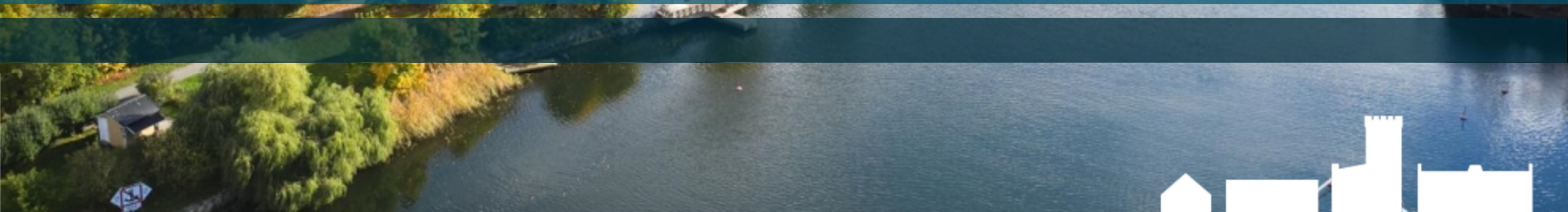
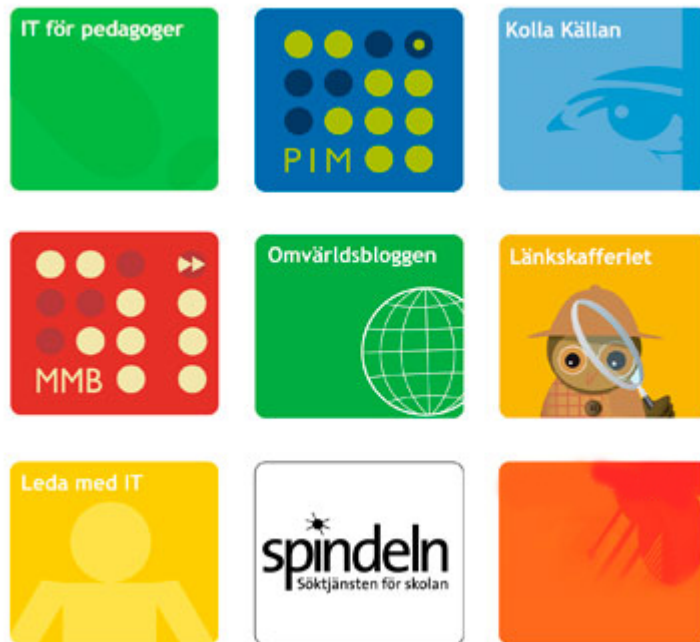




Digitaliseringens möjligheter inom utbildningsverksamhet



Historiska projekt



2016



CHALLENGES

SOLVABLE

- > Creating Authentic Learning Opportunities
- > Integrating Technology in Teacher Education

DIFFICULT

- > Personalizing Learning
- > Rethinking the Roles of Teachers

WICKED

- > Scaling Teaching Innovations
- > Teaching Complex Thinking

TRENDS

SHORT-TERM IMPACT

- > Increasing Use of Blended Learning
- > Rise of STEAM Learning

MID-TERM IMPACT

- > Increasing Use of Collaborative Learning Approaches
- > Shift from Students as Consumers to Creators

LONG-TERM IMPACT

- > Rethinking How Schools Work
- > Shift to Deeper Learning Approaches

2016

2017

2018

2019

2020

NEAR-TERM

1 year or less

- > Bring Your Own Device
- > Makerspaces

MID-TERM

2-3 years

- > 3D Printing
- > Adaptive Learning Technologies

FAR-TERM

4-5 years

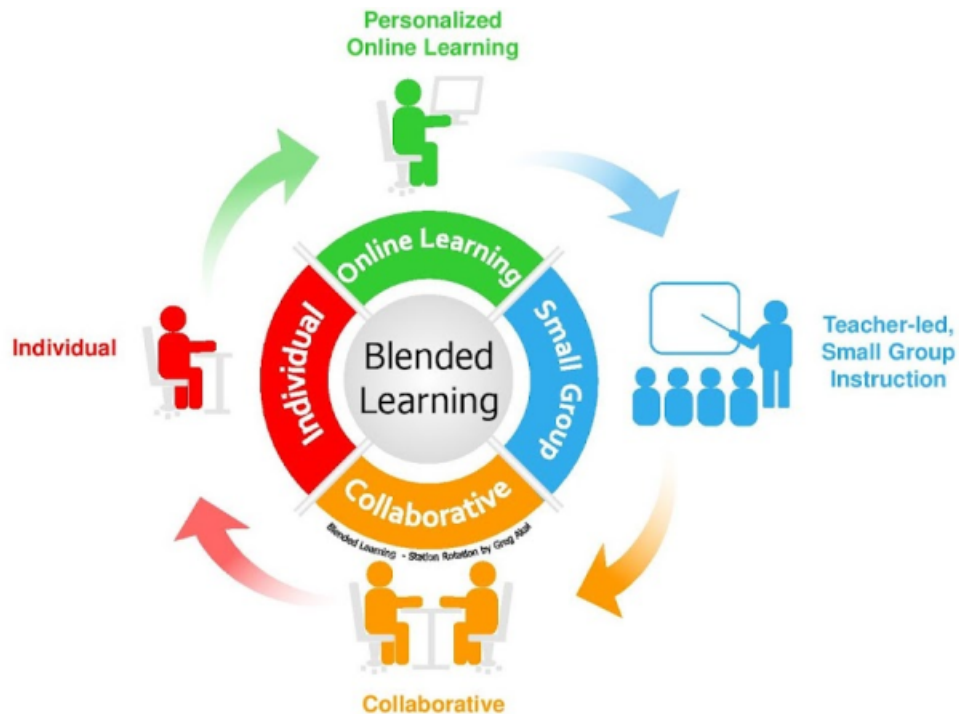
- > Digital Badges
- > Wearable Technology

DEVELOPMENTS IN TECHNOLOGY

3D printer

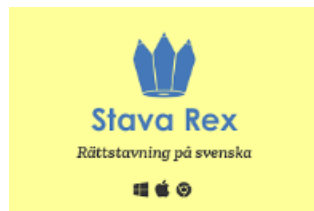


Blended learning



Molnbaserat








Lexia Provia



Digitala läresurser i Danderyd

Följande tre parametrar kommer att visas vid varje läresurs

1. Verket är inköpt centralt 
2. Verket är godkänt för användning 
3. Konton skapas automatiskt eller inloggning funkar federerat för verket 
4. Slutdatum - inköpt till och med detta datum

Digital läresurs	Centralt inköpt	Godkänt	Automatiskt	Slutdatum
Appwriter				220131
Widgit Online				220131

Deep blue 1997



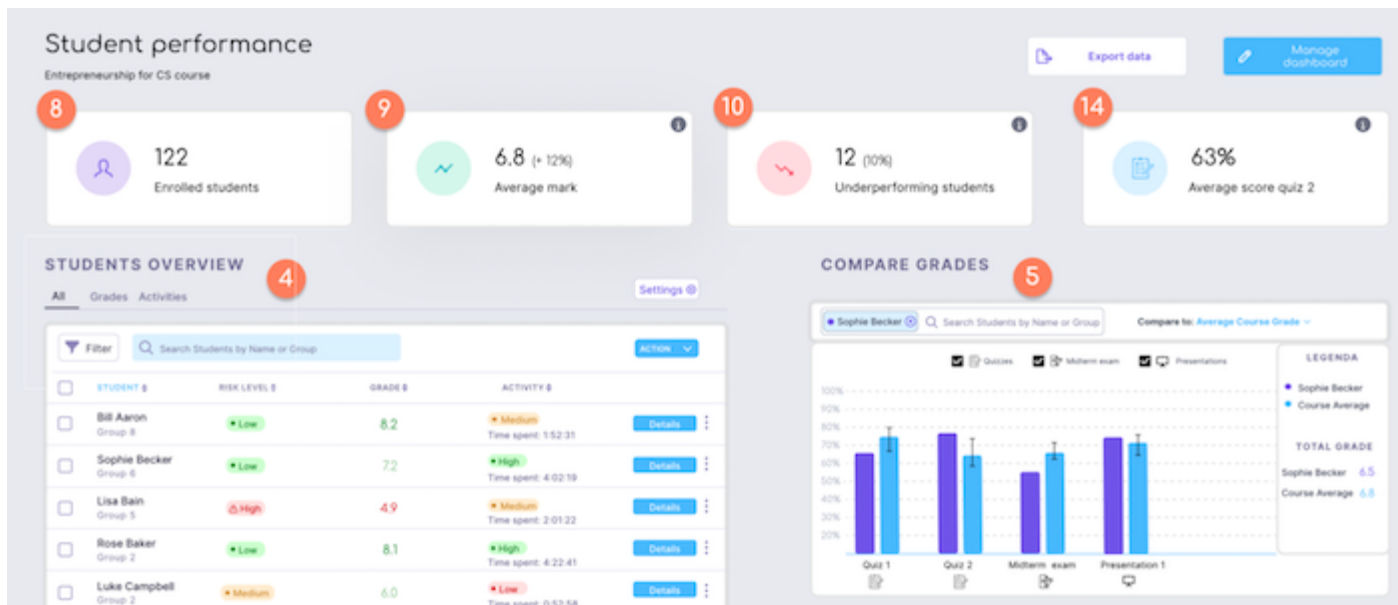
AlphaGo 2017



AI



Learning analytics



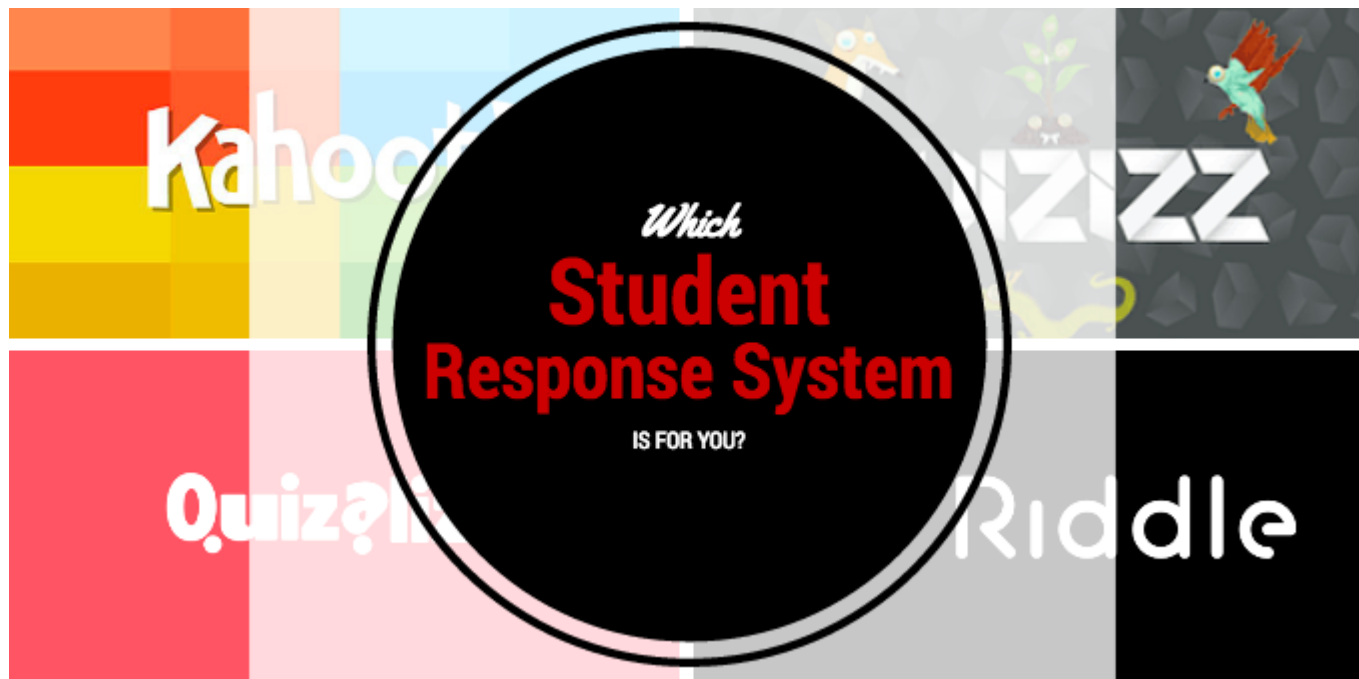
AR



VR



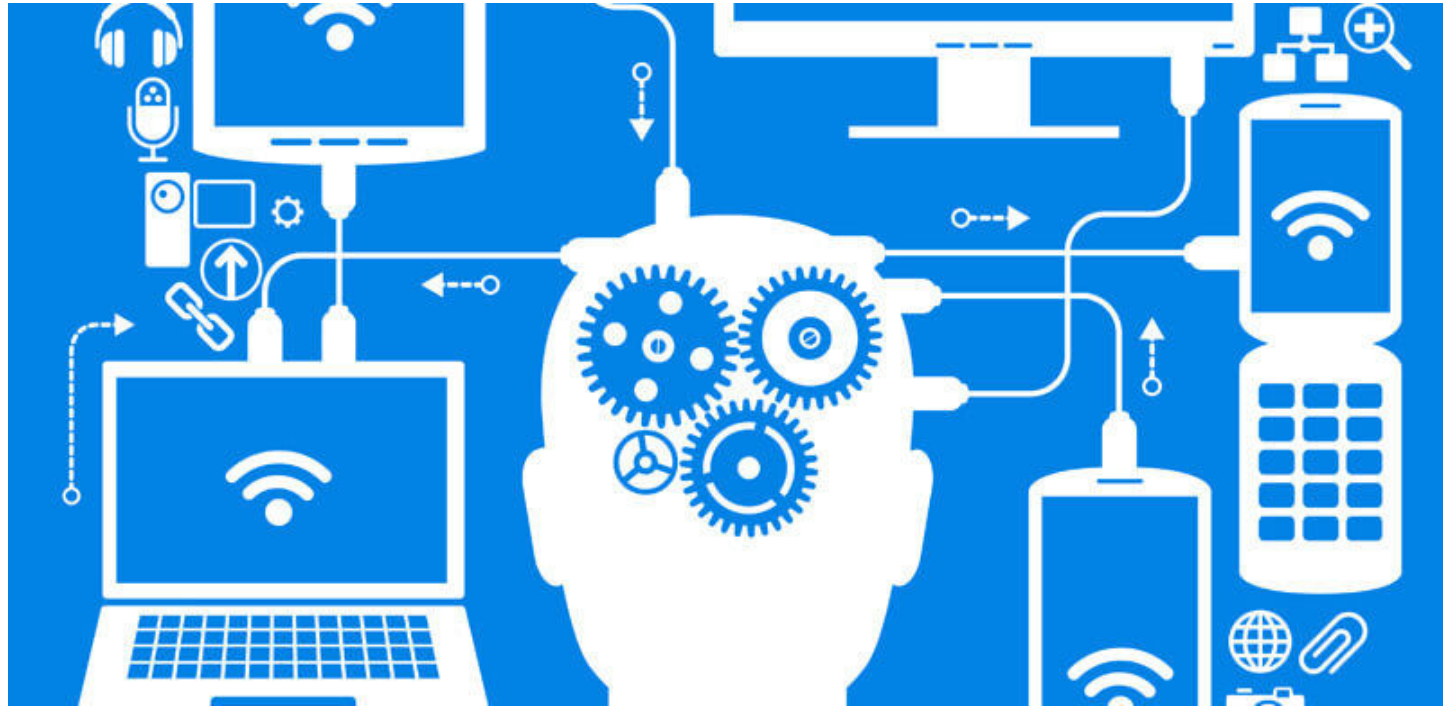
SRS



Kollaborativt lärande



Kommunikation





*Det var allt för nu. Tack för
att ni lyssnat!*

VÅR VISION - SVERIGES BÄSTA KOMMUN ATT LEVA, BO OCH VERKA I