ENHANCING LESSON PLANS THROUGH CONTENT COLLABORATION

A CASE STUDY OF GAYAZA HIGH SCHOOL, UGANDA

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Be a team player is one word used frequently in the business world and in education.

The days of closing the classroom door and creating a self-contained world are over. Our students need more than just one person to guide their education.

Yet collaboration does not always come easily.
I have a Life to Live

How do I find the time?

Where do I get the energy?

www.gayazahs.sc.ug  www.etutoring.gayazahs.sc.ug
Reaching schools via our e-Learning Platform:
www.etutoring.gayazahs.sc.ug
Videos are hosted on the School You-tube channel www.youtube.com/gayazahighschool

Teachers work closely with students to develop this media shared to the wider community.
e-testing

Different schools can attempt the same e-test simultaneously and the marks collected centrally.
Free exchange of ideas in Seminars

Students need to understand that we are smarter together; that their contribution is expected and needed and will learn to value and honor the contribution of others.
Collaboration with the School Farm and Community around School

Lessons can be organized using the locally available materials to bring reality in the classroom work.

*If you can't take your class into the world, you can't bring the world into your classroom.*
As teacher’s we owe our learner’s digital skills

The classroom blackboard was invented in 1801 ... how can we teach digital skills while insisting on using ancient devices?
Collaborative Problem Solving with www.levelupvillage.com

Students walk through the trial, error and success of the engineering design cycle, which includes building, testing, failing and improving their creations.
3D Printer used to print shapes that facilitate classroom activities
Apps can facilitate learning in classroom if well used.
Apps should be exhibited to the wider community

The community we deal with has not fully understood the importance of educational apps. Therefore it’s necessary to bring them closer and explain their importance.
Implementing a security app

As we seek for more collaboration, a lot of care is needed to safeguard the users of the content especially the Youth.
Challenges

• Competition amongst schools driven by the private sector
• Rewards of teachers amongst schools
• Cost of hardware, software and connectivity
• Maintenance of group momentum
• Having the right technology and deserving training.
• Security of hardware and users
As a result of collaboration, students have improved on a number of skills:

- Media skills
- Creativity
- Innovation
- Communication skills
- Critical thinking
- Research skills
- Collaborative skills
- ICT skills….etc
Impact

- More teachers are opening up to collaboration with other educators
- Teachers use the media created in their classrooms
- Adaptation to ICTs

We must recognize that we are smarter together
THANK YOU!

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Never Give Up