

THE FUTURE OF EDTECH

THURSDAY 4TH & FRIDAY 5TH
NOVEMBER 2021



<https://www.global-edtech.com/the-future-of-edtech/>



WELCOME ►

A warm welcome to The Future of EdTech.

The aim of this online conference is to help attendees reflect on the positives of the last twelve months in relation to edtech adoption, what works, what the evidence says and to share insights into how both educators and edtechs can make actionable changes to improve outcomes for learners on a local, national, and global level.

Over the course of the two days delegates will have the opportunity to discuss and debate the direction of EdTech, listen to thought leaders and inspirational speakers and engage with leading EdTech vendors.

The conference will commence with a welcome address from Caroline Wright, Director General BESA. A variety of high-profile speakers will then deliver insightful keynotes on topical issues and emerging technologies, such as artificial intelligence, teaching and learning and the direction of the EdTech industry. Both days will feature a panel discussion which will provide an opportunity to reflect on the continuing impact of the pandemic on education technology, as well as reflect on emerging trends and themes.

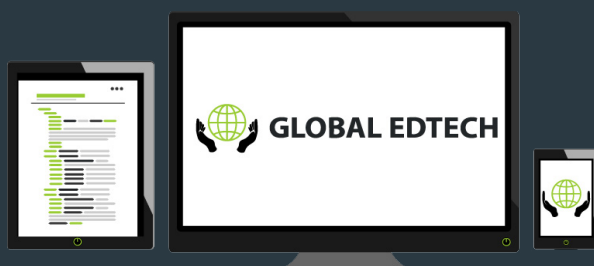
We hope you enjoy the conference and the content shared in this brochure. Don't forget to share your thoughts and views on your social media using the hashtag: #FutureOfEdtech

Mark Anderson and Ronan Mc Nicholl



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in your classroom – and
remote learners too!**

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students**

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- ✓ Create a safe learning environment
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- ✓ Super simple to set up and maintain

AGENDA: THURSDAY

TIME	SPEAKER	TITLE
08:45	Mark Anderson	Opening
09:00	Caroline Wright	Welcome Address
09:25	Coby Reynolds	Teaching AI & Machine Learning
09:55	Bukky Yusuf	EdTech Perspectives
10:10	Al Kingsley	Q&A - Everything EdTech
10:35	Angelito Balboa	Filming remotely to promote Tech Ed collaboration
10:50	Panel Discussion	Jon Neale, Bukky Yusuf and Angelito Balboa
11:20	Jon Neale	The transition from working in a school to working with an edtech company
11:45	Olurinola Oluwakemi. Ph.D	EdTech Perspectives - Africa
12:00	Mark Anderson	Closing Remarks

AGENDA: FRIDAY

TIME	SPEAKER	TITLE
08:45	Mark Anderson	Opening
09:00	Eleni Kyritsis	Enhance student learning with voice recordings & instructions
09:25	Dr. Neelam Parmar	EdTech Perspectives: Hong Kong
09:40	Olly Lewis	EdTech Perspectives: Middle East
09:55	Neeru Mittal	Xtended Reality in Education
10:10	Gunjan Tomar and Vineeta Garg	Addressing SEL using EdTech
10:35	Mohammed Abo Hassan	Game-Based Learning using Kahoot!
10:50	Panel Discussion	Al Kingsley, Olly Lewis and Wolfgang Soeldner
11:20	Sophie Bailey	Q&A - Everything EdTech
11:45	Luc Piaton	EdTech Perspectives: French Guiana
12:00	Lynn Thomas	Learner Variability
12:10	Mark Anderson	Closing Remarks

SPEAKERS



Caroline Wright

Caroline Wright is Director General of the British Educational Suppliers Association, the UK's national trade association for the education industry. Caroline joined BESA in 2012 and also leads BESA's EdTech Exchange, Europe's largest EdTech start-up network organisation. BESA works with more than 400 education suppliers.



Sophie Bailey

Founder of The EdTech Podcast, Sophie has spoken and moderated at a variety of events including SXSWEDU, Yidan Education Prize, ASU GSV Summit, and the Next Billion Edtech Summit. She is an industry mentor and advisor, and a Reimagine Education, GESA Awards, Bett Awards and XPrize Adult Literacy judge, as well as previous Edtech50, Edtech I.T in Higher Education Influencer and Edtech Digest winner.



Al Kingsley

Al Kingsley is the chair of the Hampton Academies Trust, which incorporates, primary, secondary, and all through schools in Peterborough & is also Chair of KWest Trust in Norfolk. Al sits on the RSC HeadTeachers' Board for The East of England and North East London and is also the global CEO at EdTech company NetSupport, developing education solutions worldwide for the last 30 years.



Mark Anderson

Mark is a former school leader with more than twenty years of experience in the classroom, leading successful faculty departments, being a local authority lead teacher for his subject, and responsible for some of the world's most innovative 1:1 programs. Mark is the Head of Education at NetSupport Ltd, owner of ictevangelist.com and co-founder of Global EdTech.



Eleni Kyritsis

Eleni is an award winning teacher with a passion for sharing her creative lesson ideas to enhance teaching and learning around the world. Eleni has been recognised for her outstanding contribution and support of the education community by being awarded the 2017 ACCE Australian Educator of the Year and the 2016 DLTV Victorian Educator of the Year.



Jon Neale

Proud teacher of 16 years - everything from PE to Computer Science and lots in between! Former Digital Leader at a central London school with a passion for purposeful use of technology and a fluency amongst all community stakeholders.



Dr. Neelam Parmar

Dr. Neelam Parmar is Director of Digital Learning and Education for Harrow International Schools. She is an award-winning professional, international researcher, author, thought leader and speaker for the use of educational technology, digital pedagogy and innovative curriculum within education.



Bukky Yusuf

Bukky has worked in education for over two decades. She is the co-chair of the Department for Education's EdTech Leadership Group. As part of her commitment to increase diverse leadership within education, Bukky participates with a number of initiatives including WomenEd and BAMEed.



Coby Reynolds

Coby Reynolds, or more commonly known by his learners as mr.coby, is a teacher, lifelong learner and advocate for the use of technology in the classroom. Always looking for the most current and progressive ideas in education to provide all learners with the best opportunities, his experience speaks for itself.

SPEAKERS



Olly Lewis

An educator with over ten years qualified experience including various middle and senior leader roles responsible for academic, pastoral, digital strategy and professional development within schools. I currently lead on teaching and learning along with leading the science.



Luc Piaton

Luc is a Digital Learning Manager and Designer and the CEO of HAPPEE LEARNING. He specialises in cognitive neuroscience optimisation for Digital Learning. Luc is a board member of the "ClusterEdTechGrandOuest" and works passionately to develop EdTech in France.



Neeru Mittal

I am a passionate educator working as PGT Computer Science and ICT coordinator at SRDAV public school for the past 25 years. Winner of National ICT Award 2019-20 by Ministry of Education, Delhi State Teacher Award-2019 by Delhi State government, e-Innovation Award-2018 by Bharti Global Foundation , among others.



Lynn Thomas

Lynn Thomas is a secondary school English teacher & digital lead learner from Ontario, Canada. She serves as president for the Educational Computing Organization of Ontario, is an active Microsoft Fellow, a Global Learning Mentor, & HP Teaching Fellow.



Angelito Balboa

Angelito Balboa is presently teaching as a multimedia technology teacher at an international school in Beijing. He has taught in the Philippines as a university professor for ten years and in the US for 4 years.



Ronan Mc Nicholl

Ronan is the Head of Digital Learning - Preps at Berkhamsted School. He is an experienced teacher and digital learning coach with a demonstrated history of working in the EdTech industry.



Vineeta Garg

Vineeta Garg is a passionate educator working in SRDAV Public School, Delhi for the last 25 years as IT Head. She is a resource person for prestigious Indian government organizations like NCERT, SCERT, NIOS, DIET and has written many books, research articles, research papers and has developed a lot of e-content which is benefitting thousands of students across the globe.



Gunjan Tomar

Gunjan is a Microsoft Innovative Educator Expert. Her collaborative projects include Gamifying Learning and Instilling Empathy in Classrooms. She has been a panelist on various international education and SEL forums such as Social-Emotional Learning in EDU by Karanga Global Online International SEL Conference.



Olurinola Oluwakemi. Ph.D

Dr. Oluwakemi Olurinola, is an educational technology researcher and consultant, with a special interest in the application of modern science and technology in the field of education. She is also a university lecturer with extensive experience in educational technology.

Q&A with AL KINGSLEY

Can you give us a summary of your role and tell us what you've been up to recently?

I'm CEO of the NetSupport Group of companies and we've been developing edtech solutions for more than 30 years now. In my spare time, I'm also Chair of two multi-academy trusts in the UK and Chair of a local Governors' Leadership Group, as well as a member of the Regional Schools Commissioners' Advisory Board for the East of England and north-east London that helps to provide support for academies across the region. At NetSupport, we've been having quite a busy time these last 18 months, adapting our products to support the evolving education landscape. We've also developed a new cloud-based solution called **classroom.cloud** to help educators more easily deliver blended teaching and learning – both inside the classroom and remotely.

How does **classroom.cloud** differ from other solutions?

We strongly believe in co-producing our solutions with teachers; it's the only way to ensure the tools we're developing will answer the real-world challenges they have. We also recognise that not everyone has the same level of edtech confidence or competence – and that shouldn't exclude them from using our solutions. So, in **classroom.cloud**, we placed great emphasis on intuitive functionality and started with the inclusion of just the essential tools, such as monitoring students' screens, sharing the teachers' screen, and using chat and message tools to gauge students' understanding or simply ask about their wellbeing. This ensured that educators were not initially overwhelmed and could practice and grow with the solution.

Can you tell us more about **classroom.cloud** and the catalyst for its development?

Seeing first-hand through my role as Chair of two MATs the profound impact that the pandemic had on education, we carefully co-produced **classroom.cloud** with teachers to ensure we would provide a solution to answer their current and future needs. We recognised how quickly the situation could change between in-person and remote lockdown learning, so we focused on providing a single, adaptable solution for both situations; one that would bring continuity to teachers and students from not having to swap between solutions according to where they were that day. Alongside all the other pressures the pandemic placed onto schools and teachers, the last thing they needed was technology that was complicated to use; it had to be simple and intuitive, as well as provide the essential tools to enable them to continue their students' education from afar.

What other benefits does **classroom.cloud** have for schools?

Providing proof of a solution's potential impact is an important guide to schools as they decide where to spend their precious funds. Earlier in the year, we asked Education Alliance Finland to independently evaluate **classroom.cloud** and were delighted when it was awarded 94% for its pedagogical approach and four out of five stars for learning engagement. Then, during the summer, we added a set of online safety tools to help staff to monitor any concerning activity, identify students at risk, spot online safety trends and more. We constantly work with the education sector to produce the best solutions we can. This year, **classroom.cloud** has already won Tech & Learning's "Best Remote Learning Tool" award and has been shortlisted for several others, so hopefully that proves we are doing something right!



■ WHY YOU SHOULD BE TEACHING AI AND MACHINE LEARNING AS A PART OF YOUR DIGITAL CITIZENSHIP CURRICULUM

In this article Coby Reynolds explores why we should teach AI and Machine Learning and provides a list of practical examples for use in the classroom.

By COBY REYNOLDS

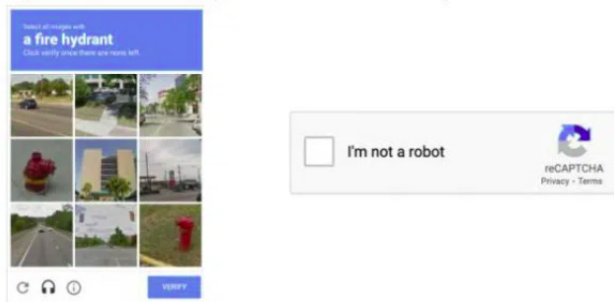


What is AI and Machine Learning?

For many of us, Artificial Intelligence (AI) and Machine Learning (ML) provide some nostalgia back to the Skynet taking over human civilization or the rise of self-aware robots that look like Will Smith. And for many years, Hollywood has dramatized AI and painted a scary perception of the possibilities of what this type of technology can become – but luckily for us this is still somewhat a pipe dream.

That being said, this does not mean that AI isn't already all around us. To put it simply, Artificial Intelligence is a sequence of algorithms (code) that run repeatedly aiming to predict and complete complex tasks in the matter of seconds. Additionally, Machine Learning is the data set(s) and information being collected which allows a large majority of AI technology to function. For example, personally curated playlists on Spotify, global trending tweets on Twitter, or even stock market transactions are all extremely complex tasks that would be merely impossible for humans to do, let alone in a timely manner, hence the increased reliance on AI and ML.

All of this data is collated by using a range of sequenced algorithms that learn from one's online interaction. Take those 'I'm not a Robot' tests – where it asks you to 'Click all the traffic lights'. While some people either find these fun or super annoying, is a prime example of humans providing ML data to AI technology; the more data, the more precise it can be. Some other examples are 'Recommended Videos on YouTube, Popup Ads, Chat Bots on websites or simply agreeing to the 'Terms and Conditions' when registering for accounts – all things our students do on a daily basis.



What does this mean for students?

To place this into a more relatable context, educators are beginning to see the educational cognitive affordance that coding has on student learning. I am not saying that all students need to be able to code an AI algorithm, but understanding the basics of how it works and its impact on society right now is extremely important.

More and more our students are spending countless hours online and using technology devices connected to the internet (IoT devices). All of these online interactions are feeding huge data sets of ML at incredible speeds. What they watch on YouTube, search on Google, permissions they allow when registering for popular social media sites are all examples of how ML collates uses data.

More recently the impact of the General Data Protection Regulation (G.D.P.R.) has seen many companies rethink the types and amount of data being collected and what they actually do with it. This places data protection and the ethics of the collection regarding AI into the spotlight for us as educators. So how do we ensure our students are aware of this type of technology and how to protect their personal data and information?

Where do I start?

For many adults, this concept is difficult to grasp. So teaching it to students as young as 7 or 8 years old is seemingly impossible without some relatability and context. Below I have curated a shortlist of basic tools and resources to support teachers in better unpacking a not-so-easy topic for students and teachers alike.

Hello Ruby 'Love Letters to Computers' – <https://www.helloruby.com/loveletters>

A fantastic 'child-friendly' resource for teachers to use and/or print. The Hello Ruby book series is also a great resource for teaching all digital technology resources. Some of my favorites are the 'reCAPTCHA Code' and 'Build your own Robot' activities from the Activity Journal.

Google Quick Draw – quickdraw.withgoogle.com

A fun and exciting AI game created by Google to predict your doodles based on previous data. You can also view hundreds of thousands of other drawings to see how the AI program successfully guessed your somewhat interesting drawing or a ‘flower’.



I AM NOT SAYING THAT ALL STUDENTS NEED TO BE ABLE TO CODE AN AI ALGORITHM, BUT UNDERSTANDING THE BASICS OF HOW IT WORKS AND ITS IMPACT ON SOCIETY RIGHT NOW IS EXTREMELY IMPORTANT.

A Machine Learning for Kids – <https://machinelearningforkids.co.uk/>

If you’ve been using Scratch with your students this is a great resource to expand their knowledge of AI and coding. This tool allows you to create your own AI project to recognize ‘text, images, numbers, or sounds’ through machine learning.

AI4K12 – <https://github.com/touretzkyds/ai4k12/wiki>

A plethora of online learning materials for teachers to better understand AI as well as ways to use these with students. They have a great mailing list of upcoming webinars and resources.

Moral Machine from MIT – <https://www.moralmachine.net/>

A tool created by MIT to collate human data based on situational dilemmas that are based on human morals. This famously relates to their study around ethics and AI technology concerning self-driving cars.

Wreck-it Ralph 2 – Ralph Breaks the Internet

Yes, a Disney Film teaching about AI... well not exactly, but there are some great areas of conversation that can be brought up by watching this film.

Still confused?

If, like me, you are a visual learner, here are some great videos to help explain AI and Machine Learning, these are great for the kids too!

Hello Ruby – Episode 09 – AI and Machine Learning

How I am Fighting Bias Algorithms – Joy Buolamwini

How Machines Learn – CPG Grey (YouTube)

Should I be worried about AI taking my job?

Well, not just yet, AI for all its amazing capabilities is still not very good at very basic human tasks. AI is very ‘robotic’ in the way it operates, therefore it is up to humans to provide the right data for it to work its magic. As educators, preparing our students to become better online digital citizens is paramount, which is why AI and ML should be taught as a part of your digital citizenship curriculum. This will equip them with the necessary knowledge and understanding to tackle the complex online world which has become a cornerstone of the 21st Century.

GLOBAL EDTECH 100

*A global celebration of the
brightest & best in the
world of EdTech!*



PEOPLE: 50
PRODUCTS: 25
PROJECTS: 25

The Global EdTech 100 is a publication which aims to share and shine a spotlight on the world's brightest and most impactful products, people and projects making an impact with edtech the world over. The Global EdTech 100 will be a handy guide, read and accessed by our tens of thousands of followers from around the world and a fantastic window into the world of effective edtech.



**50
People**

The top EdTech influencers and teachers from across the globe



**25
Products**

The top EdTech products having an impact in learning environments



**25
Projects**

The top EdTech projects which demonstrate innovation & impact



GLOBAL EDTECH

2021

LET'S TALK
ED & TECH!

THE EDTECH SHOW



Mark Anderson
@ICTEvangelist

Meet The Co-Hosts



Bukky Yusuf

Bukky is a senior leader, secondary science teacher and EdTech consultant.



Olly Lewis

Olly is an educator with experience in various middle and senior leadership roles.



Ronan Mc Nicholl

Ronan is the Head of Digital Learning at Berkhamsted Prep and is an experienced teacher.

Discussion & Insights

- New EdTech Products ✓
- Leading Influencers ✓
- Thought Leadership ✓
- EdTech Trends ✓
- Global Opinion ✓
- Topical Issues ✓
- Educator Tips & Tricks ✓

Additional Details

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