



Electronic Learning Technology (eLT) Strategy



Terminology Background

At present a range of terms relating to the use of technology in education and training are being employed. In some cases the same terms have different meanings depending upon the context in which they are being used. Schools, Universities and Colleges use ICT and eLT quite differently. In the commercial world the term IT continues to be the acceptable acronym for all matters relating to the use of computers. E-learning is often used to refer to learning undertaken independently using a computer. In Education, e-learning has recently been used more broadly to describe any teaching and learning which utilises electronic information.

IT (Information Technology) - Refers to computer equipment and software applications.

ICT (Information and Communications Technology) - The use of computers to create, access and share information through a range of computer and communications technologies.

eLT (electronic Learning Technology) - Refers to the application of IT and ICT to manage, deliver and support learning.

E-Learning - Learning achieved through the use of electronic information, resources on standalone computers, through networks of computers or via the Internet.

Blended Learning - An approach that integrates tutor-led learning with the utilisation of electronic learning technology.

Company eLT Mission Statement

Our commitment is to use and promote eLT with local employers, schools, other training providers and external agencies including the Skills funding agency to provide quality training and support for young people (14 – 24 years) on our courses.

Strategy

Aims – To develop an electronic Learning Technology and E-learning environment that is appropriate for all elements of our Work Based Learning organisation in order to:-

- Provide learners with a high quality learning experience
- Improve responsiveness to learners needs (assessment, testing, availability of information)
- Streamline all administrative and management procedures
- Improve knowledge and skills of staff and learners

Objectives

- Provide learners with the opportunity to access resources and information from any location via an interactive website.
- Help learners achieve improved levels of Functional Skills through the use of Brain Training on the Nintendo DS Lite consoles.
- Ensure all technology is utilised to its fullest to make sure that we achieve the aims set out.

Overview of Present ICT Position

- Two on site network domains configured via two separate servers
- eLT Base room has 20 up to date standard personnel computers networked with internet access and all operating on Windows 10. 3 colour laser printers operating on the network for learners' evidence. There are 2 touch screen 19" monitors, a choice of upper or lower case 'big key' keyboards and trackball mice are available.
- Six computers with access to MAYTAS data for monitoring funding of learners.
- Staff personal computers to monitor learners' progress, development and achievement (past & present).
- All staff members have access to personal computers or a laptop computer.
- Monthly monitoring of learner retention and achievement rates.
- Registration and certification applied for on line through City & Guilds Walled Garden, the IMI's registration portal, SQA's registration portal and Edexcel's registration website.
- Some internal staff training in eLT e.g. Promethean, Activote etc
- Staff attendance at external training to improve computer skills and data management and understanding. (MAYTAS)
- On-line submission of claim information to SFA (Skills Funding Agency) and monitoring through on line Provider Financial Reports reconciled with MAYTAS system.
- Financial systems managed through Sage and Sage Payroll.
- eLT support onsite from our own IT Technician as well as Technotion – as and when required .
- 3 Classrooms with 64" multi touch 'viewboards' with access to, 'Activote' and 'Active Expression'
- Digital cameras and camcorder for use during assessments.
- City and Guilds, Edexcel, IMI Awards and SQA online testing.
- Computer based Initial assessment & Basic Skills testing packages
- Workshop equipped with projection screen, 6 laptops, pinhole camera and a range of vehicle diagnostic equipment.
- Learners' rest area equipped with large LCD information display system.
- Assessors supplied with laptops, digital cameras, digital voice recorders and portable printers.
- 10 Nintendo DS Lite consoles used along with Brain Training game to assist ALN learners.
- Computer aided dynamometer for testing vehicle power output.

Richard W Little – Chairman

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