: the entire surface and I/O ports are resistant to water spill from all directions, also with enhanced protection against foreign particles thicker than 1mm.
- The built-in shock resistant structure protects against the dreaded drops, up to 70 cm (without the rubber cover).

### ERGONOMIC

- Book-sized tablet: compact, lightweight and portable, this is the ideal device for children to carry everywhere without getting tired. The resistive touchscreen is large enough to give great personal viewing and e-reading experience.
- Light sensor: adapts the brightness of the screen according to the surrounding light, ensuring the quality of the image and preserving the vision of the user, while also saving energy.
- Quick Launch Button: just by pressing this button, students can access directly to default apps and programs or even to educational games and browsers. This is a very useful tool to access recurring content throughout the class.

### MOBILE

- Bluetooth and Wi-Fi: built-in features that enable connectivity to other systems on the school network and the access to online educational websites and videos.
- 3G: this option makes ANY 201 the perfect device for students to access web anytime, anywhere. Download, search and navigation through educational contents have no limits.
- SIM Card Slot: now children can use the SIM card of their cell phones also on their computer, ubiquitous communication and connectivity are guaranteed.
- Dual Webcam: touch, sound and motion can be all together when students capture video and photography from both sides of ANY 201. It features a 0.3MP front camera and a 2.0MP rear back camera.

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# SOFTWARE

## INTEL LEARNING SERIES SOFTWARE SUITE: MANAGEMENT, SECURITY AND COLLABORATION

### ASSET MANAGEMENT

The Theft Deterrent is a hardware-based security solution to protect school/client asset.

### CLASSROOM MANAGEMENT

A set of technological resources, purpose-designed for education, providing learning collaboration, in-class tests/quizzes, life sharing and much more.

### PLATFORM MANAGEMENT

IT Administrators easily manage and update the devices throughout an entire school, making upgrades, patches provisioning and inventory management.

### PAINTING AND DRAWING

Powerful drawing tool to inspire student's creativity.

### NOTE TAKER

Taking notes digitally takes on a new meaning. A quick and simple task to not lose anything of what teachers say.

### EREADER

Optimized e-Reader supporting multiple format and annotation can spark reading interest among students.

### LABCAM

LabCam touch-optimized application for science and mathematics. Allows students to do things like attach a special lens to use the camera as microscopet.

## GOOGLE MOBILE SERVICE (GMS): THE MOST USEFUL APPS FOR DAILY LIFE

### GOOGLEMAPS

Locating nearby services and businesses, children will never get lost. Exploring other countries' places and monuments, children will always find themselves in the world.

### GOOGLE BOOKS

More than 3 million eBooks for children to search and to read. Includes settings for access personal libraries wirelessly, change reading fonts and e-reading in night mode.

### GOOGLE CALENDAR

Managing deadlines for essays or tests, sports matches and other activities can be a challenging task. Everything gets easier when viewing Google Calendar from anywhere.

## ANDROID 3.0 HONEYCOMB: SPECIALLY DESIGNED FOR TABLETS, IDEAL FOR EDUCATION

### BROWSER

For students to navigate and organize in an efficient way. Search becomes really easy with multiple tabs and a single unified view for bookmarks and history. New multitouch support is available to JavaScript and plugins.

### MEDIA PLAYER

Modern player with a young and clean look, featuring the option to directly stream music from the Internet.

### CAMERA

A wide screen and quick access to exposure, focus, flash, zoom and other features provide endless creativity in photography and filming.

### PICTURE VIEWER

After taking pictures, collecting them is quite simple. HoneyComb's gallery lets children view their albums in full-screen mode and also access to thumbnails for other photos.

### CALCULATOR

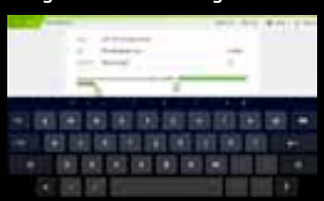
Features Advanced Options for mathematical calculations and other tasks.

### CONTACTS

Contact information is presented in a card-like UI, an easy and intuitive way for students to read and edit contacts of their teachers and mates.

### EMAIL CLIENT

No messages lost or unread, likely to be organized in folders and selected at the same time. Students can sync attachments for later viewing and keep track of email using a home screen Widget.



### VIRTUAL KEYBOARD

A wide screen and large keys make text input really quick and efficient. Students can touch-hold keys to access menus of special characters and switch text/voice input modes from a button in the System Bar.

# IN EVERY MG SERIES EQUIPMENT ONE COMPLETE SOLUTION

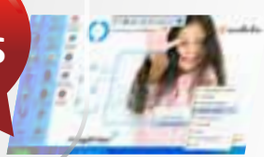
FOR TEACHERS

## CLASSROOM COLLABORATION (MYTHWARE)

*This solution allows teachers to use in an adequate manner all available technological resources in the classroom for educational purposes. It enables the correct use of technology during school hours helping the teacher to focus the use of technology to the natural workflow of the class in a quick manner with the use of simple tasks. It ultimately allows technology to become a true working tool and effective mean in teaching and learning environments.*

## ACCESS MANAGEMENT

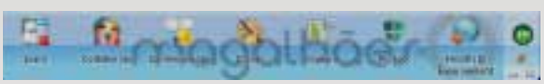
*Parents and teacher are able to set access policies for client usage, ensuring a child safe computer environment at home and school. Access Management allows parents to monitor children's computer usage, with an unified policy management and deployment by the school server. Other features include logging and monitoring, program blocking and web filtering for unsafe contents.*



## EDUCATION DESKTOP

*Education Desktop creates a safe, age appropriate, student friendly environment, working as a layer over Windows that provides a friendly and safe interface for children's PC usage, whether they are at home, in school or class. It also works as a setup and configuration tool that allows parents to create accounts for their children and specify how their child can use their account.*

FOR STUDENTS



**MAGAPPBAR** Take full advantage of the selected suite of applications with the MagAppBar. The applications are presented in categories for easier access, and the applications in available in other languages are clearly separated to allow for an optimized experience. Quickly find the right tool to help you develop your skills and to improve your performance and productivity.

Office Starter 2010

### OFFICE STARTER 2010

Microsoft Office Starter 2010 gives users the ability to perform the most common and basic productivity tasks right out of the box. Create and edit basic Word documents and Excel spreadsheets with 100 percent file fidelity.
Open existing Word and Excel documents and manage a simple home budget. Write letters and create newsletters with photos and easily send them out.

Windows Live Essentials 2011

### WINDOWS LIVE ESSENTIALS

Windows Live Essentials lets you unleash your creativity through your computer and share it with your friends, your family, and the world. You can see your email, calendars, and contacts from multiple mail accounts even when you don't have an Internet connection. Family Safety enhances the standard Parental Controls in Windows.

AutoCollage

### MICROSOFT AUTOCOLLAGE

AutoCollage is an easy, novel framework for the automatic creation of representative collages from collections of photos that celebrate important events and themes in our lives.
One of the most significant features that differentiate AutoCollage is that it offers exceptionally sophisticated blending technology for photographs, powered by state-of-the-art computer-vision techniques.

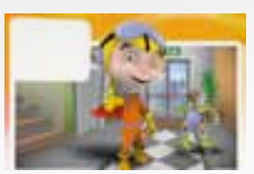
songsmith

### MICROSOFT SONGSMITH

Whether you're a musical novice looking to make a jingle to send to a friend, an aspiring songwriter looking to give it a first try, or an experienced musician looking for an innovative new "scratchpad" to spark new ideas, Songsmith can help you get going. Songsmith generates musical accompaniment to match a singer's voice. Just choose a musical style, sing into your PC's microphone, and Songsmith will create backing music for you.

**CAMERA APPLICATION** Take pictures and make movies with this application that will unleash the power of the webcam. You can choose the resolution and recording formats that better suit your needs. Manage, edit and annotate your photos and videos and much more with simplicity and ease.

**FOXIT READER** This is an optimized E-Reader that supports multiple formats and can help you to view the documents you need with advanced management, navigation and annotation features. With an intuitive and responsive interface, it also supports book library and skins to allow you to change the look and feel of the application to better suite your needs.



**ENERSCHOOLS** You are invited to explore the world of renewable energies. Through engaging activities and with an interactive scenario, students will learn how to save Earth's precious natural resources and reduce waste. Follow the journey of our environmental hero and become a hero yourself!

**MY BODY 3D** Explore the human body and find out how the numerous organs and different systems interact through videos and detailed 3D models. This application lets you discover at your own pace the wonders of the human body. Great for students or for any person that wishes to know a little bit more about their body, because of its intuitive design and quality content.

**"It's all about digitization, devices and delivery. We are living in exciting digital times for education!"**

**Michael Spencer - Senior Director of International Business Development at K12.**

The MG Series Educational Solutions offer quality content and applications "out-of-the-box" that will help young learners to develop essential skills to face an ever-growing and fast-changing World, like critical thinking, collaborative, problem solving, and social skills. As soon as they receive our Education Solutions they are ready to explore and to create, ready to play and to collaborate, regardless of Internet connectivity.

## ASSET MANAGEMENT (THEFT DETERRENT)

The Theft Deterrent solution is an online system that provides asset management, control and physical security for the mg series educational netbooks in a school environment. Managing the machines is simple and intuitive. IT Administrators can access and manage each individual machine to enforce network and security policies and physically lock the equipment in case of unauthorized use, thus deterring a possible theft.

## ACCESS MANAGEMENT

Parents and teacher are able to set access policies for client usage, ensuring a child safe computer environment at home and school. Access Management allows parents to monitor children's computer usage, with an unified policy management and deployment by the school server. Other features include logging and monitoring, program blocking and web filtering for unsafe contents.

## PLATFORM MANAGEMENT

This solution allows IT Administrators and Staff to easily manage, deploy and update the mg series netbooks throughout an entire school. It can proactively retrieve an image from the school server and install it on local machines in both a wired and wireless network environment. It allows for a centralized view / deployment of system patches and application installations from the school server.

FOR IT ADMINISTRATORS AND IT STAFF

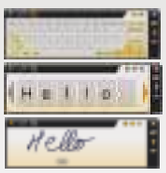
**DIGITAL LITERACY** Digital Literacy Curriculum helps you develop the essential skills you need to begin computing with confidence. The goal of Digital Literacy is to teach and assess basic computer concepts and skills so that people can use computer technology in everyday life to develop new social and economic opportunities for themselves, their families, and their communities.

**MICROSOFT MATHEMATICS 4.0** Microsoft Mathematics is a powerful computer algebra system with a friendly user interface. It works in parallel with your teaching to help students stay engaged in math and science. Algebra and geometry students benefit from fast, clear equation-solving, while more advanced students get help in subjects such as calculus, trigonometry, physics, and chemistry. Teachers can use Equation Solver to demonstrate step-by-step solutions to many math problems, from pre-algebra to calculus.

**STRETCH BREAK FOR KIDS** A team of health care professionals developed Stretch Break to increase circulation, relieve tension, boost your energy level, and help guard against Repetitive Strain Injuries (RSIs). Surveyed Stretch Break users report reduced stress levels, greater awareness of the need to take breaks, greater awareness of ergonomic issues, and reduced stiffness and muscle ache. It includes Yoga-based stretches and relaxing background music.

**WIKIPEDIA OFFLINE READER** Access all the knowledge stored in the Wikipedia from your computer, anytime, anywhere, even without Internet connectivity. This application has useful features and an intuitive interface to provide you with the best user experience. Unleash the power of Wikipedia on your computer!

**NOTE TAKER** Note Taker allows you to use the screen as paper for the quick capture of handwritten notes, helping you to organize them. With high-quality ink conversion you can search ink files easily and rapidly.



**PEN INPUT** Pen Input allows flexible writing modes for easy interaction with any application requiring text entry. It also allows the natural handwriting conversion in real-time by the active application.

**ART RAGE** Art Rage has a touch-friendly UI, making it very useful for creating natural media elements and complete paintings. You can use the screen as canvas for free drawing and painting using powerful tools like stencils, tracers and a wide variety of brushes.

**QUICK CONTROLLER** This is a touch optimized, quick system setting control that allows users to adjust several parameters in tablet mode.

**PARENTS CAREFREE** This parental control application has an intuitive interface and provides the following functions: Internet access control (Whitelist / Blacklist); Application execution control; Internet usage schedule control; Computer usage schedule control. Parents can ensure a safe computer environment for their children at home and at school, while monitoring computer usage.

"Progress is based on perfect technology."

Jean Renoir (1894-1979) French film director, screenwriter and author.


"IT IS ESSENTIAL THAT OUR PRODUCTS SPEAK THE SAME LANGUAGE AS THE CHILDREN"

# MGSERIES: SPECIFIC TECHNOLOGICAL DESIGN FOR EDUCATION

**Product design and innovation has always been a main focus for JP Sá Couto. The research, ideas and concepts of design and production come from the company itself that, since 2008, maintains the mgseries product line with specialised products for all levels of knowledge and educational needs. Jorge Sá Couto, Chairman of the Board of Directors of JP Sá Couto, talks to us about the mgseries design principles and their distinguishing characteristics.**

**? The mgseries products are distinguished by the landmark design intended for Education. How can we define the concept of technological design specifically for educational environments?**

JP Sá Couto distinguishes itself by offering integrated solutions that start with the uniqueness of the product design, built specifically for Education. This means that our equipment is thought out for very specific scenarios, since they are school areas such as classrooms and playgrounds, but also the home itself. We believe that access to education is not restricted to a time or a place, and that each machine must foster the relationship between different participants: students, parents, teachers and school administrators.

**? The design of products for Education requires field work for an accurate understanding of the reality of the classroom and school operation. What ethnographic data determines the Innovative work of JP Sá Couto?**

Students know better than anyone what they consider important in education. Over the years we have received from them all kinds of opinions, expectations and experiences that have contributed to the continuous improvement of our products and procedures. One of the most important things that children have taught us is that the usefulness of the equipment is directly related to the time they spend with it and to a desire for these moments.

**? An mgseries computer, being intended for teachers or students, is very different from a generic computer that does not have a specific target audience. What makes them different?**

When we create a product like this, we can't look at it from just one perspective. An educational computer is designed with the best technological advantage for effective learning in mind, from the most robust and durable hardware to the software with specific content and programs for Education, while retaining the youthful look and feel. In the end, these machines will be part of a holistic system in each educational project. As many advantages as a classic netbook may have, it will always lack the language used by those learning and those teaching.

**? What are the main attributes to be considered for a product that is designed for children and their learning?**

Children are moved by a lot of energy and curiosity. At the same time, they are more fragile than adults, and totally unpredictable. That is why mgseries products are designed to suit individual student needs in order to provide them with maximum safety, simplicity, ergonomics, durability, performance and comfort.

**? A machined designed for education is crucial to the children's sense of belonging. To what extent do mgseries products improve the user experience, increasing student performance while learning?**

It is essential that our products speak the same language as the children. By being appealing to touch and use, interaction with the student is more direct and natural. Hence the design of mgseries equipment is marked by universal shapes and symbols, not only focusing on the simplicity of lines, but the diversity of colours and textures available. Creativity starts here with customised products according to the public and the objectives of each educational project.

**? JP Sá Couto has developed a complete family of mgseries products, ranging from the clamshell computer, to the convertible version and on to the latest tablet. How can these products meet different educational needs?**

The mgseries product family grows as we find new ways to get involved in the processes of teaching and learning. Depending on the geographical context of the educational project, the school environment or the education system, school needs and educational goals can be very different. For example, while the clamshell is presented as a classic product, more accessible and robust, the convertible is ideal for collaboration between students, highlighting the multiplicity of uses. The tablet, as our latest innovation, is very light and ultraportable, it can be taken anywhere.

**? The specific design for education is not created with only the students in mind. What are the main advantages for teaching, when involving the teacher's work?**

Our end-to-end solutions allow easy integration of technology in the daily activities of the classroom. We have increased peer interaction, teacher-student collaboration, as well as monitoring capacity, with access to a wide range of educational management tools.

**? And how can these products help parents in the education and monitoring of their children?**

Here, monitoring also extends to the parents who, in a practical and intuitive way, can guarantee the digital security of their children. Physically, the children's protection is also a given because of the strength and robustness of the design.

**? One of the distinguishing characteristics of the mgseries products is the reduction of the TCO for schools. What is the impact on the activity of the Administrators of ICT in schools?**

The mgseries products represent a very sustainable solution for the schools that we equip. In one deployment, we implemented a very affordable and economic ICTiE system, not just for the integrated security software and school management – upgradeable at any time - but also the robustness of the equipment, with low defect rates and maintenance needs.

**? Mgseries products represent an integrated solution for educational projects, adaptable to different cultures and geographical contexts. The design goes beyond the issues of hardware and technical implementation, also touching on the content and software. What are the main advantages of the Intel Learning Series Education Software Suite?**

The Intel Learning Series Software Suite is the only educational software that can meet all the requirements of our products. The functional integration of the 1:1 learning in the classroom needs an infrastructure with strong, robust and secure equipment, but the power of collaboration, performance in learning and lesson management are also dependent on better content and applications for Education.

**? Mgseries products are seen as an economic (affordability) and durable (durability) solution for the educational systems of different countries. How could this model change the future of education?**

By investing in a distinctive design and a software dedicated entirely to education, we intend for the mgseries products to be the most productive and efficient technology solution in the educational environments of various countries. However, it must be said that the potential of our products materializes only when integrated in educational projects, initiatives that involve the whole community, from the highest officials to the students themselves. Our mission is to provide this implementation in a contextualised manner for each country, with durable and economic solutions; only then will we make the best educational tools accessible to all.

(Jorge Sá Couto is the Chairman of JP Sá Couto.)

# GAME-BASED LEARNING: AN ISSUE OF INSPIRATION

**Never has so much been said about Game-Based Learning and the potential of game play on cognitive development. The mg Times talked with Anthony Salcito, vice president of Education for Microsoft Corporation's Worldwide Public Sector organization, author of two blogs on Education and Technology and a world-renowned speaker, about the role of gaming in the holistic model of education and its importance on students' engagement.**

### ? How is game-based learning impacting education reform?

The first thing I would say is that it connects to what students are doing and the lives they live. It relates not only to education, but supporting and preparing students for the future as recognizing how we can adapt to a changing world. We know students play games and it is often an area not only of motivation, competition, but also of celebration for students.

Microsoft has actually looked at the science behind it, searching how games can motivate students. Not approaching it from a technology perspective, where we are just creating more dynamic learning experiences in game-like environments, but looking at the way games incentivize a learning path for students. How can we fuel that into a classroom? How do we create more prepared and equipped learners to face the challenge in one chapter and move to the next? How do I create a project-based learning where students are motivated to do the work? That's the kind of stuff we are trying to do and game-based learning can be a powerful metaphor, framework, language, set that we can use in learning.

### ? What is the teacher's role on designing these activities?

It could be very simple. The misconception of game-based learning is that it has to be ruled in content: indoor technology. So, a lot of people wait for building glorious immersive experiences: when we are going to readapt a piece of history with a game environment or when we are going to do science experiments with the game experience... Those things are great and they exist and they are compelling, but there are limited examples of that.

## A TEACHER CAN CREATE A GREAT GAME-BASED ENVIRONMENT IN HIS CLASSROOM WITHOUT ANY TECHNOLOGY OR WITH ANY TRADITIONAL VIDEOGAME.

For example, I could create teams where we are doing challenges or missions based on a learning path. Just by using that language, I could create a more connected game-like experience for students. How do I share achievements so the students can compete with each other? Those are game experiences. I can even use game experiences in traditional learning environments.

So, for example, if I was going to challenge students to find the best example of something and celebrate that... it is an example of a game environment. If I was going to ask you to find information in a search engine, you could find it. If I said "Find it in under ten seconds", I make a game base.

So this is about putting a perimeter around a traditional learning environment and making it more compelling and motivational for students.

### ? How important is game-based learning in the development of 21st century skills?

21st century skills mean multiple sources, multiple points of view and perspectives...and game play is very similar. Unlike a traditional learning process, which would start with content expertise, games often start with nothing. You start with a blank canvas. You don't know how to play the game, what the controls do, what is the language or the currency of the game, etc.... But in the end of the game experience, you have developed mastery: you know the world, you know the characters, you know the game play, you know how to move your character and what to do, you know what the currency does, what magic is worth...

The difference is: by the end of that game play, your

**"There will be 25 billion devices connected to the Internet by 2015 and 50 billion by 2020."**

**http://socialmediatoday.com/amzini/306252/social-networking-growth-stats-and-patterns.**

path will be very unique and different. So, you talk to students who completed a game and they will say "well, I did this", "I tried this approach", "I primarily used this weapon versus that weapon"... so they develop a very unique experience but also their own skills, interests and personality. That path is often far more meaningful and direct.

Now, we can apply that science, that motivation and incentivisation of a learning path so students can drive their own exploration and uses of content, with their own needs, skills and perspectives.

So, in 21st century, preparation is all about embracing those dynamics, collaboration, sharing, and embracing critical decision-making.

**? What are the best examples of game-based learning implementation that you have seen lately?**

There are lots of examples, and certainly, we see everything from the Kinect examples, where teachers are using Kinect to make learning more physical. I think there were studies done in 1993 by a computer science magazine that said students retain 10% of what they read, 20% of what they ear and 90% of what they do (and participate in). So just by action, you are connecting students to physically doing activity, and their understanding of the subject can be improved.

There is also an example with the Rochester Institute of Technology: they are using game experiences into their environment, where students in the campus have a game infrastructure where they compete in challenges and missions. They get game achievements or badges for competing in missions and tasks.

They are not only involved with technology, but are also connected to the outside world.

**? So, can we say the main goal of gaming is learn by doing?**

I think that is part of it.

LEARN BY DOING, BUT ALSO GET THE KIDS INSPIRED TO PUSH FORWARD, TO NOT GET STOPPED BY CHALLENGES AND OBSTACLES, AND FIGURE OUT HOW THE BEST SURPASS THEM.

That is what games do every day and I think that is what we want to inspire our kids in the classroom to do.

(Anthony Salcito is the vice president of Education for Microsoft Corp.'s Worldwide Public Sector organization).

**"Nearly 90% of students think tablets help students study more efficiently."**

**http://www.onlineeducation.net/students-love-tech.**

# SUPPLIER AND PARTNER ROLES IN EDUCATION PROJECTS

Developing and implementing an Education Project involves dealing with many different stakeholders and partners, as well as product and service suppliers from different contexts.

**How can and should Partners and Suppliers intervene in the development of an Education Project?**

As you may have heard, an Education Project can only be effective with a holistic approach, in which a long-term education project is designed and implemented, including the definition of objectives for education, delivery of training sessions for teachers and administrator, implementation of a technical support structure, localization of learning resources to the local culture and language, and delivery of computers to students.

Developing a nationwide Education Project requires the alignment and agreement of all stakeholders, such as teachers, ministries, entrepreneurs, local and foreign companies. The Business Partners involved in the delivery of services and products must satisfy all stakeholders' needs. Although not obligatory, business partners should be in the education industry and can have three different roles in the project: **a full-fledged solution provider**, a **capacity builder** that trains other partners to deliver education services and products, or a simple product or service provider.

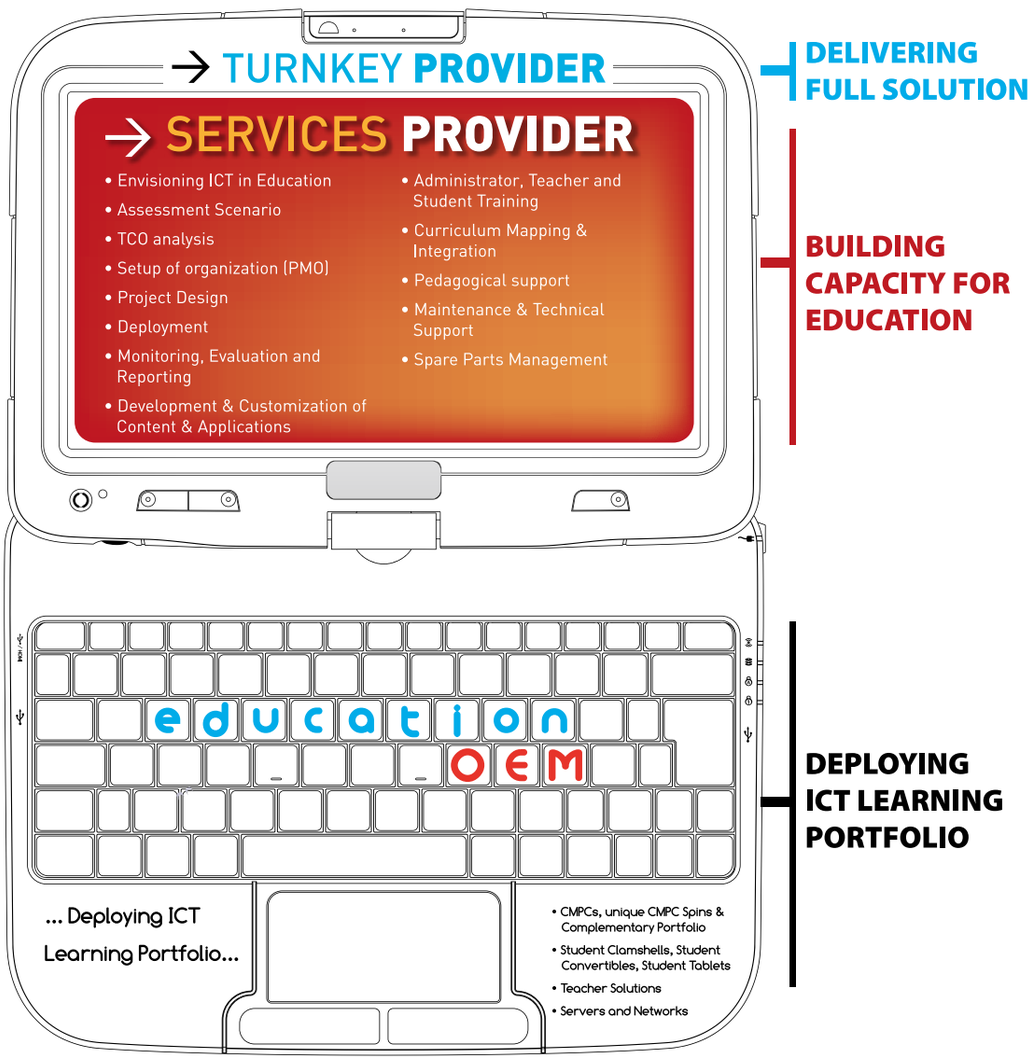
1. A **Product or Service Provider** can be, for example, an OEM supplying hardware and software to teachers and students, or a service provider specialized in training for teachers or school administrators. As an OEM, JP Sá Couto deploys unique and customized ICT platforms adapted to the local context and education needs.

2. A **Capacity Builder** must work in partnership with the local government and meet the needs of the Education Project by training local partners. JP Sá Couto can build capacity to local stakeholders and adequate infrastructures to enable 21st century learning. The local partners will then be able to supply services or products to the local project.

3. A **Turnkey Provider** or **Full-fledged Solution Provider** has the know-how and experience to deploy all the components of a project through a holistic approach. It behaves as a turnkey provider for Education, delivering the full solution to the local government.

**JP Sá Couto Experience**

Since the beginning of the Magellan Education Project, JP Sá Couto has gathered knowledge and experience to play any of these roles within an Education Project.




**Budget Framework for an Education Project**

The budget for an Education Project is normally overlooked, because usually only the Hardware and Computers are considered. Unfortunately, the costs of an Education Project go far beyond these initial costs. A well budgeted Education Project should consider the implementation of all project components, such as the ICT platform, content and application, training, maintenance and technical support, as well as all the project management services. All of these project components are divided in upfront costs, such as acquiring computers, and ongoing costs, like the maintenance of the computers.

In summary, an Education Project consists of different components that must be implemented in a holistic approach and can be supplied by different partners. In order to make cost estimates, a budget can be made through a Total Cost of Ownership (TCO) approach. A TCO gathers the costs of all the project components and divides them in upfront and ongoing costs.

**"The new collaboration revolution in education technology places people squarely at the center of the equation, making it easier to connect and produce solid results."**

**http://www.forbes.com/sites/ciocentral/2012/01/02/digital-classrooms-is-the-investment-paying-off/**


# THE SUSTAINABLE SCHOOL

## THE POPUP SCHOOL

**An innovative and exclusive concept that is changing the access to education around the world**

Because JP Sá Couto is always ahead in innovation and looking for new learning experiences it has created a new concept of school. A new integrated and sustainable school that has the aim to reach communities that are more isolated and to give access to higher levels of education.This is an innovative approach and it is an exclusive concept that results in building a school where it is needed despite its accessibility.

In developing countries where education is a scarce asset, the opportunity to built a sustainable school with low cost and totally equiped with the most recent high tech equipement can be a dream to many communities around the world.

This space can be completely independent in terms of energy, furniture, technology and basic equipment for the students and teachers. It is a low cost solution because it is self- sustaining in terms of energy and doesn't depend on other resources than its owns. On the other end, the fact that this is a flexible solution it can be multifunction in terms of its usage, that is why is called Popup classrooms.The space can be a school, gymnasio or a community center to gather the population around to promote other activities or to be a meeting point where people can get together.

JP Sá Couto developed this concept with a partner specialized in modular prefabricated constructions. All the team has high-skilled workers ready to advise on the development, manufacturing and installation of all the projects regarding the modular construction.

In respect to energy, the solar panels generate renewable electricity in a clean and cost-effective way. The classroom furniture is flexible to have another different usage of the space if the school decides to turn the space into a gymnasio, for example. All the technologic equipment, from computers to other support machines is supplied by JP Sá Couto.

Getting ahead in innovation for education and reaching places where the learning experience is more difficult is one of the purposes of this solution, that can be very important for the future of many communities and countries around the world. This innovation is an exclusive integrated concept developed by JP Sá Couto that has one of the missions to get the learning and teaching experience to a higher level of excellency.

**"What gets us in trouble is not what we don't know. It's what we know that just ain't so."**

**Mark Twain (1835-1910) American author and humorist.**



# JP SÁ COUTO WORKS SIDE-BY-SIDE WITH ZAMBIAN PILOT PROJECT

## LUSAKA'S FIRST STATE-OF-THE-ART TRAINING FACILITY, COMPLETE WITH MGSERIES CLASSMATE COMPUTERS, IS ALREADY CHANGING LIVES IN CHAISA'S COMMUNITY

Complete with brand new MGseries Classmate laptops, equipped with up-to-date Zambian curriculums, the facility will allow e-learning at all stages, with integrated training programmes for teachers to synchronize materials and interact with students via their laptops.

So, teachers can give a presentation and synchronize their screens with each student. The cutting edge technology at Chaisa Community Resource Centre along the Great North Road, is a first in Zambia.

Installed by Connect Africa in partnership with Intel eLearning Solutions, with support from JP Sá Couto, Zambia's own iSchool initiative and Microsoft, the computers have been received with much enthusiasm.

"This offers cutting edge technology to anyone who wants to use the centre. The world class facility offers total flexibility for all levels and types of learning which, along with other services, can attract revenue to sustain the centre", said Dion Jerling, Director of Connect Africa.

### From Education to Health Care

The multipurpose Chaisa Community Resource Centre, funded and launched by USAID, is managed by the Comprehensive HIV / AIDS Management Programme (CHAMP).

It is a place where members of the community can drop in for free information, advice and support about HIV and surrounding issues such as drug and alcohol abuse or gender violence. MGseries laptops, connected to the Internet, become true windows to more awareness, knowledge and understanding of healthy behaviours.

Ideally situated to serve communities in Chaisa and surrounding compounds such as Mandevu, the centre will also offer free individual and group counselling sessions, life skills and ante-natal services for HIV positive people in addition to the internet and training facilities.

### Just what Lusaka has been waiting for...

Other organisations can use the centre for their own purposes - community officers from the Zambia Police, Victim Support Unit, Child Protection, Human Trafficking and drug and alcohol abuse services are all welcome.

Dr Jonathan Mwansa, who works with the Ministry of Health on issues of gender based violence, said the facility is what Lusaka has been waiting for.

"One of the problems we face is that vulnerable children we counsel at the University Training Hospital have difficulty coming back for further treatment. If we can use Chaisa as a training centre, then children we treat from the compounds around the centre will be able to follow up with their treatment," he said.

Young people at the Chaisa centre on the day of the launch were very enthusiastic about the new facility in their midst.

"It's really important for us to have internet facilities here, so that we can access information for our education," said one volunteer who will be spreading information about services offered at centre to the wider community.

Now, communities in deprived Chaisa and the surrounding community will have internet and computer access on their doorstep, bridging the digital divide like never before.

### Connect Africa

Connect Africa is a non-profit social enterprise in South Africa, that leverages innovative technologies for socioeconomic development. Its mission is to encourage Africa's entrepreneurial spirit through innovations in technology so rural Africans can improve the quality of life and economic wellbeing in their communities. In Zambia, Connect Africa is registered as a Rural Development Organisation, providing Information and Communication services to facilitate the delivery of multiple public and private sector services.

More information at http://www.connectafrica.net/

**"My contention is that creativity now is as important in education as literacy, and we should treat it with the same status."**

**Sir Ken Robinson - Author, speaker, and international advisor on education.**


# ABOUT US

Founded in March 1989, J.P. Sá Couto is a Portuguese Company dedicated to the design, development and distribution of Technological Solutions, and leader of a global reference initiative pioneering ICT-based Education. J.P. Sá Couto manufactures high quality computer equipment, like the leading brands in Portugal – Tsunami and Magalhães (Magellan), and strives for the strength, competitiveness, innovation and quality of their products. The company reached a turnover of $400M USD in the year of 2011.

### Vision

To lead in technological innovation to enhance development

### Mission

To deliver purpose-built solutions for education through ICT products and services that foster human development.

At JP Sá Couto we build custom products and services that are specific to each educational context and have developed a network of key global players with vast experience in ICT and Education. In addition, we cooperate with local partners that develop commercial relations with their countries and stakeholders, strengthening our connection with international markets.

We are working to bridge the digital divide in Education between and within countries, allowing each country to provide equal access to the best available pedagogical tools. It is our objective to assure that children develop successfully and leapfrog into the new global society. Ultimately, Education is a solid, ongoing and long-term investment that offers a better future for all children.

### Experience

Our initiatives allow the development of a Global Technology Plan to provide countries with broadband connectivity, computer literacy for the population, and computers for different needs, like small businesses, entrepreneurs, teachers, students and academics.

### Achievements

Based on existing agreements and projects running, JP Sá Couto is the world largest OEM deploying educational platforms. We are currently operating in more than 60 countries directly or through partners, and have delivered over 3 million CMPCs worldwide.

Portugal – Each student from 1st to 6th grade is equipped with a Magellan Computer, over 700k delivered.

Venezuela – Over 1 million Canaima Computers deployed.

Uruguay – First deployment of CMPCs in the country.

Argentina – 500k CMPCs delivered through international partners.

Watch the video: future of learning today

**"Teachers open the door, but you must enter by yourself."**

**Chinese Proverb.**

# "TECHNOLOGY PROVIDES RELEVANCE AS WE NEVER HAD BEFORE"

**Bruce Dixon is the President of Anytime Anywhere Learning Foundation and an unstoppable education activist. Based on his experience as an education consultant and researcher, Dixon talked with The mg Times about the moment of profound change for education and the role of technology in the process. Learning technologies, mobile learning and holistic approaches have not escaped this conversation.**

### ? At this point, how can we define "learning technologies"?

I worry that we are too focused on that question. Actually, I am more concerned about the pedagogy than which existing technologies are lacking. So, for instance, I think we have hardly touched less than 5% of what current technologies will allow us to do. And so, I think that, in the past, we have led our ideas about new technologies distract us from the focus of the "how" questions, what enables for young people and for teachers...

Now, I think that part of the distraction there has been the limited access that young people have had to their own personal portable computer. Now that you have in Portugal and in some other countries every child with a laptop computer, I think we can get focused on the impact that that will have.

I think we have got to be really careful that we do not get too distracted by the discussions around technology.

### ? Are we in a phase when it is important to think about the content more than about the device?

I would take one more step. I think what matters is how we develop for instance the way we work with technology, how we work with technology to actually create challenges and experiences for young people, that will engage them and help them think much harder.

So, we are trading content to simply working away through progressive tests or whatever. I think the extent to each content becomes much more sophisticated when we talk about simulation and gaming and things like that. These things will be very interesting for young people, but I think it will take a long time because it has a very expensive development.

I often think that the reason we focus on content so much is because we cannot pack self-pedagogy.

### ? What should be the teacher's role in this journey through technology?

I am doing research at the moment around the emerging roles of teachers in technology-rich learning environment, and I think that the first thing we have to understand is the teacher's role is not going to be the teacher's role as we know today.

We are going to see a dramatic change in the role of the teacher in schools. We will still have these people with domain experience and expertise around their domain knowledge, but we will have a lot more emphasis on how we can understand the individual learners and prepare them for personalized development of their expertise and competence.

**"The great thing in this world is not so much where we are, but in what direction we are moving."**

**Oliver Wendell Holmes (1809-1894) American physician, poet, professor, lecturer, and author.**

**? You are talking about a holistic approach of education...**

Innovation will test kids the way we are doing. What if technology enables to experiencing their learning, we can focus more on what they are learning rather than what they have learned. So, the notion of using modern technology to enable that is very real. That is a big opportunity for education.

**? So, are you saying technology is not enough...There is a whole set of things that need to be integrated in Education...**

You know, technology provides relevance as we never had before. We do not have to be locked into a very narrow view of learning as something limited to what the teacher knows and textbooks provide.

Now, we genuinely have this opportunity to expand the possibilities for young people beyond many times than what was previously possible. So, we need to think about which are the tools and technologies that will help us manage that and make that possible: see the rating of their work, track what they are doing, monitor their learning... That is going to take a very big shift in thinking.

**? There has been much talk about the shift from eLearning to mLearning. What do you think about this?**

Without being rude, I do not really care. I can tell you for start that eLearning's interpretative is very different in different countries. If you go to Japan, Australia and Portugal, you get 3 different definitions of what eLearning was.

For some people mobile learning or mlearning is about finance, for some people is about laptops, for some people is about everything that moves. I do not care. All I care are the fundamental dices: every child has to have his own personal computer. So, in the Anytime Anywhere Learning Foundation, we specifically say we believe that every child should have their own ubiquitous access to a personal portable computer. Beyond that, does not matter.

**? Are Governments and educational leaders doing enough to optimize the use of ICT in schools?**

In some countries there are those efforts. Portugal, Uruguay and of course, I have to mention America. They are examples of political leadership and serious vision that was tried for the economic needs of the countries and their communities. I think they are exemplary.

I quite cannot say the same about Australia, because we have a national program for medium students and a digital information revolution but there are not laptop computers. Slowly, they are starting to change to a vision and something might happen if they start to think a bit.

The world is not a perfect place, I am not trying to say that everything worked well, but for me, if you start with a vision and you understand why you believe this is important, this is building a knowledge society.

**? What are the biggest needs in Education right now?**

Probably, equity in access. People have to understand the shift, the transformation, they have to understand that it is possible for everybody...I get very upset by people who say that this is not possible in underserved communities. There are countless examples of this happening in underserved communities! There is no one-formula!

You have to forget about the challenge it provides and focus on the real challenge, which is around the pedagogical opportunities. We say that technology increases pedagogical capacity. Let's get some sky on that, let's get examples, let's build the research. If I was giving governments advice, I would do it at two levels: First - Stop refunding research that is reflective and fund research that looks forward, that tell us what we could be doing; Second - Stop ignoring the undergraduate situation; it is absolutely an unexplainable and inexcusable situation. Many, if not all countries around the world have too little attentions paid to the needs of undergraduate teachers being trained in this medium and using the time they have in training to become more competent, so they can engage young people in the future.

(Bruce Dixon is the Co-founder and President of the Anytime Anywhere Learning Foundation. The recently released White Paper, The Right to Learn, can be downloaded from the Anytime Anywhere Learning Foundation www.aalf.org)

**"For the first time our learners can publish and share with audiences beyond their classrooms, beyond their teacher's eyes."**

**Joyce Valenza - Information specialist and education lecturer.**

# INTERNET RESOURCES


### Keeping pace with k-12 online learning > 2011

This is already the eight annual Keeping Pace report, which has been gathering authors, researchers and other contributors from the Education and technology fields in United States. This edition looks back on the year 2011, analyzing the transition of online and blended learning to the digital environment, in several American schools and states. The focus goes to the open of learning options for students, equalizing the digital access in different contexts.

Download: http://kpk12.com/cms/wp-content/uploads/KeepingPace2011.pdf

### Speak up 2010 - How Today's Educators are Advancing a new vision for Teaching and Learning

The Speak Up National Research Project collects all kinds of data about technology initiatives and educational strategies, in order to raise awareness of a vision for 21st century learning. The overall theme of this report is "The 3 New E's of Education: Enabled, Engaged, Empowered", exploring multiple perspectives of educators about the promise of technology to transform education.

Download: http://www.tomorrow.org/speakup/pdfs/SU10_3EofEducation_Educators.pdf


### The impact of console games in the classroom: Evidence from schools in Scotland

This report is a result of a partnership between Learning and Teaching Scotland (LTS) and FutureLab. Following the growing interest in the potential of console games for teaching and learning, a survey was carried out to find the educational benefits of game-based learning in Scottish primary and secondary schools. Investigators have also tried to understand how this methodology can contribute for educating responsible citizens and effective contributors.

Download: http://www.childrenliteracylab.org/uploads/website/docs/1818-1-Console%20games%20report.pdf


**"The Internet doubles in size every 5.32 years."**

**http://socialmediatoday.com/amzini/306252/social-networking-growth-stats-and-patterns.**