

TLC -- presentation in Norfolk

PHOTOCOPY
PRESERVATION

- Mike Schmidt, Senior Policy Analyst, White House Domestic Policy Council
- It's nice to be here at this Conference -- both because of the subject I am here to speak about, but also because before I came to the White House I worked at OPM 's Human Resources Development Group, and was involved in the planning and production of a number of conferences just like this. Nice to be back home among friends.
- Want to talk for just a few minutes about a new Administration initiative, The Technology Learning Challenge.
- This initiative is designed to realize the potential of interactive learning technologies to empower learners of all ages to achieve the vision set out in Goals 2000.

(SLIDES 1 AND 2)

- The TLC has six major components (list). I will run quickly through the first five, and then Anna and I will go over the sixth, which has a specific relevance to this group.

(SLIDE 3)

med Gen / Pennsylvania - New State - teach
Digital WLE y computer

- **1. Challenge Grant:** The Challenge Grant program is aimed at enabling communities to develop and use interactive technologies to help achieve the National Education Goals so that students can reach the high standards envisioned by Goals 2000. In FY 95, \$27 million has been appropriated as part of the ESEA for this program -- aimed at K-12 students.

Like the Empowerment Zone initiative, the program will encourage consortia of organizations -- including businesses, schools, teachers and curriculum developers, and content developers (software, edutainment) -- to create innovative interactive learning content that is integrated into a curriculum to be used by students to learn in new ways.

Three things we want to see come out of these programs is that:

- learning content must ultimately be replicable;
- project must have potential to create a viable market for similar applications for many years to come (no one-time shot).
- Most Importantly, learning content must be able to be introduced right now (2-3 yrs) to impact **this generation of learners**.

- **2. Research and Development Prioritization:** Early this year, the Administration created the interagency Committee on Education and Technology to look across agencies at Federal funding for research and development of innovative learning technologies. The purpose is to (a) inventory all of the scattered programs (b) prioritize these programs (c) identify the gaps in research (d) coordinate the programs.

The CET has submitted its recommendations to OMB, currently part of Budget process

- **3. Demonstrations:** The CET also was tasked with identifying four or five demonstration programs that can showcase the cutting edge in learning technologies and focus our attention and funding on those areas.
- **4. Digitization:** There is a task force looking at issues surrounding the digitization of Federal resources (Smithsonian -- art, Library of Congress - historical documents, etc). to make them readily accessible to learners across the country. Range of technical and legal issues, as you can imagine.

- **5. Interactive Connections:** This is a part of the NII that is looking at how we propose to make sure that educational institutions (schools, etc) are connected to the NII and that no-one is left behind.
- Finally, the sixth component is the **Use of Technology in Federal education and training programs and in Federal HRD activities.** Two parts:
 - Promoting the use of interactive learning technologies in major Federal education and training programs, including Chapter One, Job Corps, and Head Start;
 - Also, looking at the use of learning technologies in the training and development of the Federal workforce.
- That's where you all come in. We asked the Human Resources Development Council to do a white paper that examines the use of learning technologies in Federal HRD, and also to provide some recommendations on how we can work together to further the use of these technologies.
- This process is still underway, but the HRDC has created a draft White Paper which is still under review. However, we thought we would go over some of the issues and recommendations that the HRDC has proposed, and get your comment, feedback, and hopefully participation as we move forward on this. Turn it over to Anna.

WINDOW OF OPPORTUNITY

TECHNOLOGY LEARNING CHALLENGE VISION:

**To ensure all Americans access
-- anytime and anyplace --
to quality education and training
tailored to their individual learning
and workplace needs**

TECHNOLOGY LEARNING CHALLENGE GOALS:

- **Encourage the design, development, and implementation of new community-based interactive learning environments**
- **Leverage federal research and development investments to produce scalable demonstrations of advanced learning technologies**
- **Focus and coordinate federal education and training programs and federal HRD activities to invigorate learning in schools, workplaces, and homes with powerful interactive learning tools**

TECHNOLOGY LEARNING CHALLENGE COMPONENTS

- **Challenge Grant Program**
- **Federal Research and Development Prioritization**
- **Demonstrations**
- **Digitization**
- **Interactive Connections (NII)**
- * **Use of Technology in federal education and training programs and in federal HRD activities**

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(SLIDES 1 AND 2)

- 10 min
- talk about vision & goals
 - ^{briefly} describe the ^{scope of} components that make up the challenge
 - Anna will talk about one of the components that will be of ^{particular} interest to you

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lot of double talk

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- **Federal Research and Development Prioritization**
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