

WGLN III K-12 Faculty Grants Program

www.wgln.org/2008
www.wallenberg.com/kaw/wgln

Theme: The Future of Learning: ICT in schools

RFP due date: May 30, 2008

Application to be made online:

[www.wallenberg.com/kaw/Blanketter och e-ansokan/E-ansokan anslag](http://www.wallenberg.com/kaw/Blanketter_och_e-ansokan/E-ansokan_anslag)

or directly

<https://eansokan.wallenberg.org/frameset.asp?loc=subv>

Announcement

The Knut and Alice Wallenberg Foundation and Stanford University are pleased to announce a new Information and Communications Technology (ICT) in K-12 education initiative called WGLN III. The goal of this initiative is to promote collaborations between K-12 schools and academic units in Sweden on the one hand and Stanford University and K-12 schools in the United States on the other, to implement and evaluate ICT solutions for specific K-12 educational challenges.

The creative use of ICT – computers, the Internet, educational games, social networks, interactive whiteboards, etc. - holds the promise of improving education at all levels and across all realms of knowledge. Yet, the promise is largely unfulfilled for many reasons. Teachers are frequently less familiar ICT than are their students. Strategies and innovative materials that seamlessly integrate ICT into the curriculum are scarce. Most classrooms do not take advantage of the fact that students in their everyday lives are immersed in an information-rich environment driven by ICT. This same ICT can be used to improve classroom instruction and motivate young people.

The goal of WGLN III is to facilitate the adaptation and implementation of materials that incorporate ICT into the learning experiences of students. To achieve this, we will have to make use of the kind of ICT which children and adolescents are enjoying outside school for the purpose of enhancing learnerbased education. We also have to enhance the capabilities of teachers to use ICT. The result should enable teachers to be creative in using technologies already familiar to students to design effective and motivating learning experiences.

ICT-enhanced materials vary greatly in their pedagogical design and quality, making it hard to incorporate into a teacher's existing teaching methods. Evidence for the effectiveness of technology driven education is usually sparse and even successful materials are frequently poorly implemented and disseminated.

WGLN III invites applications to provide innovative and creative solutions which will overcome these limitations and put new, effective, and sustainable educational tools into the hands of teachers and students within two to three years.

The main part of each project should be an implementation in real K-12 school environments (including support to teachers) accompanied by evaluation procedures of the implementation.

The projects should aim at answering the following key questions:

- Will learning improve through the usage of ICT?
- How can education and learning be integrated with today's technologies and rapidly developing communication environment?
- What kinds of social supports (e.g., training and materials) are needed for ICT to be effective in improving student learning on a large scale?
- How do we keep up with the rapid development in Information and Communication Technology that is, how can we modify/refine tools and methods so that they are flexible and easy to adapt to future developments?

Focused content areas for the project applications are Science, Mathematics, and Language Learning.

We encourage learning methods and technologies which adopt an experimental (trial and error) approach facilitating critical and creative thinking. In Science and Mathematics, it is important that basic concepts are connected with everyday situations and phenomena. By language we are interested in the usage of language as an auxiliary tool for communication and presentation purposes, for example, in the science classroom.

PROJECT FUNDING

2-3 years. Only direct costs allowed.

CRITERIA

- Pedagogy and project rationale. Proposals must indicate how the research builds upon on the knowledge base and best practices of teaching and learning. Assessment must demonstrate how learning changes as a result of the intervention.
- Proof of concept. Refining tools are considered over new developments. Applications should show evidence of how these tools have been successful in a pilot study.
- Work plan with time line. Proposal must provide a timeline with benchmarks and a plan to scale-up beyond the end of the project.
- Collaboration. Projects must involve partnership between at least one K-12 school in Sweden and at least one in the United States and faculty at both Stanford University and a Swedish University.
- Implementation. Each proposal must outline a feasible implementation and evaluation plan.
- Implementation must occur across more than one classroom and should have an experimental design. Evaluation measures should be able to document learning effectiveness, benefits to the student and teacher, and an analysis of the implementation process itself.
- Dissemination of deliverables and sustainability. Deliverables need to be:
 - Easy for students to use and easy for teachers to adopt
 - Modular and customizable for local contexts
 - Able to scale-up and demonstrate broader impact
 - Sustainable after the project is completed – link to online publishing, professional societies, etc.
 - Freely available to K-12 educators and students
 - Based on existing technical platforms (open source)

REVIEW PROCESS

The applications will be reviewed by an independent panel of faculty.