

The Future of Learning

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Edtech

Technology will play a vital role in classrooms of the future, particularly as education becomes more tailored to individuals' learning needs. Artificial intelligence, virtual reality, and augmented reality will allow students to engage with material in new ways. This does not mean that pens, paint, paper, and books will become obsolete, rather that teachers can supplement traditional classroom lessons with more immersive activities where students are able to better inhabit and feel the concepts and knowledge they are learning, deepening their understanding. For example, they'll get to explore a Victorian workhouse and speak with its inhabitants, or zoom into the cellular structure of an Amazonian tree.



Assessment

There is a growing consensus that the current assessment system – favouring memory recall over critical thinking – is becoming ripe for innovation. In our increasingly polarised world, the ability to analyse and discuss a range of often conflicting information is becoming a highly valuable skill to foster. As such, our assessment system will need to assess depth of understanding, critical thinking, and real-world problem-solving with others. New tech will play a key role here, gathering rich insights to enable continuous assessment and quickly identifying areas where pupils need support.



The role of the teacher

As education publishing focuses ever more on a learner-centric – rather than teacher-centric – model, the role of the teacher will continue to evolve towards being a facilitator and coach, rather than just a presenter.

While digitalisation will require teachers to undertake different training and development, it will save them valuable time longer-term, as digital advances will automate some of the more laborious tasks teachers currently undertake, such as printing, photocopying, and combining resources.



School as a hub

Schools of the future will move to a more hybrid model, where some learning takes place remotely – at home and in other real-world environments – using online platforms and devices. Education publishers will play an important role in this transition by ensuring that collaboration and teamwork are at the heart of remote learning activities, as well as developing technology that supports high quality learning experiences in the classroom, at home, and in other places.

