



2022 SEAMEO-Japan ESD Award

Theme: Education Transformation through Partnership

SUBMISSION FORM

PART I: DETAILS OF YOUR SCHOOL

1. Name of your school: **Seri Mulia Sarjana International School**
2. Full address: **Simpang 340, Kampong Mata-Mata, Jalan Gadong, Bandar Seri Begawan**
3. Postcode: **BE1718**
4. Country: **Brunei Darussalam**
5. School's telephone number (country code+city code+telephone number): **673 2421 311**
6. School's Email Address: infodesk@smsarjanais.edu.bn
7. Name of the Headmaster/Principal/School Director: **Ms Chong Wee Meng**
8. Name of the Teacher Coordinator: **Joel Canoz Espiritu; Elvira de Luna; Dk Hj Siti Nur Hafizah Binti Pg Hj Zaini**
9. Email address of the Coordinators: joel@smsarjanais.edu.bn; elvira@teachers.smsarjanais.edu.bn; hafizahzaini@teachers.smsarjanais.edu.bn
10. School website (if available): www.smsarjanais.edu.bn
11. Educational level (Such as Kindergarten 1 to Grade/Year 9): **Kindergarten1 to Primary 6**
12. Total number of teachers in your school: **70 Teachers**
13. Approximate number of teachers participated in this programme: **70 Teachers**
14. Total number of students in your school: **800 Students**
15. Approximate number of students participated in this programme: **800 Students**

PART II: INFORMATION ABOUT THE SCHOOL'S PROGRAMME

The information of part II from no.1 to 14 should not be over five (5) pages long of A4 in total. The information should be written in **Times New Roman/Calibri font, font size 11.**

1. Title of the school's programme

Digital Learning Programme

2. Summary of the programme (a half page of A4)

Covid19 has rapidly transformed the educational landscape through mediation of technology-based applications, tools, and online platforms to support 21st Century teaching and learning. To prepare our teachers and students for the future, where technology plays a significant role in child's education, SMSIS

has initiated a **Digital Learning Programme** in 2018 to allow our teaching pedagogies to adapt to a rapidly changing and expanding technology-driven environment.

Seri Mulia Sarjana International School has developed a Digital Learning Unit (DLU) which consolidated all digital learning initiatives of our school. This unit is comprised of core group of teachers (experts on various areas of digital teaching and learning) equipped to facilitate the continuous reskilling and upskilling of teachers.

New insights are learnt and best practices on technology integration in education are discovered as a result of a strong partnership forged between the school and some local organisations and other academic institutions.

The term “Digital Learning” refers to a technology-based mediated and enhanced learning where students and teachers are provided windows to acquire prominent skills of 21st century education with wide access to technology as a tool, method, or strategy.

This programme has created borderless learning grounds for all members of the school community, most importantly the students. Learning time, place, path or pace of learners are highly considered fundamental in achieving powerful ends of this learning paradigm.

Time-Learning is no longer limited to the school day or school year. With the proliferation of the internet and various learning platforms, students have now the ability to learn anytime.

Place-Learning is no longer limited to the four walls of the classroom. With the proliferation of the internet and various learning platforms, students have now the ability to learn anywhere.

Path-Learning is no longer limited to standardize learning. Advance interactive and adaptive software allows students with different learning styles access the programme easily, making learning more personal and engaging.

Pace Learning is no longer restricted to the pace of the entire classroom of students. Advance interactive and adaptive software allows students with different learning difficulties and disabilities to access the programme at their own pace, making learning more personal and engaging.

3. Objectives/goals of the school’s programme

1. To provide students with unique and engaging learning experience designed by the teachers whilst utilizing various digital tools that support the entire learning process. This is part of the **“Learning using Technology”** component of DLP.
2. To introduce STEAM and other ICT programme such as coding as part of our **“Learning through Technology”** which are essentials for the development of our digital content ranging from new engaging, interactive and adaptive software and tools to educational videos and games.
3. To improve our digital learning instructions by adapting the latest 21st Century Pedagogy with emphasis on Digital Literacy and Citizenship as part of our **“Digital Instructions”** component of DLP.

4. Period of the time when the programme has been started

School Year 2018 to present

5. Activities (strategies/activities of implementation, and brief information of each activity)

Technology:
Learning Using Technology

1. **Bring Your Own Device (BYOD)** – SMSIS use educational technology as one way of enhancing our mission to teach the skills, knowledge and behaviour that students will need as responsible citizens in the global community. Students learn collaboration, communication, creativity and critical thinking in a variety of ways throughout the school day. In an effort to increase opportunities to acquire 21st century skills, the school allows personal devices on our network and school grounds for students from selected year levels who follow the responsibilities stated in the Acceptable Use Policy and the attached guidelines regarding B.Y.O.D.

2. **Immersive Technology (Virtual Art Museum)** – During the partial closure of schools due to pandemic, the Art Department launched its first virtual art exhibit which allows students view and interact with their masterpieces in a virtual and immersive environment. More than 100 artworks were curated and exhibited during the 5-day 3D Virtual Exhibition.

3. **Global Classroom** – Global Classroom aims to provide valuable knowledge about the culture and tradition of students from other countries as they immerse in an inter-cultural activity, collaborate, and communicate on different areas of learning and forge partnerships to strengthen global awareness among themselves. The suspension of our overseas trips due to pandemic entails us to rely on technology as way to communicate and interact with students from other countries. In 2021, the school organized a virtual World Environment Day summit with schools from Destiny Academy and Seri Jubli International School of Malaysia and Columbia International School of Japan. We also organized a virtual Music lesson with A+ School Hanoi, Vietnam where students from both schools took part in a musical ensemble.

4. **Micro:bit and Beebots School-Based Competition** – Seri Mulia Sarjana International School held a prize presentation to recognise the outstanding achievements of their students in a competition conducted by a local IT Services company, Indah Sejahtera Development & Services Sdn. Bhd. (ISDS) in collaboration with the schools.

The intra-school competition is an initiative by the Authority for Info-communications Technology Industry of Brunei Darussalam (AITI) titled as "Coding with Smart Devices" in support of the development of coding and computational thinking skills through fun and practical learning for students with the assistance of educational smart devices called Bee-Bot and micro:bit. The competition's key objective is to engage and challenge students' capabilities to come up with digital solutions and execute their ideas by programming the devices.

The school organised the micro:bit competition with the theme "COVID19" where students needed to come up with some precaution solutions, especially on social distancing. The schools have proven through the competitions that integrating the devices in other non-ICT subjects like English, Mathematics and Science can advance the students' skills and knowledge especially in this era of digitalization and 4th Industrial Revolution.

5. **Virtual Performance and Assembly (SMSIS TV)** – Part of our guiding principles is to provide well-rounded programme to our students. With the popularity social media as a platform to communicate to a broader audience, the school has created a streaming studio/speech lab to allow students develop their real-life language skills which is part of the Cambridge English core strands. With this, students will have the opportunity to interview guest speakers, professionals, and parents as part of our community partnership. Moreover, students are given opportunity to also showcase their talents in singing, poetry and playing musical instruments through our weekly virtual assemblies.

6. Teaching and learning approaches/strategies that the school has integrated into the programme

1. **Interactive Technology (English, Bahasa Melayu and Mandarin Reading Progress)** – With the versatility of Microsoft's interactive reading platform, the school has extended its online reading programme to Bahasa Melayu and Mandarin using its reading progress application. This gives our students the ability to monitor their progress as they develop their proficiency in reading.

2. **Programming, Design and Technology** – SMSIS Computer Studies has integrated both Programming and Design-Tech to its Upper Primary level using Micro: bit, Scratch and 3D printing technologies into its

curriculum. At the end of Stage 6, students are expected to design and develop interactive games, and/or provide solutions to real-world problem using their knowledge and skills in programming and 3d scanning/printing to create a working prototype as part of their Transdisciplinary Project. We have also introduced programmable devices such as Beebots to our Early-Years and Lower Primary students as part of the “learning using technology” of DLP. Its interdisciplinary approach provides teachers and students to use technology as tool to introduce concepts in subjects such as Literacy, Mathematics, Science and English

3. **Student Support Unit – Online Support** – SMSIS Student Support Unit (SSU) breaks down learning barriers amidst the pandemic to keep quality international education accessible and inclusive to all students. Our experiences of providing online support to our students during the school’s partial lockdown has paved the way to the creation of virtual support programme to ensure that students receive support based on their academic, language and socio-emotional needs.

4. **Educational Videos** – Pre-recorded Instructional Videos to augment students’ learning. Teachers have recorded close to 300 educational videos. All videos are uploaded and streamed in Microsoft Stream. These videos can be used as an additional learning instruction for students to learn new concepts or topics. This is

5. **Digital Assessment** - The Digital Assessment is used as part of SMSIS blended assessment programmes where formative and summative assessments are conducted using both paper and digital-based formats. The term “digital assessment” refers to the process of testing and assessing students learning using information and communication technology such as MS Forms and Dugga assessment platforms. Maintaining a safe, secure and authentic evaluation: SMSIS aims to provide a digital assessment that is reliable and valid when evaluating students’ learning. It also intends to make assessments more accessible to students with different learning styles and needs.

6. **Flipped Classroom** – In contrast with the traditional method of learning, flipped model focuses on knowledge acquisition that often takes places outside the classroom. This learning approach provides rich student-centred learning opportunities as valuable class time is spent more on engaging and creative activities while in the classroom, focusing on concepts with greater depth.

7. **Remote Learning** – To ensure that learning is not impeded, students can join virtual classes through various online platforms such as live-stream synchronous instructions and assessments should they are unable to attend face-to-face classes due to medical or personal reason. Other learning materials such as notes, assignments, homework and educational videos can also be accessed in our MS Teams platform.

8. **ONE-SMSIS Hub** - SMSIS Microsoft Teams learning management system is a digital hub for students to communicate, collaborate on projects and presentations, and engage with learning resources while working individually or in groups, all in an online environment using various digital tools and applications designed to foster 21stcentury skills.

7. Details of partnership and community participation in the school’s programme

1. **Cambridge International** – SMSIS has joined the growing global community of Cambridge schools since 2013. Cambridge has strengthened our primary curriculum by providing ongoing support to all our teachers through various forms of trainings and collaboration. Stronger relationships amongst educators from different parts of the world are established as they equally contribute to the development of teaching pedagogies, achieving core of each school’s learning goals.

2. **Authority for Info-communications Technology Industry of Brunei Darussalam (AITI)** conducts yearly **trainings** on “Coding with Smart Devices” in support of the development of coding and computational thinking skills through fun and practical learning for students with the assistance of educational smart devices called Bee-Bot and micro:bit.

3. **Indah Sejahtera Development & Services Sdn. Bhd. (ISDS)** –in collaboration with ISDS, bootcamp training for students on basic programming using Scratch, RoboGarden and Micro:bit was conducted.

4. **BruCert** established in May 2004 with the vision of enhancing the security of **Brunei** ICT through proactive prevention and effective response conducts yearly talks on Online Safety and Cyber Bullying in partnership with the school's Health and Safety and Child Protection Unit. BruCERT conducts yearly awareness program called Secure Verify Connect, aimed at raising awareness of Internet safety and information security among the students and the common public in Brunei through education, seminars and workshops.

Secure Verify Connect, an initiative by BruCERT educate students about cyber threats and risks to one's privacy and safety when using the internet as children and teenagers are especially vulnerable. This will provide them with guidance so that they can enjoy using the Internet safely.

5. **Edpuzzle (Alwin S. Reclusado - Ambassador)** – Sharing and training sessions in App Smashing was organized for teachers with the aim to promote learning continuity and professional development. Led by Mr Alwin Reclusado from Xavier School, Philippines and an advocate of TEACHnology – the appropriate use of technological tools in the teaching and learning process, he introduced various digital educational tools such as Edpuzzle, Wakelet and Ziptet which can be integrated in our digital learning programme.

6. **Asian Psychological Services and Assessments (Theresa Amita R. Dela Cruz, MA)**– In partnership with the Asian Psychological Services and Assessments, the webinar was organized by the Student Support Unit in conjunction with the celebration of World Mental Health Month in October.

Integrating Socio-Emotional Learning (SEL) into the curriculum and instruction was the biggest takeaway of teachers from the Zoom webinar on Social-Emotional Learning in the classroom. The keynote speaker shared her valuable insights and experiences in incorporating innovative ways to cultivate and practice social and emotional competencies at school.

7. **Ryan Woolaston (Bangkok)** – A passionate educator, with specialism in Mathematics at Harrow International School, Bangkok, who has worked as a senior leader with responsibility for schools' standards, teaching and learning. The online training conducted by Mr. Woolaston focuses on effective integration of digital technology to support face-to-face and online learning. Teachers have participated in a deep learning discussion and collaboration on the Principles of Online Instructions; Modelling, Questioning and Feedback; Building Fluency and Online Assessment Strategies.

8. **School Collaboration** – The school envisions a community of learners involving students, teachers and parents in a global environment that is positive and nurturing. In this regard, the school maintains its partnership and collaboration with schools such as Destiny Academy (Malaysia), Seri Jubli International School (Malaysia), A+ School (Vietnam), Columbia International School (Japan).

9. **Microsoft Education** – Currently, more than 50% of the teachers have received Microsoft Innovative Educator (MIE) certificate, making it more evident that teachers' have emerging journey in creating a more dynamic professional network composed of digitally-inclined educators. This has also strengthened the skills of the teachers in using Microsoft tools that constantly boost productivity, efficiency and connectivity within our school community.

8. Monitoring and evaluation mechanisms

1. **School Survey** – we conduct informal and formal surveys to teachers, parents, and students with regard to the implementation of our virtual programmes (i.e., LMS, live teaching, assignments, assessments, learning materials). Programmes and initiatives are reviewed based on the feedback that we received from different stakeholders.

2. **Schoolwide learners outcome assessment tool** – We are still in the process of reviewing all our initiatives and programmes based on the SLO formulated by the school and the accreditation body.

3. **School Strategic Plan** – We are currently crafting our mid to long term strategic plan for SY 2022 - 2026 for the effective implementation and integration of digital learning into our programme. With this, the school will be able to identify the goals and objectives in order to realize our vision for the future.

9. Effectiveness of the school's programme to learners, teachers, families, and community

With the integration of digital learning into our curriculum and the digitalization of teaching and learning process, our programme has become more accessible to both students and parents.

- Learning materials and other resources are now available online
- Digital Assessment provides a digital assessment that is reliable and valid when evaluating students' learning. It also intends to make assessments accessible to students with different learning styles and needs.
- Student Support Unit engages our students in synchronous and asynchronous technology-based learning. Our team of dedicated teachers are conducting virtual reading lessons and counselling to ensure that our programmes remain accessible and inclusive to all students.

10. Plan for future

In line with the Brunei government's Wawasan 2035 vision, SMSIS envisions to be at the forefront of providing Quality International Education through Digital Transformation. We will continue to strengthen the core areas of our Digital Learning Programme from the IT infrastructure to Digital contents and Instructions. We will also continue to build partnerships and collaborations with other educational institutions and organizations to adopt and adapt to emerging technologies and teaching practices thus ensuring all teachers and students receive the necessary support and skills needed for them to succeed in the future.

11. Interrelationship of the school's programme with other Sustainable Development Goals (SDGs) (Please refer to page 2 in the Information Note or <https://sustainabledevelopment.un.org/sdgs>)

It is now widely recognised that digitalization in education is paramount to providing positive learning experiences that drive learners towards achieving sustainable goals, helping learners become a salient part of the competitive world.

The conception and implementation of the Digital Learning Programme empowers knowledge of teachers and learners. It also develops values and skills embedded in the learning process which are well-aligned with some of the sustainable development goals accentuating demand for urgent action by most countries, both developed and developing.

Digital Learning Programme has placed focus on inclusivity and equality in education that aids support in promoting lifelong learning opportunities for all likewise it seeks to strengthen the means of our programme implementation and ways to make it more sustainable through global partnerships.

Ultimately, as we reap massive benefits of the programme, the school plays its vital part of becoming an agent of environmental change as we continue to lower the impact to the intensifying global issues, deforestation. The transformation to paperless through eliminating the need for paper brought by the digitization will certainly provide a more long-term, sustainable solution.

12. Link(s) to the information of school's programme in social media platforms such as facebook, website, youtube

School website: www.smsarjanais.edu.bn

Instagram: <https://instagram.com/smsisbrunei?igshid=YmMyMTA2M2Y=>

Facebook: @SMSarjanaInternationalSchool

Canva: [Academic HBL Report \(Jan-Mar 2022\) \(canva.com\)](#)

Virtual Museum: <https://www.artsteps.com/embed/618ca63a1aa19146b0e69b78/560/315>"
frameborder="0" allowfullscreen></iframe>
SMSIS TV: <https://www.smsarjanais.online/>

13. (Optional) List of supporting documents such as a copy of the school operational plan or school management plan, action plan, learning/teaching materials, lesson plans, samples of student worksheet, manuals, etc.

If the supporting documents are written in local language, please provide a brief description in English language.

Maximum of two (2) supporting documents can be submitted with this submission form. Each supporting document should be less than or equal to **twenty (20) pages**.

Document 1) (File name)

Document 2) (File name)

14. Photos related to the activity/programme (Maximum of five (5) photos with captions in English)

Photo1



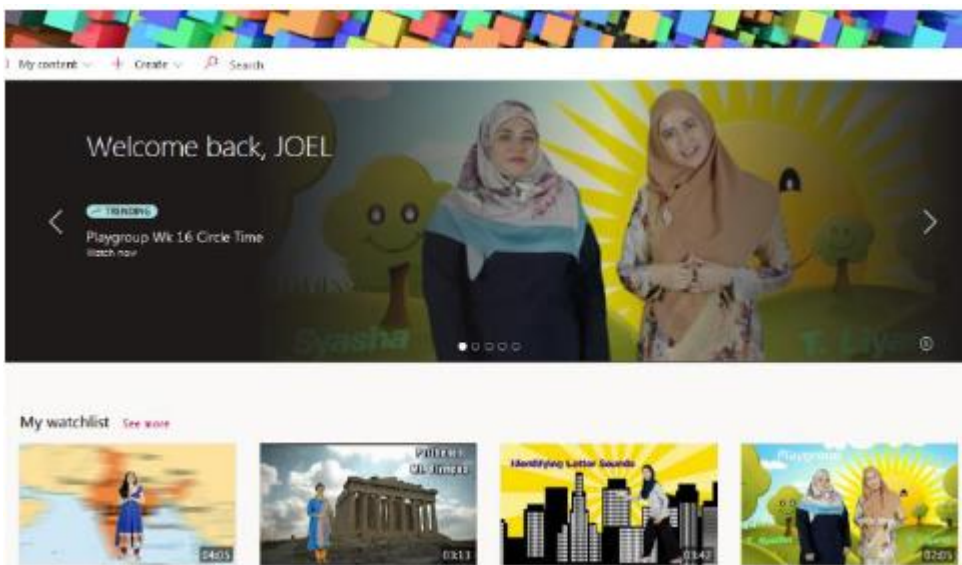
Students doing BYOD activities during their Music and Science classes

Photo 2



Students taking Digital Assessment

Photo 3



SMSIS Educational Videos stream via MS Streams Channel



Teachers recording educational videos of their lessons

Photo 4



Students programming games using Scratch and Micro:bit tools.

Photo 5



Student Support Unit for a more inclusive education.