School Name	**BEACON PRIMARY SCHOOL**
Principal	**MS LIM BOON CHENG**
Key Focus as a FutureSchool	**Envisioning the Future, Varied Perspectives**
Programme Highlights	**Diverse digital learning spaces** An integrated web-based learning environment called Beacon Worlds will be developed through collaboration with the industry to enable and enhance learning using the following features: **3D virtual worlds –** Students will explore ideas and abstract concepts in simulated scenarios and environments that will challenge their understanding and deepen their learning in new contexts. **Advanced web-based collaboration** – Students will be able to collaborate online (through, for example, video conferencing) for brainstorming sessions, peer review, peer editing and online music creation. Through these social interactions, students will develop social skills and values such as responsibility and key 21st Century skills (e.g. handling diverse information sources, harnessing emerging technologies and staying informed of global issues). **One-stop school portal functionalities** – The integrated platform will support student data management and monitoring, online communication with parents, online searches, assessment (such as online testing and feedback), learning resources and learning applications (such as server-based software applications). **Holistic, technology-enhanced programmes** The school will deliver its customized curriculum through the following programmes and activities: **"Media Station" (media and arts programme)** - seeks to develop language abilities, aesthetic appreciation, global/cultural awareness and a sense of belonging to the community. Students will use digital media, such as animation and video-casts, to produce high-quality multimedia products that will communicate their vision. **"Student Investigation Channel"** (investigative learning programme) – Through Mathematics and Science lessons using digital tools such as digital modeling and games, students will develop their curiosity, innovative vision and problem-solving abilities. **"Wellness Central"** (character and holistic health programme) – seeks to develop the skills, values and attitudes for students to manage their own learning, emotional development, social interactions and physical well-being. The impact of ICT use on students' social and emotional development will be addressed through the cyberwellness programme.

School Name	**CANBERRA PRIMARY SCHOOL**
Principal	**MISS RATNASINGAM SELVARANI**
Key Focus as a FutureSchool	**Empowering the future today - Creators in the 21st Century and beyond**
Programme Highlights	Inspirational Learning Leveraging on IDM, a learning environment and curriculum that prepares pupils to be citizens familiar with and skilled in competencies necessary for the knowledge driven and technologically influenced era will be created. Besides fostering life-long learners equipped with a strong subject content foundation and forefront technological skills, we will mould rugged individuals with analytical and inter-personal skills, and inculcate attitudes of innovation and entrepreneurship grounded in values and character. ICT will be a key enabler to empower teachers into facilitators and to develop pupils holistically, bringing out their greatest potential possible. Pupils will embark on collaborative learning which combines the learning of various subjects and are enhanced by the use of technology. Extended Learning Experiences Pupils will enjoy rich learning experiences involving creation and experimentation in safe and secure environments anchored in both the real and virtual worlds that will challenge their assumptions and facilitate deeper understanding and learning. These learning experiences will be enabled with the use of the following technologies: 1. Immersive Gaming scenarios modeled on serious games to develop curiosity and interest in subjects, and learn concepts/information. Pupils will also work collaboratively and interact real time with artificial intelligence based Avatars. 2. Interactive Learning where pupils use various handheld devices with GPS capability during virtual trip cum field gaming experience. Interactive learning involving interaction amongst and between pupils and devices and responding to the live local environment will also be embedded in out-of-class learning. 3. Multi-user 3D Virtual Learning Environments where pupils role-play and collaborate on authentic decision-making and problem-solving tasks within curriculum appropriate 3D VLE. Through 3D VLE and Augmented Reality, pupils will use devices such as VR Head-On Display and synchronized gloves to learn abstract concepts. The school will expand current literacy teaching to include digital media literacy. Pupils will read and write in the new digital media. Besides audio and video cast as well as "wiki" based writing, integral in such media literacy programme will be character building and values education to equip the internet generation with skills and culture to navigate the world of media convergence responsibly. Assessment will also drive innovation in teaching and learning. IDM assisted assessment such as computer based testing will be used to facilitate holistic and in-depth assessment of pupils' skills and knowledge. Thus, besides assessment within IDM mediated environment, assessment may involve pupils creating games to assess their understanding of concepts. E-Portfolio for holistic assessment will be explored . Pupils will be given the responsibility and flexibility to create their portfolio which best represents their level of competencies in the various subject areas.

	The core that seamlessly integrates and connect these will be the school portal. This nerve centre will provide, retrieve and analyse data; communicate with parents, learners, teachers and support staff; and integrate learning technologies such as Virtual Reality and digital resources and content. It will be crucial in allowing learners to be in control of their own learning and learn according to their learning styles and needs. A key innovation will be the development of devices that amongst others, facilitate activation of digital media content by the teachers and handle administrative matters. In addition, learning environment will be such that digital media content is seamlessly integrated across various platforms and where the platforms seamlessly communicate amongst themselves.

School Name	CRESCENT GIRLS' SCHOOL
Principal	MRS LEE BEE YANN
Key Focus as a FutureSchool	Empowered learners
Programme Highlights	**Customized, technology-enhanced teaching and learning** The school will develop a Virtual Global Learning Faculty (VGLF) web-portal to provide collaborative tools and resources in a secure and safe environment for students, teachers and professionals to learn and work together. Technology tools like SMS, instant messaging, discussion forums, blogging, digital art, music, videos and gaming will be integrated with group project-based learning across subjects. The school will also work with industry partners to develop new digital learning content in the form of digital videos, games and next generation digital textbooks. **Differentiated learning pathways** Using technology-enabled learner profiling tools, such as the Learning Styles Inventory, students will be guided by their teachers to understand their individual learning profiles (learning styles, motivation and learning strategies). They will be empowered to take responsibility for choosing their 'learning paths' in terms of pace and levels of difficulty for the various subject areas. Teachers will also design and personalize their teaching approaches and use technology-enhanced educational resources to support students' learning across the different subject areas to cater to learners of various learning profiles and 'learning pathways'. **Varied assessment** The school will use a spectrum of assessment tools, including online adaptive testing for students to gauge their level of mastery of key concepts and skills, electronic portfolios to track their learning progression and performance assessments which allow students to display the skills and knowledge they have acquired. Partnership assessment, which involves multiple parties (students, teachers and partners) in providing feedback to various student-created learning products (e.g. digital art, video-clips, blogs and websites), will also be adopted.

School Name	**JURONG SECONDARY SCHOOL**
Principal	**MISS THAM YOKE CHUN**
Key Focus as a FutureSchool	**Networked learning community**
Programme Highlights	<div>

Vision

Harnessing the powers of technologies, JSS engages the community actively to provide pupils with authentic learning experiences. The community and the world is the classroom.

Problem-Based Learning-Authentic Learning (PBL-AL)

JSS has developed a unique brand of Problem-Based Learning which is termed PBL-AL. Problem-based learning (PBL) challenges students to work cooperatively in groups to find solutions to authentic, real-life problems. ICT tools will be used to facilitate anytime-anywhere PBL. With teachers as mentors and learning facilitators, students will develop critical and creative thinking skills, independent learning and teamwork.

Information and Media Literacy

The school's programmes will focus on developing students' oral, written and visual literacies, using communicative technologies, so that they will be able to effectively communicate and collaborate with their peers and the community.

Communities of Learners

The school is a learning hub, highly connected to different agencies, persons and organisations at the local, regional and international levels, The school taps the external resources to get specialised knowledge and guidance from expert mentors.

Students will also work collaboratively with their peers and with relevant members of the community to solve local problems. For instance, armed with technology tools like Geographical Information Systems, Global Positioning Systems, tablet PCs, digital cameras and voice recorders, students gather spatial data and conduct investigations within the community. Information will be captured and uploaded into a portal. The portal will also be open to community participation.

Supporting this learning network will be an ultra-high speed broadband infrastructure to enable rich interactions via various modes (i.e. video, voice, images and text) between the students and learning partners for community improvement.

Through the networked partnership, student leadership, social entrepreneurship and active citizenry will be nurtured. A JSS student will be one who possesses both an inquiry mind and a strong humanistic spirit, deeply anchored in values.

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School Name	HWA CHONG INSTITUTION
Principal	MR ANG WEE HIONG
Key Focus as a FutureSchool	To Develop Passionate Learners with Global Perspective
Programme Highlights	**Global Academy** Hwa Chong Institution will adopt a **borderless learning environment** where students learn a way of life modelled after the one they would lead in the future. To this end, the school will establish a virtual campus as well as a few satellite campuses at strategic locations in China, India and the United States as part of its Global Academy. With this academy, learning in the future will no longer be confined to the Hwa Chong campus at Bukit Timah. Instead, learning will transcend boundaries between subjects, classrooms, schools, countries and cultures. We will collaborate with partners worldwide on high-impact instructional and curriculum innovations. Exchange programmes with schools overseas will be further enhanced by leveraging web- and video-conferencing technologies and online learning portals. Innovation and enterprise, mathematics and science research, humanities education, communication skills and foreign language programmes will be integrated seamlessly into the interdisciplinary curriculum. A range of specialized courses like Chinese culture, digital animation, game design, and music appreciation could be conducted online at our Global Academy. Our aim is to equip students with the skills and insights they need to thrive in this new, global age. **Research Programmes** Hwa Chong's FutureSchool encourages discovery of new phenomena and innovative inventions. We will involve students in virtual mentorship schemes with industry captains and experts overseas. Students will also enjoy industrial attachment with leading global companies and take on self-directed research. Through our Global Academy, students of different age groups, talents and abilities from different schools across continents will have many opportunities to collaborate on long-term advanced research projects. **Diverse Learning Environments** The school intends to transform its various physical spaces into a vibrant and stimulating environment where learning takes place anytime, anywhere. The key levers include technologies like high-speed wireless broadband and network computers for peer-to-peer collaboration within and outside the school compound. Creative and critical thinking dispositions will be nurtured through collaborative explorations and discussions conducted in real and virtual learning environments. Independent learning is facilitated through the use of online case-studies and course modules hosted on e-learning platforms. **Evolution of New Values** We will adopt a more flexible curriculum and assessment frameworks to encourage student curiosity, creativity and passions. The school will concern itself not merely with technological and cultural change, but the evolution of new values that will help sustain humanity and transform society.