National Digital Literacy Programme

The National Digital Literacy Programme (NDLP)

Digital technology is becoming increasingly pervasive in jobs, workplaces and society.

The NDLP was launched in March 2020 to make digital learning inclusive by equipping students with the digital literacies to be future-ready.

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Through the NDLP, all secondary school students will own a school-prescribed personal learning device (PLD) by end 2021, Singapore Citizen students can use their Edusave Account to pay for the PLD.

The device will be used to facilitate an environment that encourages personalised learning.

Intended Outcomes of a Personalised Learning Environment

The use of the personal learning device for teaching and learning aims to:



Support the Development of Digital Literacies



Support self-directed and collaborative learning



Enhance Teaching and Learning

Personal Learning Device for Teaching and Learning



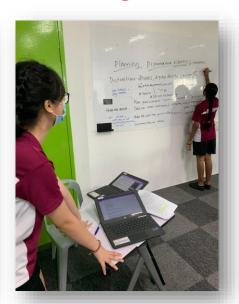
Our 1:1 Programmes Unity Secondary School

How will your child use the Personal Learning Devices?

At Unity Secondary, your child will ...

1. experience active learning with technology.



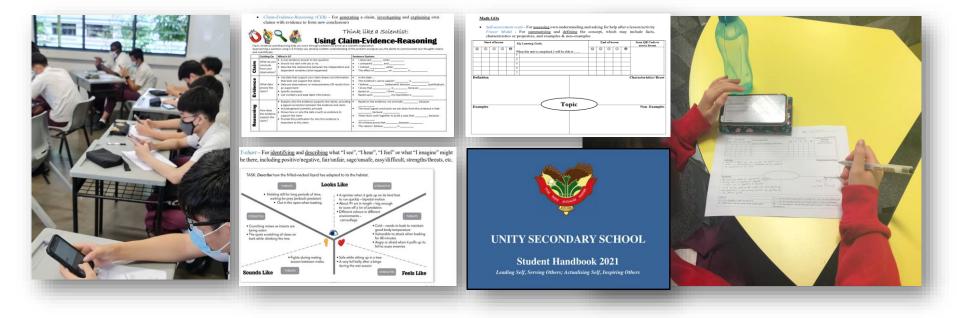




Students will 'Do' e.g. talk, write, draw to make thinking visible



Students will 'Think' e.g. use thinking strategies to monitor and evaluate own learning



Students will 'Apply'

e.g. use learning in real life context and learn beyond





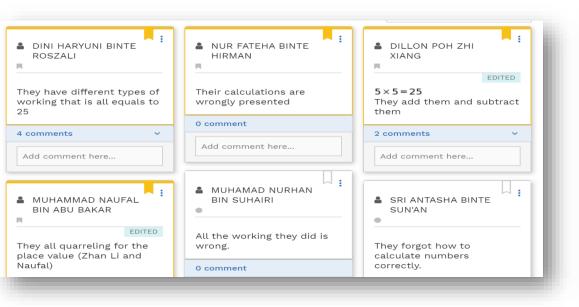


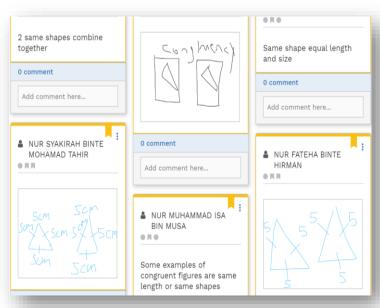






Students will 'Refine' e.g. reflect to deepen understanding and continue learning



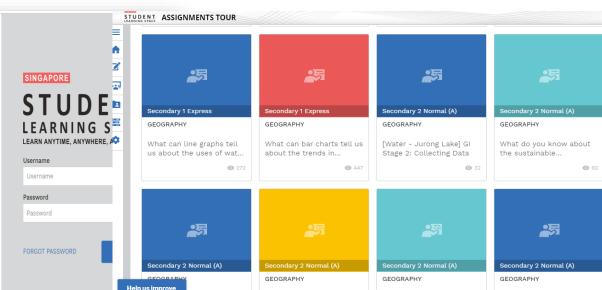


How will your child use the Personal Learning Devices?

At Unity Secondary, your child will ...

2. have access to quality resources and learning anytime, anywhere, at own pace.





Activities

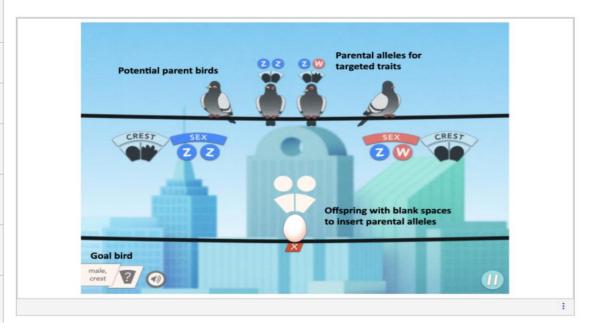
1. [Activity 1A] The Gene Scene in Our Class 2. [Activity 1B] Quiz: Prerequisite Concepts 3. [Activity 1C: Optional] Reviewing Concepts Promote Thinking and Discussion 4. [Activity 2A] Sex Determination 5. [Activity 2B] Law of Dominance **Promote Thinking and Discussion** 6. [Activity 2C] Laws of Inheritance (Incomplete Dominance) Promote Thinking and Discussion 7. [Activity 2D] Hierarchy of Dominance 8. [Activity 3] Performance Task: Build-a-bird 9. [Activity 4] Solving Genetics Problems

[Activity 1B] Quiz: Prerequisite Concepts

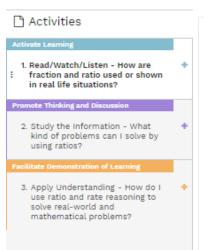
Teacher Notes:

Activity 1C: Quiz on Prerequisite concepts

Teacher informs that students will need to reference concepts learnt in the previous chapters on Cell division and Molecular Genetics. Students are instructed to complete the following Quiz.



Students move at their own pace. Maximize their progress in learning. Optimize their time in class.



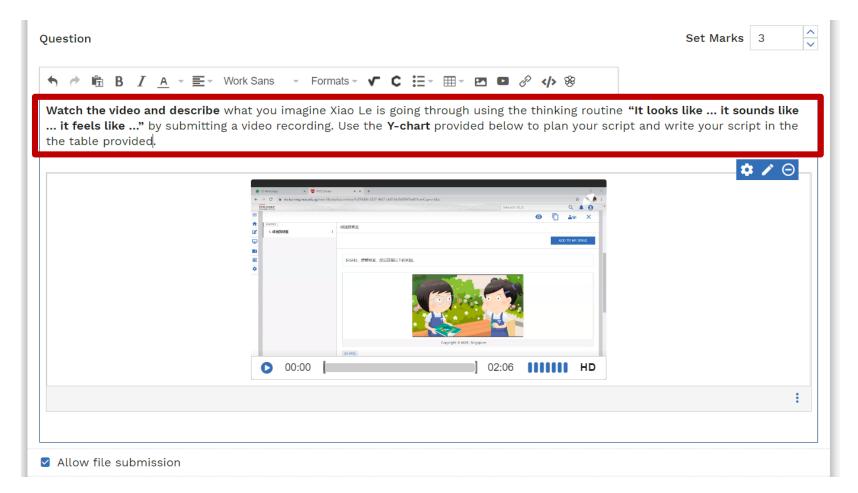
Activity Instructions:

1. Select and watch at least 2 videos to learn about ratios.

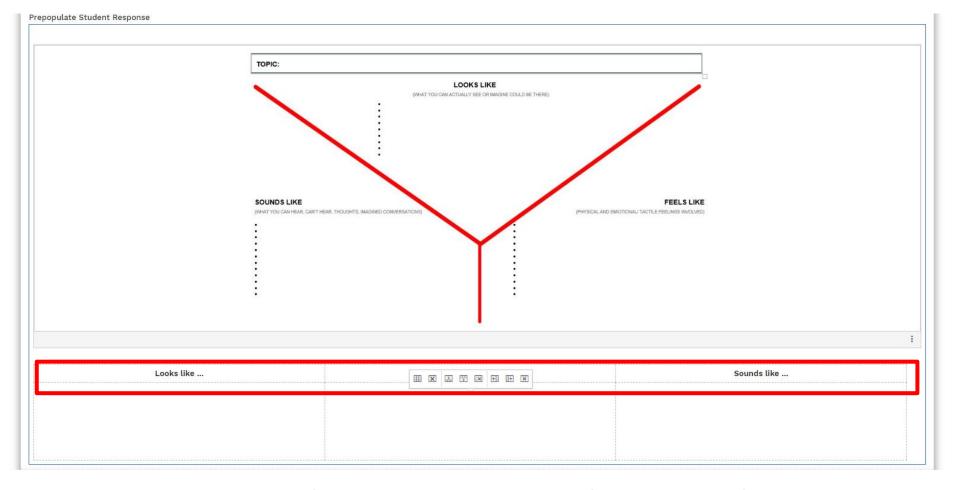
Key Understandings		More Advanced Understandings
Introduction to Ratios (Maths Antics)	How we use ratios to solve problems	Introduction to Ratios (Khan Academy)
Introduction to Ratios (This video starts off a bit slowly, but eventually explains key understandings with a good visual example)	<u>Proportions (Ratios) -</u> <u>Maths Antics</u>	<u>Using Ratios to Solve</u> <u>Problems</u>
Introduction to Ratios (Khan Academy)		<u>Using Ratios with</u> <u>Cooking Recipes</u>

- 2. Record and share your understandings using the 321:RIQ on the SLS Custom Thinking Routine Tool.
- 3. Read two other peers' 321:RIQ, ask clarifying questions (using the sentence starters below) and respond to the 1Q:
 - Do you mean ...?
 - Are you saying that...?
 - What do you mean by ...?

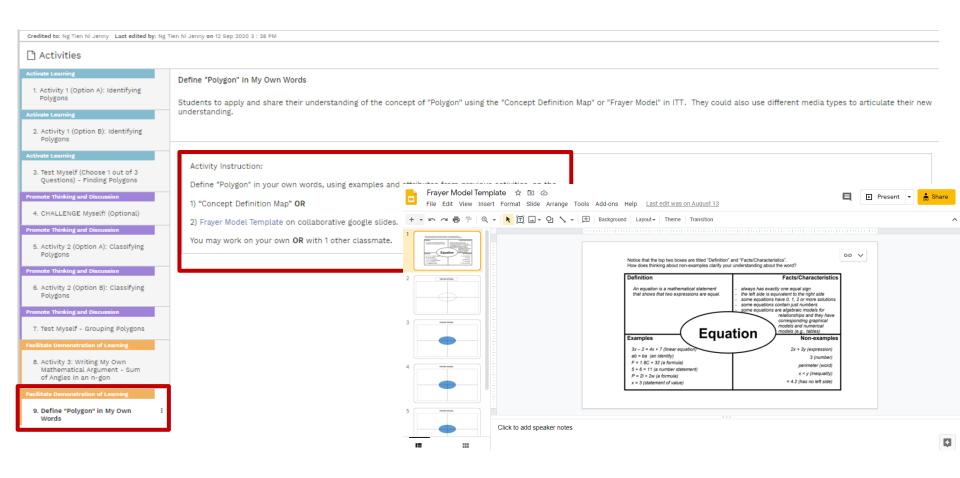
Students could choose based on learning preference, or assessment of own knowledge level



Students practise their oral for EL & MT by using a Y-chart graphic organiser "It looks like, it sounds like, it feels like .." to guide their responses before submitting their video recordings.



Students could plan their script before recording, see one another's response, give feedback to each other, refine own before submitting their final recording for grading.



Students could choose how they want to demonstrate their learning e.g. using different graphic organisers, and whether to work on their own or with others (f2f or online).