Changing & Trend in Teaching and Learning - Cisco Networking Academy

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Agenda

• Current Situation
• Cisco Networking Academy Program
• CSR Program
Traditional Way of learning
simple formula: parents, communities and the society

Purpose
• Parents
• Skills
• Society

Content
• Curriculum
• Pedagogy

Results
• Assessment
• Credentials
Agents of Change
Agents of Change
Globalization

- Rising wages
- Demand for skilled labour
- Growing wage disparity
- Increased consumer demands
Agents of Change
Population

- Population dividend
- Increased demand for education
- More people entering workforce
- Urbanization
Agents of Change
Generational

- Digital natives
- Mobile phone usage growing
- Teens heaviest users of internet
- Online: gaming, pop, news, sns
Agents of Change Technology

- Tremendous growth in mobiles
- 90% of world population covered
- <17% with home internet access
- Digital divide on quality & ubiquity
Tools: Cisco WebEx Technology

- Share documents, applications, and desktops sharing
- Rich multimedia with multipoint video
- Integrated Cisco Unified MeetingPlace®
- Active-talker notification
- On-demand recording, editing, and playback
- Cisco PowerPanels®
- Chat, polls, notes, and annotation tools
- File transfer
Tools: Cisco Telepresence & VDO Conference
Cisco Networking Academy

A global information and communications technology (ICT) education program

Teaches students how to design, build, troubleshoot, and secure computer networks

Provides increased access to career and economic opportunities in communities around the world
The Networking Academy Model

Cisco leverages its expertise in ICT and networking to develop courses delivered through global partnerships

Students attend courses at local educational institutions in 165 countries around the world

Students Gain Critical Skills
- Technical
- Business
- 21st century soft skills

Helps Students Prepare for
- Entry-level careers
- Industry-recognized certifications
- Entrepreneurship
- Further education
Partnership Makes It Work
Together We Make a Difference

Government

Education

Nonprofits

Business

ADD here Logos and/or locally relevant names of partners appropriate to the presentation of this deck then REMOVE this box when you present

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Large and Global Presence
Currently 1 Million Students Worldwide

% OF GLOBAL TOTAL

- 19% Europe
- 18% Latin America
- 17% APAC
- 16% U.S. and Canada
- 8% Central and Eastern Europe
- 7% Greater China
- 7% Middle East
- 5% Africa
- 2% Russia and CIS
- 1% Japan

STUDENTS BY REGION (1,000,000 Worldwide)

% of Worldwide Total as of April 30, 2011 - 100%
# of Students in thousands - 1,000

Source: AME. jzinn_v2. Snapshot as of April 30, 2011

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## Innovations in Teaching and Learning

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<th>Curricula and Assessments</th>
<th>Gaming in Education</th>
<th>Social Media as a Learning Tool</th>
<th>Entrepreneurial Skills</th>
<th>Simulation-Based Learning</th>
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<td>Highly interactive online curricula engage students and enhance learning, and state-of-the-art online assessments provide immediate, interactive feedback on students’ strengths and weaknesses</td>
<td>The Cisco Aspire game integrates virtual worlds, levels, competition, and scoring into the curriculum to help students learn while they are having fun</td>
<td>By connecting and collaborating with others using Facebook, Twitter, and Academy NetSpace, students continue learning outside of the classroom</td>
<td>Passport21 to Entrepreneurship provides entrepreneurship education through a series of case studies, and Cisco Packet Tracer activities that expose students to critical business and financial skills</td>
<td>Cisco Packet Tracer provides a simulation-based learning environment that supplements physical equipment with virtual networks, and helps students develop critical 21st century skills</td>
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Hands-On Labs and Interactive Activities

Practical Application of Learned Skills | Integrated into the Online Curriculum
Cisco Aspire
Simulation-based Game for Experiential Learning
Learning Outside the Classroom
Games, Collaboration, and Competition

- Online games help Networking Academy students practice networking concepts in a fun and collaborative environments
- Student competitions such as World Skills and NetRiders are held globally, allowing students to test and showcase their skills
Goal

To strengthen the competitiveness of underserved community through improving ICT absorption and utilization.

• Program managed by key university partners from Cisco’s Networking Academy Program, Networking Academy Student Volunteers, Volunteer Industry Professionals, TOT and key partners in each of the selected communities.
UNESCO Bangkok Asia and Pacific Regional Bureau of Education

Innovative Practices in Teaching and Learning: A Regional Seminar

Training senior citizen

NetAcad students setup computer and network in 2 schools at Sing-Bu-Ree Province (School Connected project with BBL 2011)

Training teachers
THANK YOU!
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