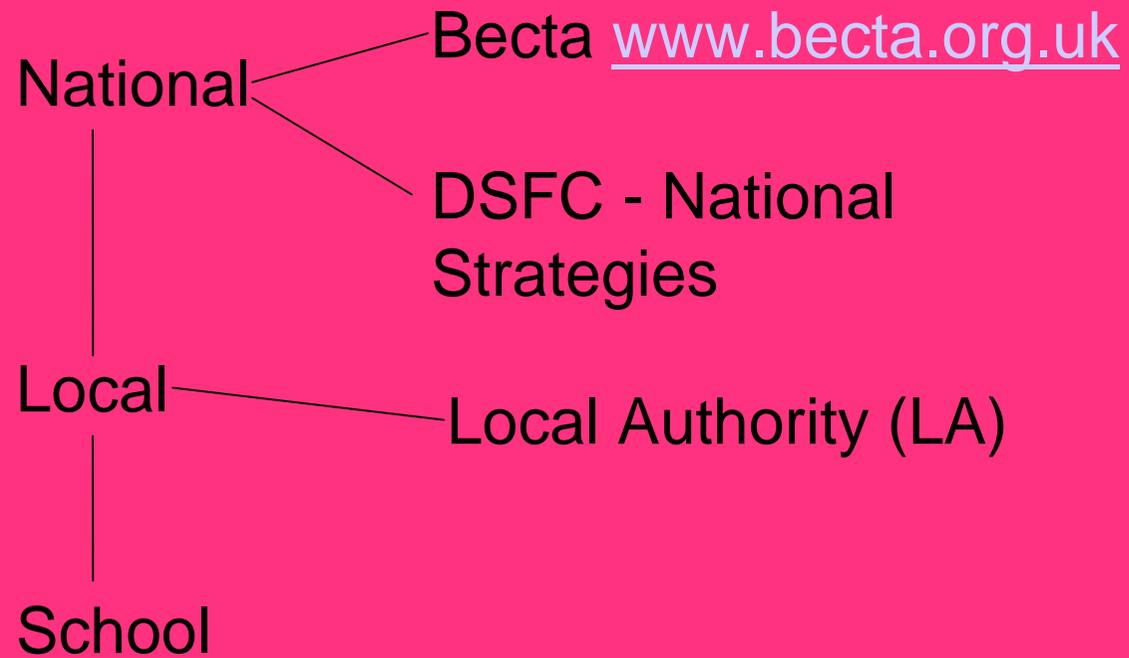
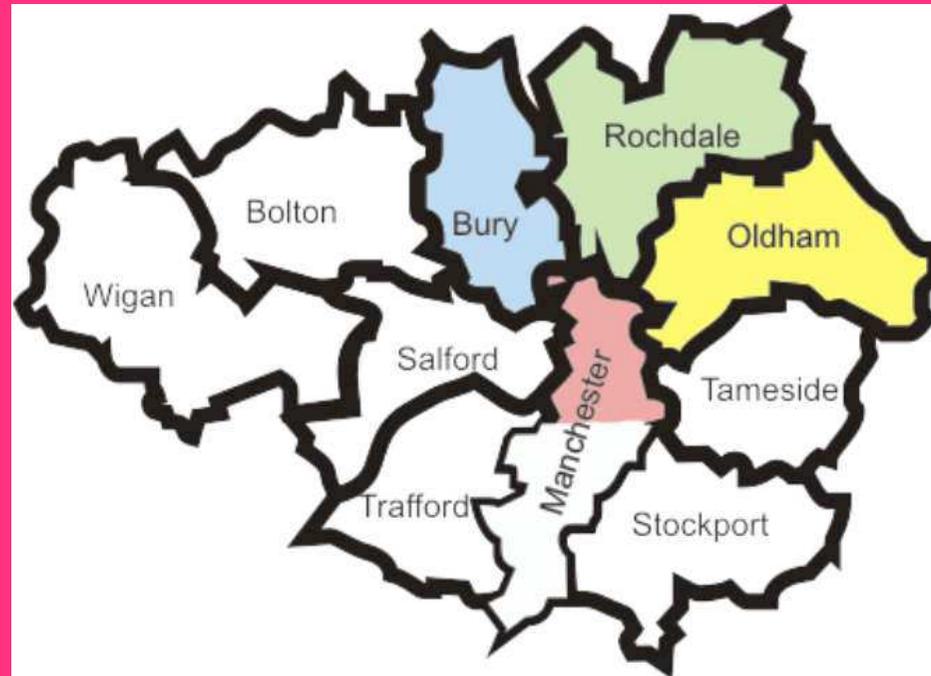


# **ICT Policy in the UK**

# Structure





# E-Strategy

## Becta

- Harnessing Technology: Next Generation Learning
- Key date: 2011

## AN OVERVIEW OF THE DfES e-STRATEGY

Our aims for a 21<sup>st</sup> century system...

Personalisation and choice      Flexibility and independence  
 Opening up services      Staff development      Partnerships

through our strategies for reform...

Children      Secondary      Skills      Post-16  
 Primary      14-19      HE

will need the contributions ICT and e-learning can make...

Transforming teaching, learning and support  
 Connecting with hard to reach groups  
 Opening up an accessible collaborative system  
 Improving efficiency and effectiveness

through sector-based actions...

ICT in Schools Strategy      Post-16 e-Learning Strategy      HEFCE e-Learning Strategy      Every Child Matters

all under-pinned by the priority system actions.

An integrated online information service for all citizens  
 Integrated online learning and personal support for children and learners  
 A collaborative approach to personalised learning activities  
 A good quality ICT training and support package for practitioners  
 A leadership and development package for organisational capability in ICT  
 A common digital infrastructure to support transformation and reform

# Priorities

- Using ICT to improve schools

# Further Priorities

- E-safety - AUP/ Reporting procedures
- Personalising learning - VLE (anytime, anywhere) - individual e-portfolios (2008) - integrated learning and MIS - online reporting (2010) - procurement
- Capital programme - BSF/ Academies/ Primary Capital Programme
- Extended opportunities - Computers for pupils - Home Access
- SRF - demonstrates e-maturity

# Pedagogy/ T & L

- National Strategies  
[www.nationalstrategies.co.uk](http://www.nationalstrategies.co.uk)
- Renewed KS3/ KS4 framework
- Core subjects - Eng/ Maths/ Science/ ICT
- Cross- curricular
- Functional skills - Eng/ Maths/ ICT
- Transferable skills/ independence/  
complexity/ unfamiliarity
- Exemplars