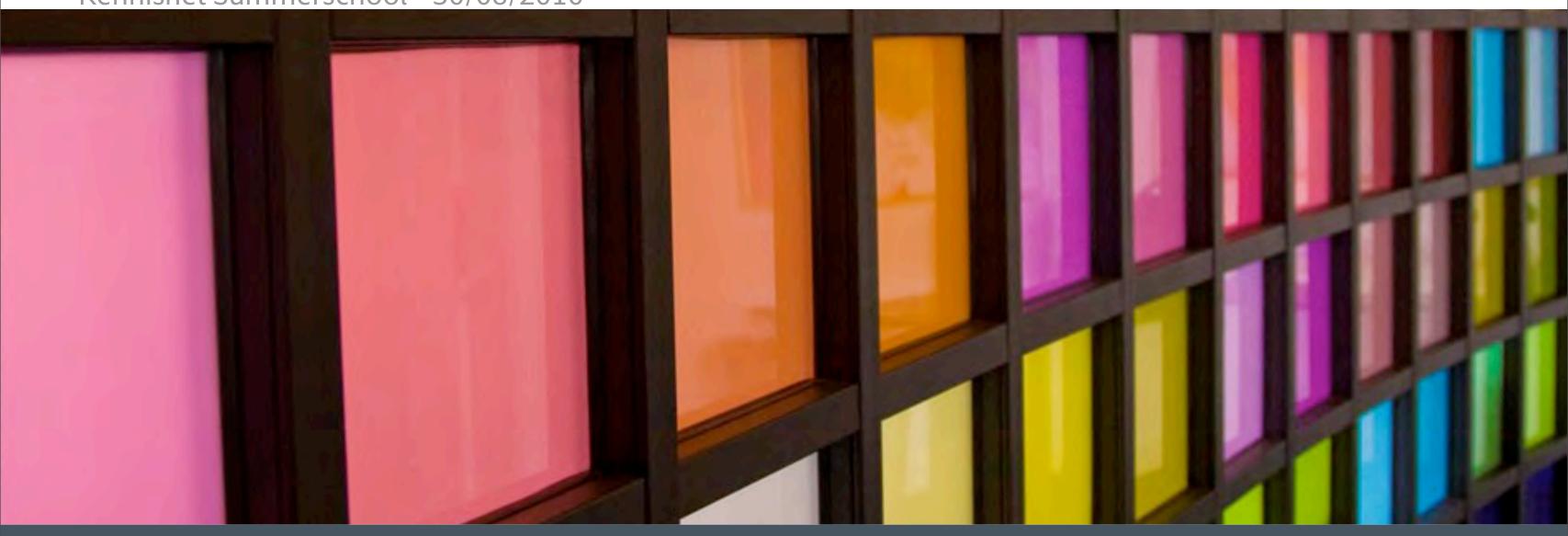
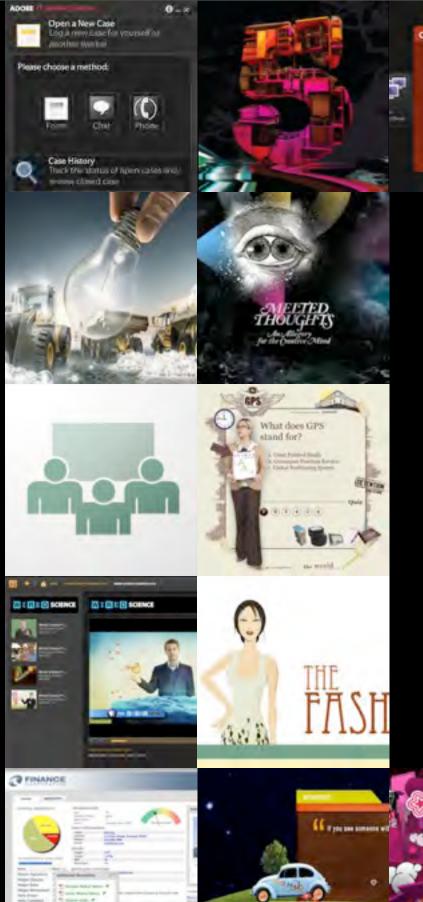
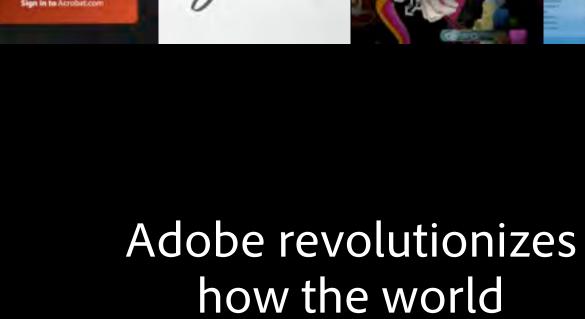


Preparing our children for the future and career success Klaasjan Tukker, Adobe Systems Benelux

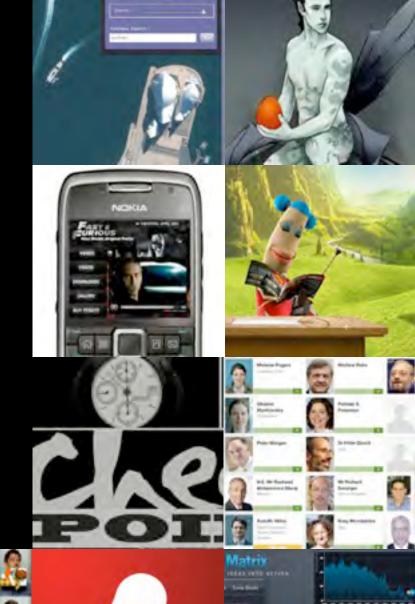
Klaasjan Tukker, Adobe Systems Benelux @ktukker - ktukker@adobe.com Kennisnet Summerschool - 30/08/2010







engages with ideas and information





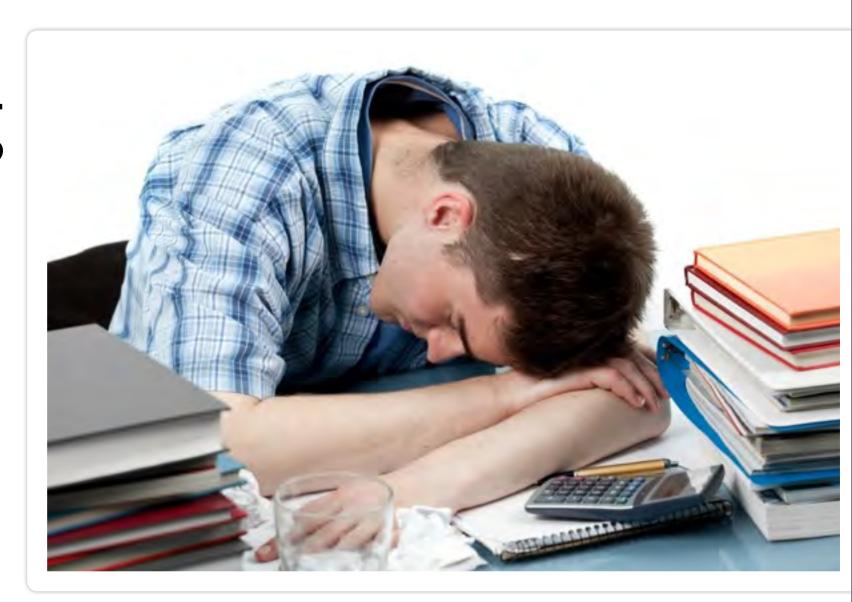




Role of Education



- 88% of dropouts
 were earning passing
 grades
- 47% "Classes were not interesting"



"...like being on an airplane"



Competition & Globalization



School Age Populations







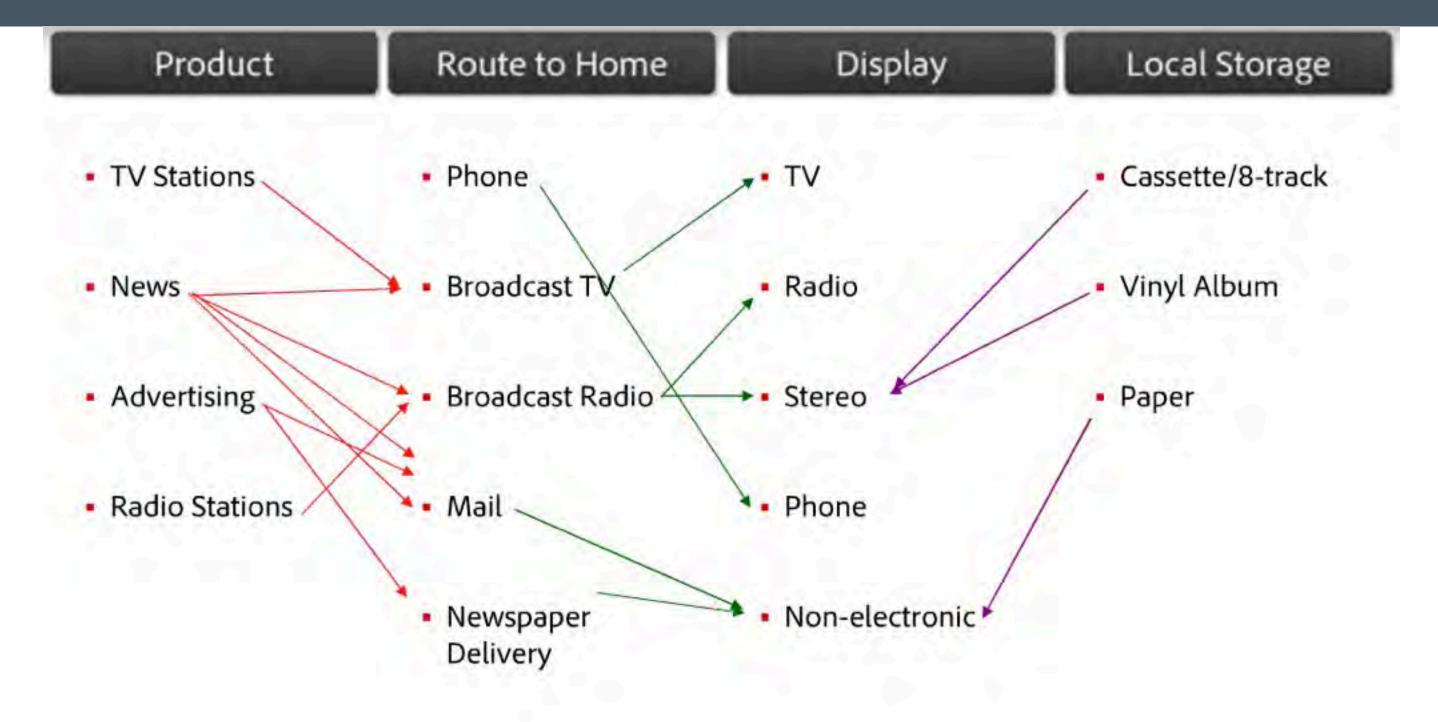




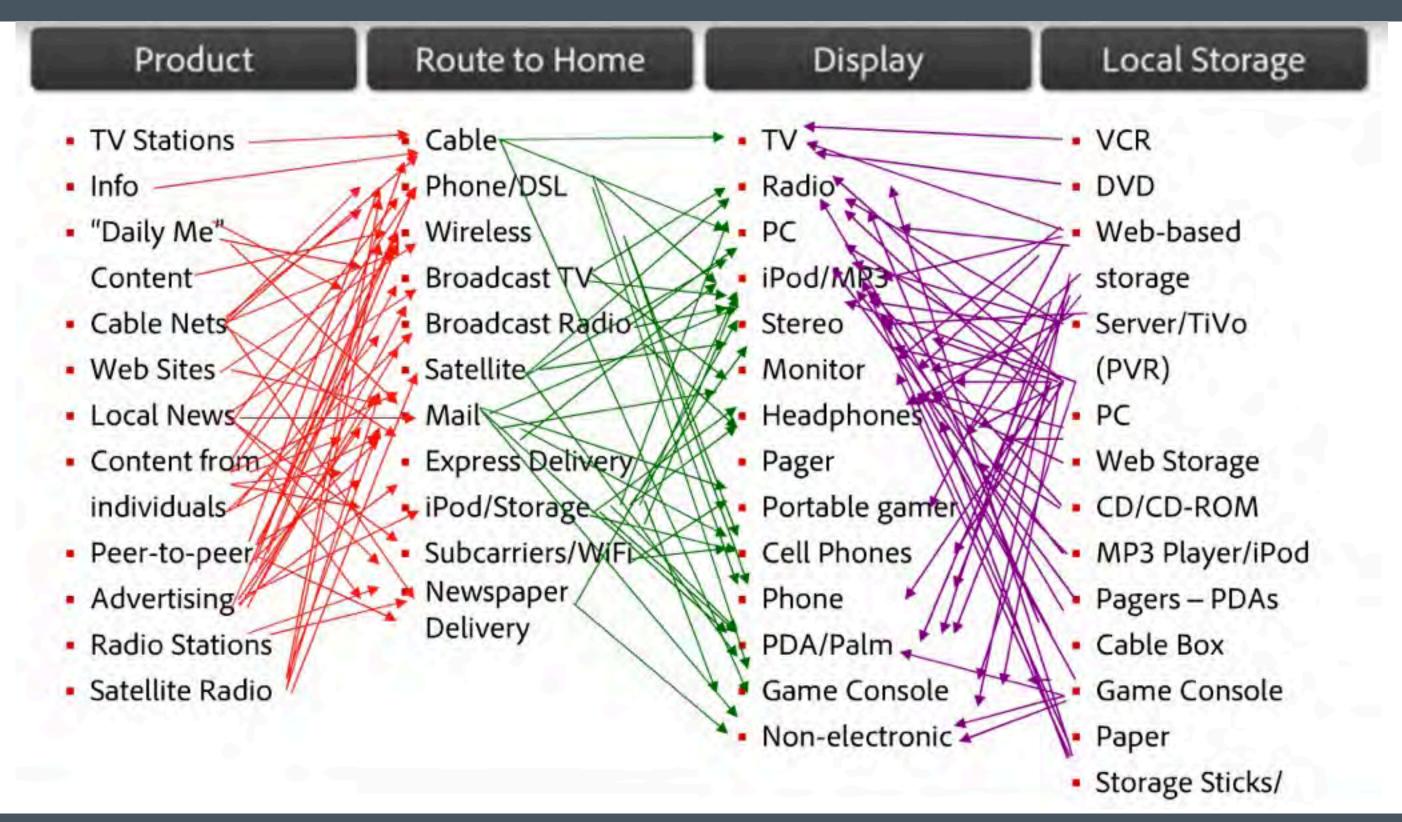
	India	China	US	UK	NL
Bevolking	1.169.016	1.328.630	305.826	60.769	16.609
< 18	446.646	341.821	75.992	13.100	3.915
Top 10%	44.665	34.182	7.599	1.310	391

1 unit is 1000 persons; Source NL: CBS

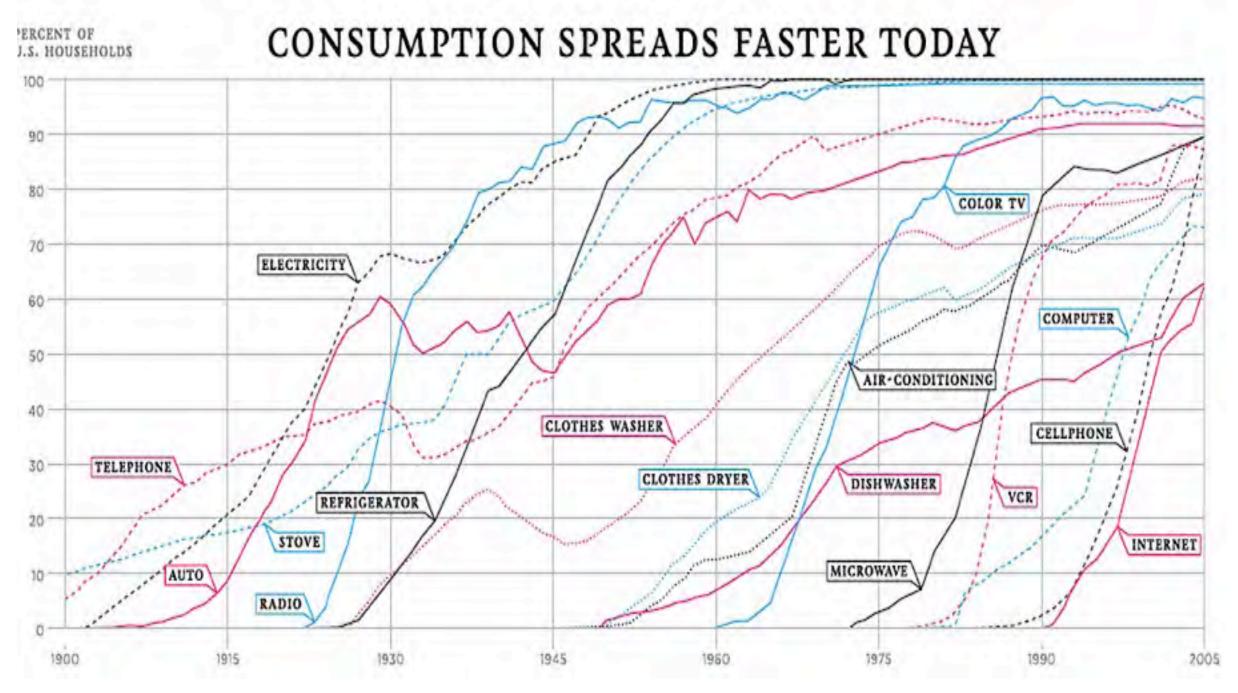
Home Media Ecology - 1975



Home Media Ecology - Today



Speed of consumer technology adoption



Source: NY Times

The Changing Technology Landscape

Device + Desktop Computing



Social Computing







Vectors of Innovation: Device + Desktop Computing

The mobile revolution is underway worldwide - devices connected to the Internet already outnumber PCs. This shift is leading to a disruption in how software is created and experienced, with the increasing challenge of authoring for a highly divergent environment of client capabilities



Vectors of Innovation: Client + Cloud Computing

We are in the fourth generation of applications, where computing combines the best attributes of local processing and interactivity with the best attributes of server-side processing and network information access. This is driving new approaches to software development, distribution and consumption

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Vectors of Innovation: Social Computing

The Internet has transformed the computing experience from one that was largely solo to one that is highly connected to other people around the world. This is changing industries, including software, as expectations for engement increases. These social aspects of computing are as significant as the technical shifts.

The Changing Technology Landscape

Device + Desktop Computing



Social Computing







Trends: 21st Century Skills

What are the most import skills **today** when hiring College graduates?

Oral Communication	95%
Team Work Collaboration	94%
Written Communication	93%
Critical Thinking	92%
Writing	90%
Language	88%
Reading Comprehension	87%
Leadership	82%
IT Application	81%
Creativity	81%
Mathematics	64%
Science	33%

What skills and content areas will be **growing in importance** in the next five years?

Critical Thinking78%IT Application77%Team Work/Collaboration74%Creativity/innovation74%Diversity67%Leadership67%Oral Communication65%Mathematics49%		
Team Work/Collaboration 74% Creativity/innovation 74% Diversity 67% Leadership 67% Oral Communication 65% Mathematics 49%	Critical Thinking	78%
Creativity/innovation74%Diversity67%Leadership67%Oral Communication65%Mathematics49%	IT Application	77%
Diversity 67% Leadership 67% Oral Communication 65% Mathematics 49%	Team Work/Collaboration	74%
Leadership 67% Oral Communication 65% Mathematics 49%	Creativity/innovation	74%
Oral Communication 65% Mathematics 49%	Diversity	67%
Mathematics 49%	Leadership	67%
	Oral Communication	65%
\\\-:\tain=	Mathematics	49%
VVriting 45%	Writing	45%
Reading Comprehension 41%	Reading Comprehension	41%
	Science	39%
Science 39%	Language	33%



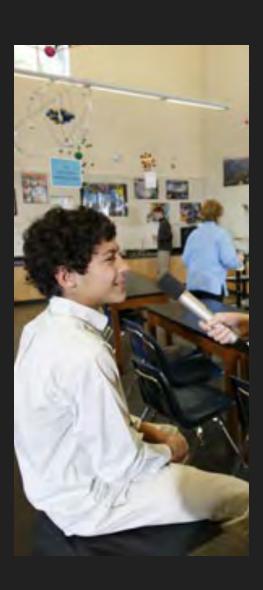
21st Century Skills



Technology Literacy



Creativity



Effective Communication



Critical Thinking



Collaboration



IN MORE DEVELOPED COUNTRIES



Routine
Work

DONE BY
PEOPLE

Routine
Work

DONE BY
MACHINES

IN LESS DEVELOPED COUNTRIES

Today's Digital Natives



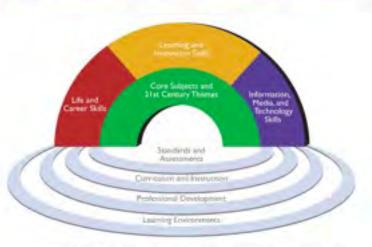


Partnership for 21st Century Skills



The Partnership for 21st Century Skills is a national organization that advocates for 21st century readiness for every student. As the United States continues to compete in a global economy that demands innovation, P21 and its members provide tools and resources to help the U.S. education system keep up by fusing the three Rs and four Cs (critical thinking and problem solving, communication, collaboration, and creativity and innovation). While leading districts and schools are already doing this, P21 advocates for local, state and federal policies that support this approach for every school. Learn more about the Partnership and the Framework for 21st Century Learning.

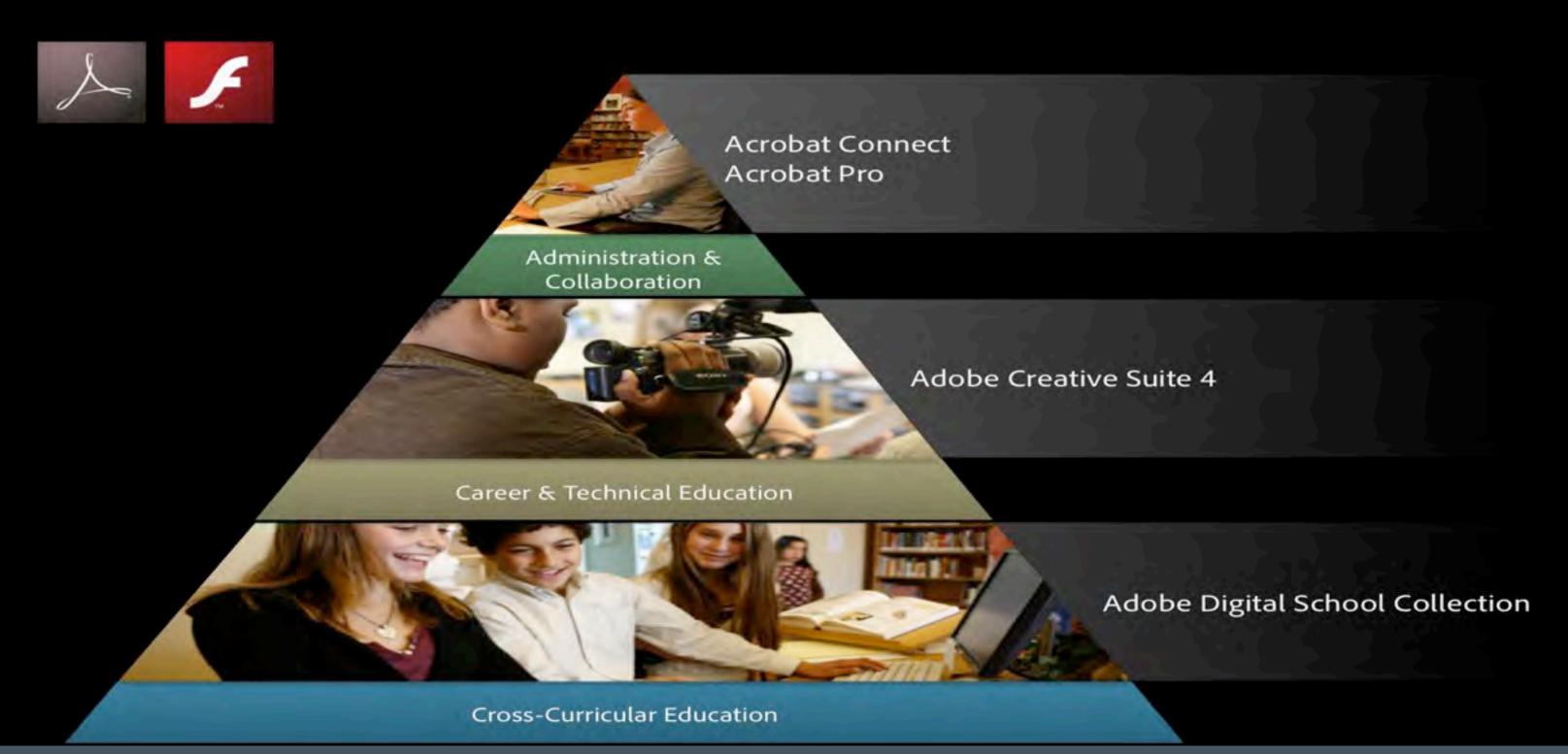
A FRAMEWORK FOR 21ST CENTURY LEARNING



How does this Framework give students the skills and knowledge they will need to succeed? Learn more.

What's new about learning in the 21st century?

Adobe Education Solutions



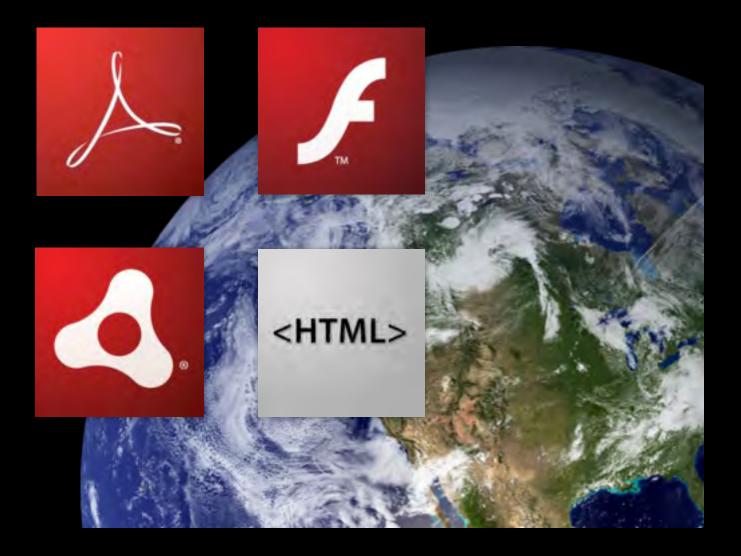
Adobe Education



- Worldwide partnerships and solutions
- Supporting Teachers, Schools, and Students

Adok

- Adobe technologies reach 700+ million PCs and 300+ million devices.
- Flash has 98% reach on connected PCs and
- 8 million installs per day.
- There are 250,000,000 PDF files on the web.





Adobe Digital School Collection

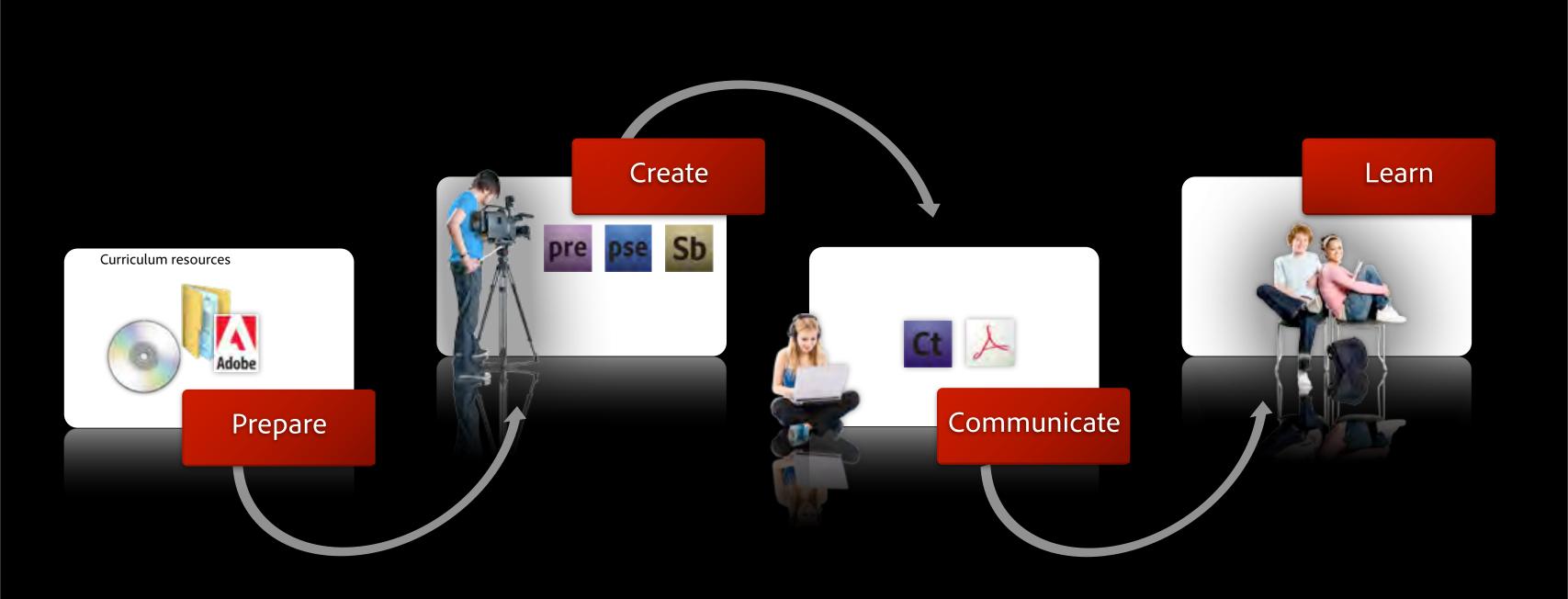
Digital communication tools for students, teachers, and staff:

- Integrate technology for 21st century skills across the curriculum
- Actively engage students in learning
- Prepare teachers to effectively integrate digital media into teaching
- Support multiple learning styles
- Incorporate project-based learning





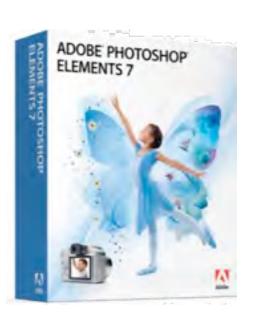
Adobe Solutions for 21st Century Schools





Photoshop Elements

- Step-by-step editing assistance
- Superior editing and retouching
- Convenient sharing

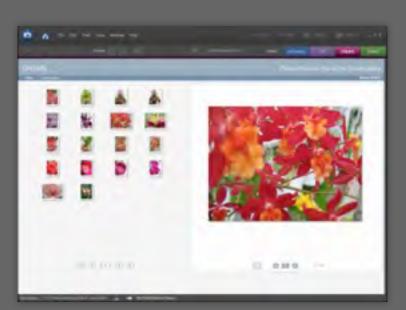








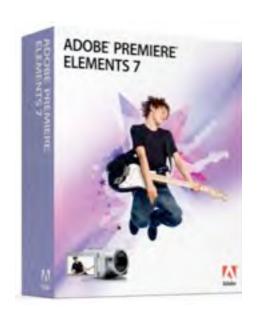
Map projects



Create Flash Galleries

Premiere Elements

- Easy-to-use movie themes and templates
- Improved Sceneline for quick editing of multiple clips
- Stop motion support
- Audio mixing for emphasis and relative volume handling





Publish videos and documentaries



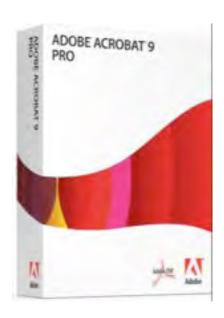
Assemble video clips in a sceneline



Create stop-motion animations

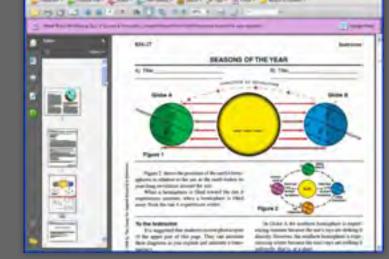
Acrobat Pro

- Create and share student work over time, curriculum, media-rich lesson plans, project materials and homework assignments
- Assemble a wide range of media— including web pages, video and audio, online articles, digital media, and scanned textbook pages — into a single, searchable electronic file or ePortfolio





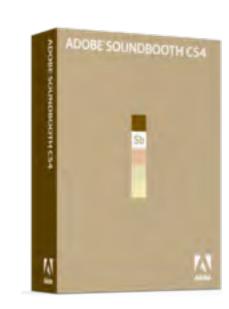




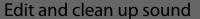
Curriculum reviews made easy

Soundbooth

- Turn spoken dialogue into text-based, timecode-accurate metadata that makes your sound searchable by text searches
- Volume-matching functionality matches the volume of multiple clips to a single reference volume level
- Jump-start audio projects with free sound effects and Soundbooth Scores









Includes free effects and audio scores

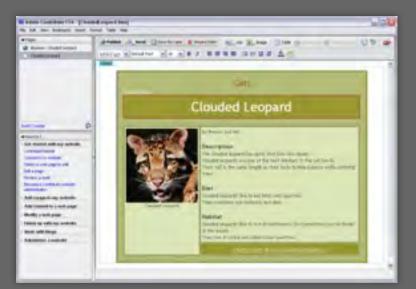


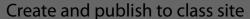
Edit sound for video projects

Contribute

- The new full-featured in-browser editor in Contribute CS5 provides interface for editing and publishing web pages within your browser
- Establish workflow processes to collaboratively author, review, and publish content — without compromising website integrity.
- Control website authoring permissions with site administration and connection management consoles

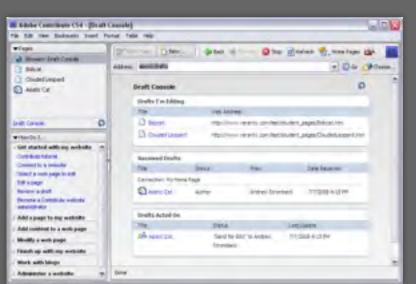






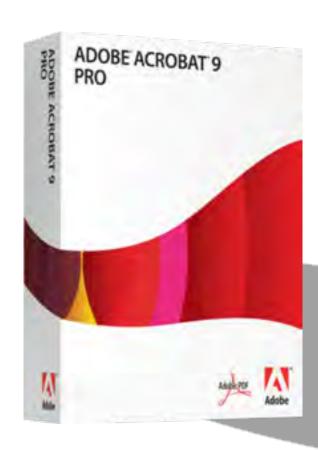


Students maintain their own web pages

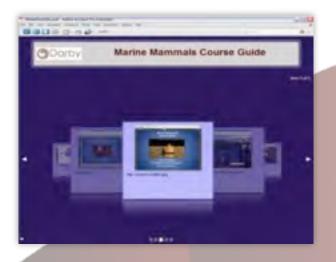


Set up permissions and workflow

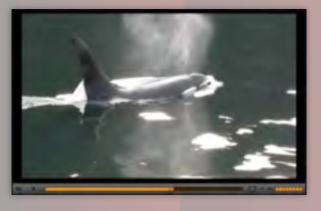
Assessment & Collaboration - Acrobat 9 Pro



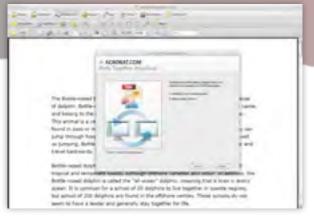
Portfolios



Student Portfolios



Video



Collaborative Reviews

Teacher Resources DVD

- Updated lesson plans for projects in academic subjects
 - History
 - Science
 - Citizenship
 - Art
 - Language arts
- New lessons for subject area
 - Music (with Soundbooth)
- Digital assessment methods
- Video tutorials from partners
 - Lynda.com
 - Atomic Learning



Lesson Plans/Core Subject Areas

A Person in Time Online

Subject: Social Studies, History

Grade level: 6-12



Visualization of the Atom

Subject: Science

Grade level: 6-12



Pioneers of Music

Subject: Music

Grade level: 6-12



Civic Documentaries

Subject: Civics, Social Studies

Grade level: 6-12



Impressionist Artwork

Subject: Art, History

Grade level: 3-9



Animal Kingdom Digital Encyclopedia

Subject: Science

Grade level: 4-9



A Person in Time Online

Subject: Social Studies, History

Grade level: 6–12











21st Century Skills†

Learning and Innovation Skills

- ••Creativity and Innovation
- Critical Thinking and Problem-Solving
- Communication and Collaboration

Information, Media, and Technology Skills

- ••Information Literacy
- ⋅・Media Literacy
- Information, Communications, and Technology (ICT) Literacy

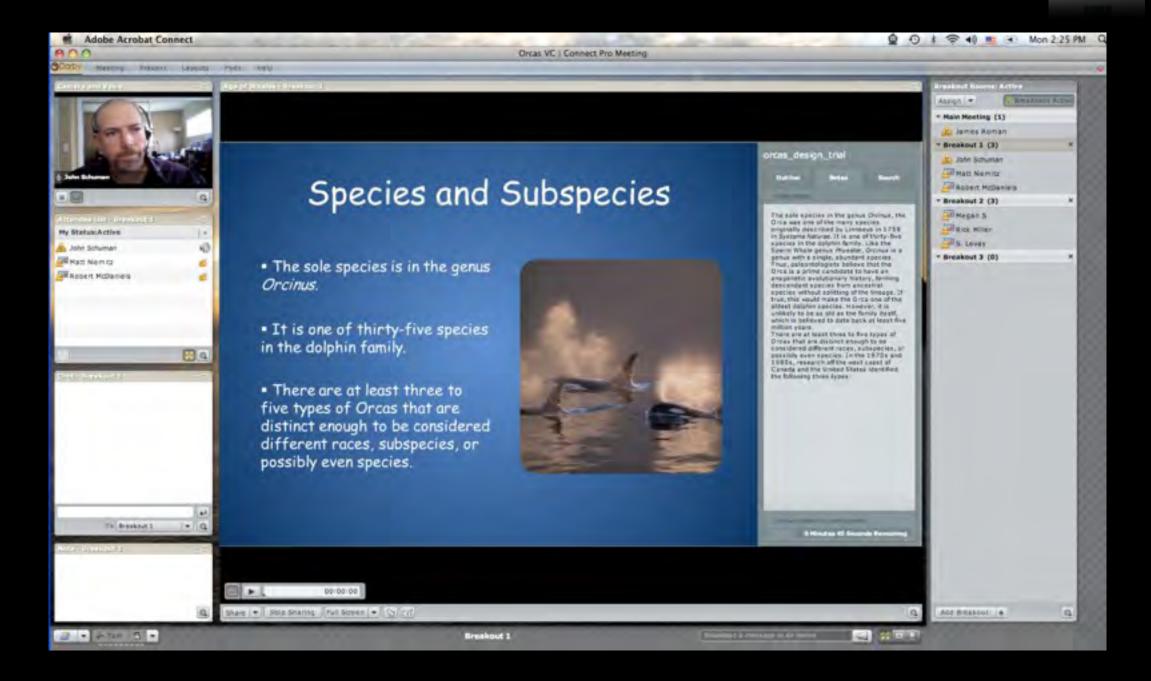
Life and Career Skills

- ••Flexibility and Adaptability
- ••Initiative and Self-Direction
- ••Social and Cross-Cultural Skills
- ••Productivity and Accountability
- ••Leadership and Responsibility



Adobe Acrobat Connect Pro







Beeld, Geluid, Actie!



Home

Beeld, geluid, actie!

Ontwikkel de digitale creativiteit van uw leerlingen met Adobe!

Speciaal voor basisscholen hebben zeven leerkrachten lespakketten samengesteld, welke in het Nederlandse curriculum passen. De lespakketten zijn gebaseerd op de Adobe Digital School Collection.

Leerlingen worden zo optimaal gestimuleerd om hun creativiteit om te zetten in beeld. Ze worden goed voorbereid op het werken met Adobe, dat in steeds meer verschillende werksectoren wordt gebruikt.

Kom aankomend schooljaar naar de eendaagse training Beeld, geluid, actie! en maak kennis met de Digital School Collection en de ontwikkelde Nederlandstalige lessen.

- Kosten training en inschrijven
- Digital School Collection
- Meer informatie, locatie, data



Contact - Leveringsvoorwaarden - Privacy beleid

Beeld, Geluid, Actie!





Adobe via SLBdiensten of APS-IT

