



School Collaboration Programme

17th ASEF Classroom Network (#ASEFClassNet17)

“Learning about AI and Learning with AI”

April – July 2024 | Virtual Knowledge & Capacity Building Stage

BACKGROUND

The ASEFClassNet17 School Collaboration is designed for teachers and trainee teachers at the secondary education level to develop their knowledge on the topic as well as advocacy and leadership skills for integrating ethical and effective AI innovation in classrooms across Asian and European schools.

The primary aim of the ASEFClassNet17 School Collaboration titled **“Learning about AI and Learning with AI”** is to conduct **knowledge and capacity building activities**, facilitate **intercultural dialogues**, and **build partnerships** that result in equipping K-12 stakeholders with basic awareness, competencies, and strategies around AI&ED. Read more about the project [here](#).

This document describes the Virtual Knowledge and Capacity Building Phase Programme, which is a 3-month long project. In total, it consists of 12 sessions taking place between 24 April – 17 July 2024:

PROGRAMME OVERVIEW



DETAILED TIMELINE & SESSIONS

Welcome Session | Official Welcome & Introduction

The Welcome Session is dedicated to set the scene, explain the design of the programme, the different milestones, introduce the organizing institutions. The Session is also set to break the ice, getting to know each other, and set expectations for participants.

Introductory Session | Getting to know the Project and Each Other

Wednesday, 24 April 2024 | SGT 16:00 – 17:00

Official Welcome Remarks AND Introductions by:

- **Ambassador Toru MORIKAWA**, Executive Director, Asia-Europe Foundation (ASEF)
- **Ms Reka TOZSA**, Director, Education Department, Asia-Europe Foundation
- **Ms Angie TOH**, Senior Admin/Project Manager, Education Department, Asia-Europe Foundation
- **Ms Jyoti RAHAMAN**, Education Innovation Lead, Education Department, Asia-Europe Foundation

Self-Learning Phase | Learning from Experts | 4 Weeks

The **Self-learning Phase** consists of **4 thematic webinars** (online lectures followed by discussions with subject experts). These sessions will provide participants with a solid **knowledge foundation** on the topic.

- **Learning about AI:** building awareness, knowledge, and competencies of both the human and technological dimensions of AI, to understand what AI is and what it is not, how it works and how to create it, and its social, ethical, and human implications.
- **Learning with AI:** building knowledge and understanding to critically evaluate the relevant use of AI and issues that concern the use of AI such as purpose, pedagogy, privacy, security, and ethics.

Thematic Webinar 1 | Learning about AI, Critical Reflections on the Threats, and Opportunities

Wednesday, 08 May 2024 | SGT 16:00 – 17:00

This Session will focus on introducing participants to the concept and definitions that will be used throughout the programme. They will learn what AI&ED and AIED means, and what consideration teachers shall take into account when thinking about the larger role AI technologies play in transforming education systems as well as teaching and learning practices.

Speakers:

- **Dr Wayne HOLMES**, Associate Professor, UCL Knowledge Lab, University College London (UCL), United Kingdom (tbc)
- **Dr Kyungmee LEE**, Associate Professor, Seoul National University, Korea (tbc)

Thematic Webinar 2 | Foundations & Frameworks on AI Competencies for Teachers

Wednesday, 15 May 2024 | SGT 16:00 – 17:00

This Session will focus on existing competency frameworks on AI&ED that teachers should be aware of while teaching with AI tools. It will introduce participants to the practical, effective, and relevant use of various AI frameworks to increase engagement and improve learning experiences for students.

Speaker:

- **Dr Fengchun MIAO**, Chief of AI in Education, UNESCO (tbc)

Thematic Webinar 3 | Learning with AI, Getting Familiar with Tools - Part 1**Wednesday, 22 May 2024 | SGT 16:00 – 17:30**

This Session will focus on understanding AIED tools and what “Learning with AI” means. The main purpose of this Session is to help participants build critical knowledge and self-reflection and awareness to understand the pros and cons of using AI tools. The session will introduce existing examples of various types of AIED tools.

Speakers:

- Presenters to be confirmed

Thematic Webinar 4 | Learning with AI, Getting Familiar with Tools - Part 2**Wednesday, 29 May 2024 | SGT 16:00 – 17:30**

This Session will continue what was started in Thematic webinar 3 and introduce more examples of various types of AIED tools available for teachers. At the same time, it will also discuss key competencies school leaders, teachers and students must build to use AIED tools innovatively and effectively.

Speakers:

- Presenters to be confirmed

Team-Learning Phase | Collaborating with Peers | 7 Weeks

These sessions are fostering networking and ideation processes. Building on the knowledge acquired through the Thematic Webinars, participants will start working in pairs and brainstorm on **Innovative Teaching Practices (ITP)**, that they wish to propose and continue working to develop them as **Open Education Resources (OER)**. This ideation work will be supported by **Mentors**, in collaboration with the Open Education for a Better World (OE4BW) international online mentoring program, initiated by Tanja Urbančič from University of Nova Gorica and Mitja Jermol, UNESCO Chair on Open Technologies for Open Educational Resources and Open Learning at Jožef Stefan Institute.

Team Learning Session 1 | Team Building**Wednesday, 05 June 2024 | SGT 16:00 – 17:30**

During this Session participants take part in team building exercises and share their ideas on a collaborative project that they are interested in pursuing. Participants will receive guidance on the ideation process of developing Innovative Teaching Practices (ITP) as Open Education Resources (OER).

Team Learning Session 2 | Team Formulation**Wednesday, 12 June 2024 | SGT 16:00 – 17:30**

During this Session participants will be paired up, in Asia-Europe pairs. Pairs will work together to discuss ideas and brainstorm for ITP design. While participants will be working in pairs, they will have an opportunity to listen to each other’s ideas and share feedback throughout this phase.

Team Learning Session 3 | Working in Intercultural Teams**Wednesday, 19 June 2024 | SGT 16:00 – 17:30**

During this Session participants will learn about various insights and strategies on how to work in an intercultural team. They will reflect on their teamwork experience and through discussions they will build awareness about intercultural differences and develop effective and empathetic ways to manage them.

Team Learning Session 4 | Check-in Meeting**Wednesday, 26 June 2024 [SGT 16:00 – 18:00]**

During this Session participants will check-in with their Mentors and update them about the progress of the ITP designing process. This is an opportunity to request any support that they need as well as clarify any questions the participants have.

Team Learning Session 5 | Check-in Meeting

Wednesday, 03 July 2024 [SGT 16:00 – 18:00]

Mentors will provide feedback to the participants on their ITP so that they can improve the ITP design based on feedback for the final version.

Team Learning Session 6 | Check-in Meeting

Wednesday, 10 July 2024 [SGT 16:00 – 18:00]

Together with their mentors, during this Session the participants will share their updates on the progress of their designed final ITP.

Team Learning Session 7 | Ideathon | Pitching Innovative Teaching Practices

Wednesday, 17 July 2024 [SGT 16:00 – 18:00]

In this session, all the pairs will pitch their Innovative Teaching Practice (ITP) ideas to a jury. The jury will provide feedback and make a recommendation which ideas should be invited to the subsequent parts of the project.

- All participants pitching their collaborative idea on the Innovative Teaching Practice (ITP)

EXPECTED CONTRIBUTION FROM PARTICIPANTS

- Full participation in online sessions between (est. 18.5 hours)
- Design an Innovative Teaching Practice (ITP) with a pair/ group of teachers (est. 20 hours)

NEXT STEPS

At the end of this Virtual Knowledge and Capacity Building Phase, all participants will be invited to transition into the Implementation Stage and test their Innovative Teaching Practice Ideas (ITPs) in their classrooms and publish them as Open Education Resources.

Selected teams and participants could be invited to participate at the physical ASEFClassNet17 Conference taking place in November 2024 (details to be announced).

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Organised by



Asia-Europe Foundation (ASEF)

ASEF is an intergovernmental not-for-profit organisation founded in 1997 and located in Singapore. ASEF promotes understanding, strengthens relationships and facilitates cooperation among the people, institutions and organisations of Asia and Europe. ASEF enhances dialogue, enables exchanges and encourages collaboration across the thematic areas of culture, education, governance, sustainable development, economy, public health and media. For more information, please visit the www.ASEF.org.

In Partnership With



Visual Concept: The “Fortune Teller” has gone by a variety of names across cultures, for example cootie catcher, salt cellars or paku-paku. It used to be a popular paper game and was even played to get answers about the future. The player had 2 moves and 4 choices to come to one of 8 possible pictures or messages about the future. Times have changed. From human imagination and “Fortunes Tellers”, we have shifted to creative human minds and “Artificial Intelligence (AI)” to foresee the future. 2 moves, 4 choices and 8 scenarios have now become 1s, 0s and millions of possibilities. Which moves and choices do we make out of these millions to design our sustainable future - in the midst of an ongoing public health & education crisis as well as the transformation of education through technology?