

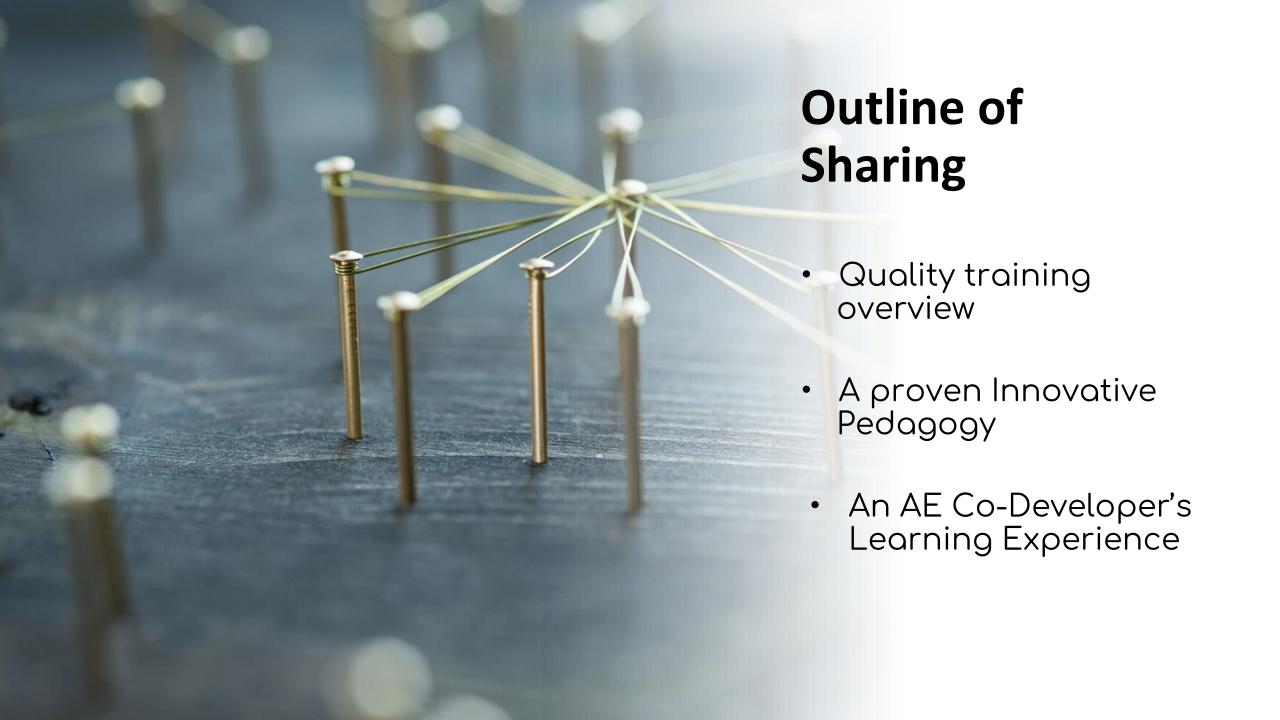




# Linking innovation, quality and training

Mr. Zach Chew and Ms. Nilanjana Saxena, Innovation Centre, IAL

Muhamad Sharul Bin Abdul Latib, Chye Thiam Maintenance

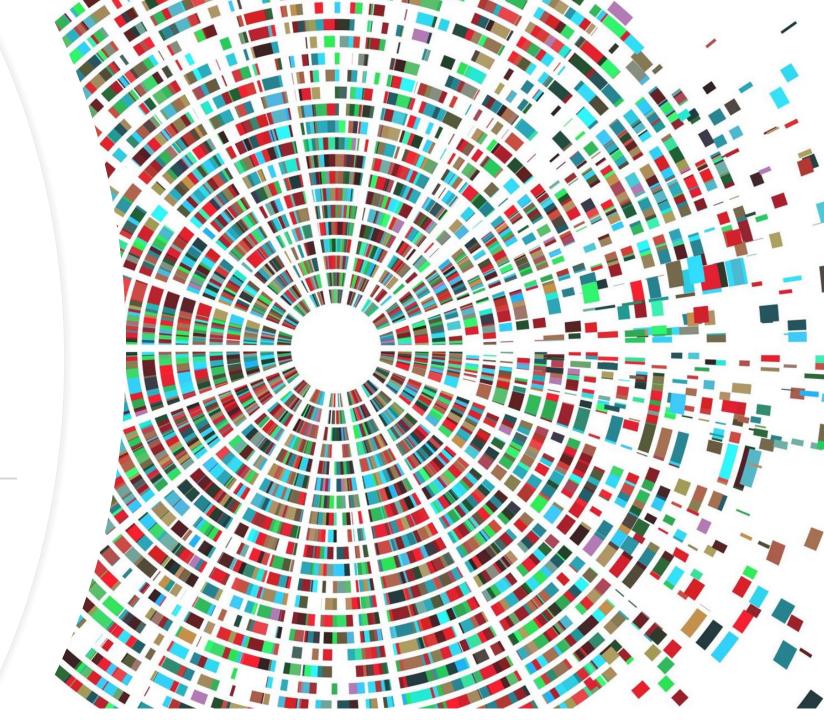


# What defines Quality in Training?

Food for thought:

**Quality Training** 

**Learning Outcomes?** 



# **Share your thoughts**

What does Quality Training mean to you?



# TRAINING

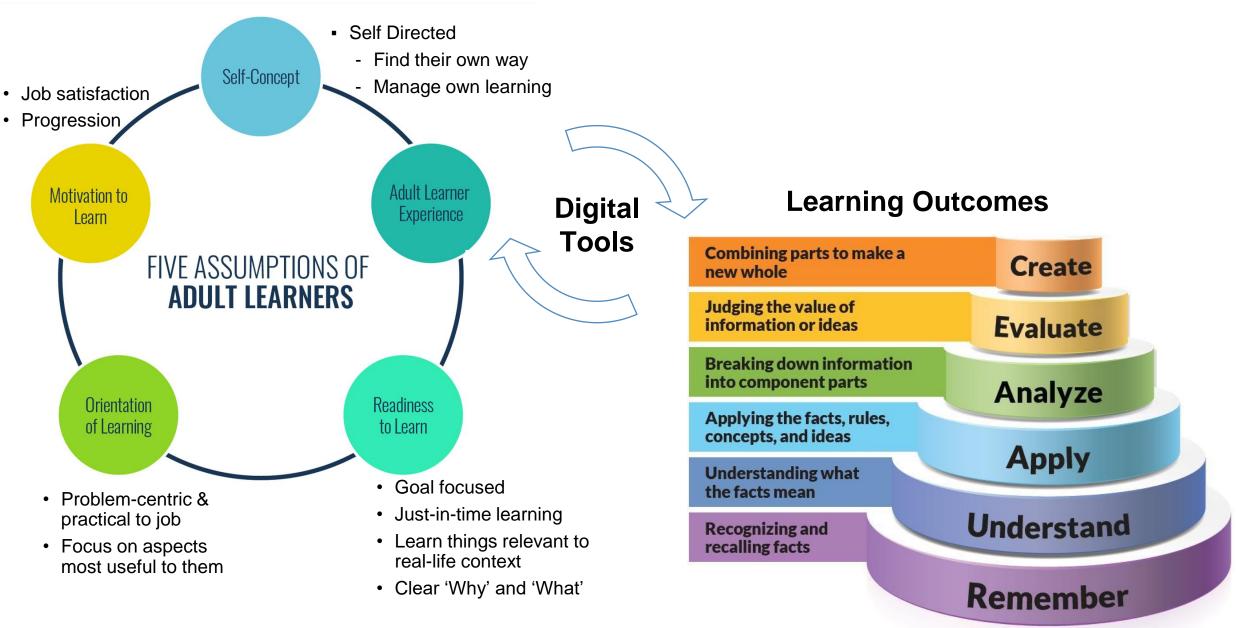


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# **Adults Learners, Learning and Technology**





# People, Process, Technology (PPT) Framework



# **PEOPLE**



Working in collaboration with our learners/staff to deliver changes

- Identifying and addressing skill gaps
- Building a culture of continuous learning
- Recognising and rewarding those who actively pursue professional development
- Establish clear lines of communication and encourage open dialogue
- Provide regular feedback and coaching

# **PROCESS**



Experience and expertise to support the delivery of effective learning intervention

- Streamline learning processes
- Create a clear learning roadmap
- Use metrics and analytics to measure the effectiveness of learning intervention
- Evaluate the impact of training on individual, team, and organisation performance

# **TECHNOLOGY**



Working together to bridge the gap between learners/staff and technology

- Learning platforms that provide a seamless learning experience
- Explore emerging technologies such as AI, immersive reality, gamification
- Leverage these technologies to create engaging and personalised learning experiences
- Ensure access to relevant and up-to-date content that is easy to consume and understand

# **Learning Optimisation**





### 1. Outcome

- What are the learning outcomes?
- What's really important?
- Why are we doing this?



#### 2. Learners

- Who are the learners?
- What do they care about?





Mainly, it frees up employees' brain space which:

- Improve Efficiency
- Reduce Costs
- Improves Productivity
- Reduces Risks
- Achieves Compliance



# 5. Implement

- Who will own the new processes?
- How can we measure the results?
- Are they align with what we want to achieve?



### **3.** Map

- What are current processes like?
- How aware are staff about current processes?



### 4. Redesign

- How can they learn better?
- How does learning lead to performance?
- At what stage should the learning intervention be?

# **Use Case**





# A Training Provider of WSH Courses

# A Double-Edged Learning Challenge

Migrant workers lack prior knowledge or experience in high-risk industries and receive job information and training only on arrival in Singapore

in Singapore.

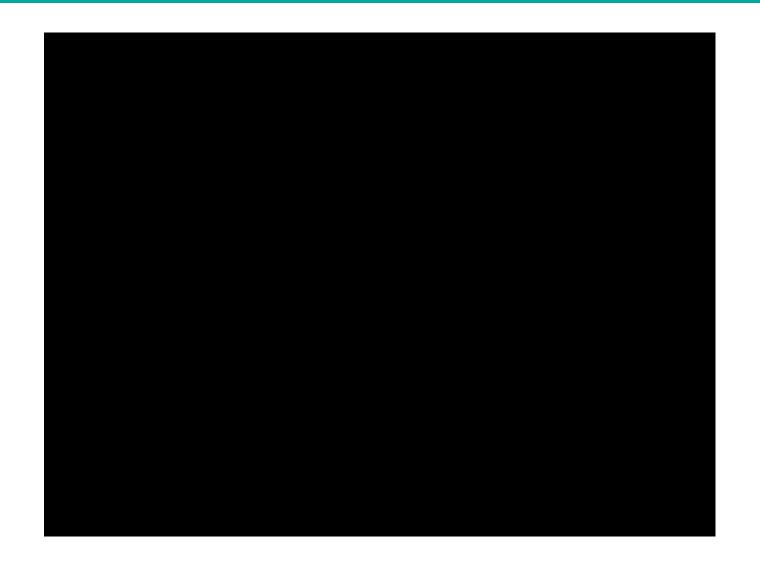


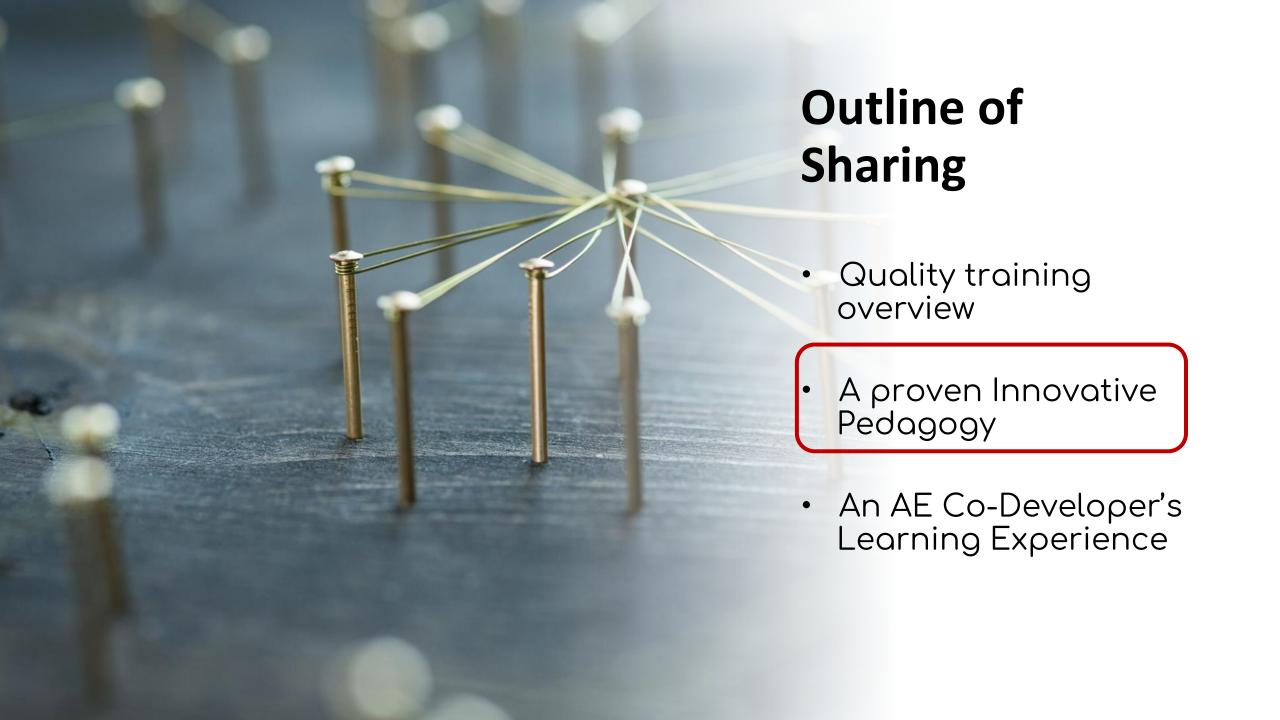
Trainers face the challenge of training large batches of workers with repetitive curricula. On-the-job training inadequate, as workers lack confidence and resort to unsafe practices due to fear or time pressure.

# Solution

- 1. To engage migrant workers in a controlled setting to learn "safe working" in hazardous environments, and to enable trainers massively scale their training efficiency"
- 2. To create a training and assessment system that will aid incoming migrant / technical skilled workers and WSH trainers.
- 3. To get migrant workers to know their rights and take ownership of their part in their own safety in hazardous work situations "Learn to speak up for your safety!"

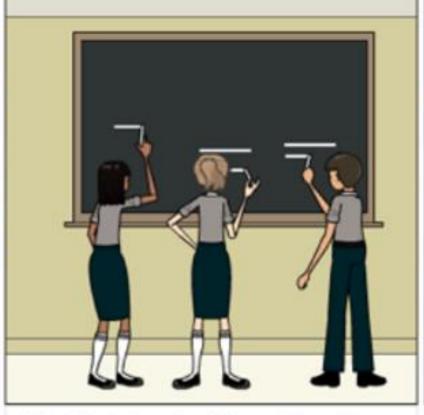






# **Problem solving**

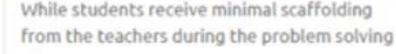
# Sharing



Via the sharing, the teacher then builds on the students' solutions and compare and

**Explaining** 

After 80 minutes of problem solving with their group mates, students' solutions will be



DEG

SUI

DF

# Mind the hand holding, stretch your learners, lead learning consolidation

Reference: https://singteach.nie.edu.sg/2021/04/26/productive-failure/

then assists the students in reviewing the problems again and arriving at the answer.





dvisory Boards | CSO | Security Practitioner | Curriculum Designer | Educ... mo • ©

Thank you Institute for Adult Learning Singapore, Professor Manu Kapur,
Professor Soo Kheng Sim, Dr Michael Choy, Nilanjana Saxena, Xiaofang and my
fellow euthuiastic educators for the culmination of our efforts to complete the
"Leveraging Productive Failure for Adult Learning" project. It has been a long bu
fulfilling work. Looking forward to the study trip:) Cheers!



You and 37 others

-











Manu Kapur (He/Him) • 1st
Professor at ETH Zürich, Director Future Learning Initiative

Productive Failure is now a model for Adult Learning as well! Working with the Institute for Adult Learning Singapore and several brave adult educators across several sectors, we showed how Productive Failure can be used to design powerful learning in adult and lifelong learning settings. Thanks to the IAL team Soo Kheng Sim Nilanjana Saxena Michael Choy and Bi Xiaofang and all the Adult Educators for making this a success beyond what we could imagine at the outset!



Vasanth Sankaran (He/Him) • 1st

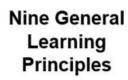
Learning & Development Professional | Enlianjana Saxena, Soo Kheng Sim, Michael Choy, and Xiaofang Bi

Happy to share with you an interesting proj 12 months with the **Institute for Adult Lear** of Prof **Manu Kapur**, a team of Adult Educa

# **PF in Adult & Lifelong learning**

- Think we can proudly say- we're the first in the world!
- Was it difficult, yes of course!
- Kudos to an amazing team, and our brave and supportive AE's on –board with us for this
- Application areas- WSH <first aid, OJT>, Coaching, Curriculum design, blended learning

# The PF Developmental Framework



5. Variability

6. Metacognition

7. Expectations

8. Feedback

9. Testing

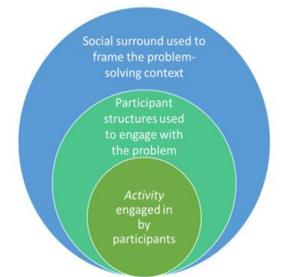
- Activation & Differentiation
- Concreteness fading
- 3. Scaffolding
- 4. Comparison

Basis for All Learning

# PF Design & Delivery principles

Phase 1: Generation & Exploration

Phase 2: Consolidation & Knowledge Assembly



Embodiment of principles... Four mechanisms (4As)

- Activation (of prior knowledge)
- Awareness (of knowledge gap)
- 3. Affect (psy state)
- Assembly (of learning)

21st Century
Learning goals and
dispositions such
as 'Learning
Agility', resiliency.

Ultimate Goal

Deliberate design and delivery towards embodiment of learning science mechanisms

Illustration of the relationship among the nine general learning principles, the PF model, the four mechanisms (4As) culminating in 21<sup>st</sup> Century learning goals and dispositions

# Learners' Experience of PF DP for Activity

~7-8 classes/ pilot Sample of ~80 learners/ pilot

Results reveal experience of trying something new...

Questions	Never	Sometime s	About half the time	Most of the time	Always	Mean	SD	
1. I was encouraged to challenge	0.00%	8.86%	13.92%	51.90%	25.32%	3.94	0.87	
myself to solve the problem	1.35%	10.81%	12.16%	51.35%	24.32%	3.86	0.95	
2. I was <b>involved in the design</b> of the	1.27%	13.92%	17.72%	40.51%	26.58%	3.77	1.04	
solution to a problem	6.76%	22.97%	12.16%	33.7%	24.32%	3.44	1.28	
3. I was encouraged to explore different solutions	2.53%	13.92%	15.19%	39.24%	29.11%	3.78	1.09	
uniterent solutions	2.7%	14.86%	20.27%	37.84%	24.32%	3.67	1.08	
4.I learned from my mistakes in	0.00%	7.59%	17.72%	51.90%	22.78%	3.90	0.84	
developing different solutions	2.7%	Ero	auan			.84	0.99	
5. I was encouraged to compare	1.27%		quen			.92	0.97	
different solutions to develop a better understanding	1.35%	ave	erage	3.83		.85	1.02	
6. I find it <b>challenging</b> to solve the problem given <b>but feel supported</b> to	1.27%	13.92%	17.72%	40.51%	26.58%	3.77	1.04	
continue to do so	0.00%	10.81%	10.81%	51.35%	27.03%	3.92	0.92	
7. I was <b>encouraged to identify the important features</b> of the learning	2.53%	10.13%	11.39%	48.10%	27.85%	3.89	1.01	
content	1.35%	8.11%	10.81%	44.59%	35.14%	4.05	0.95	
8. I was encouraged to put the important features together into a	2.53%	8.86%	13.92%	45.57%	29.11%	3.90	1.01	
structure to form the basis of my solution	0.00%	12.16%	13.51%	44.59%	29.73%	3.93	0.95	

# Learners' Experience of PF DP of Participant Structure

~7-8 classes/ pilot Sample of ~80 learners/ pilot

Results reveal experience of trying something new...

Questions	Never	Sometimes	About half the time	Most of the time		Mea n	SD	
1. I was <b>encouraged to challenge</b> my fellow learners'	3.85%	17.95%	20.51%	35.90%	21.79%	3.54	1.14	
solutions/ideas	4.05%	22.97%	24.32%	31.08%	17.57%	3.33	1.14	
211 Was encouraged to Work	2.56%	10.26%	10.26%	46.15%	30.77%	3.92	1.03	
with other learners to find solutions/ideas	1.35%	12.16%	10.81%	44.59%	31.08%	3.93	1.02	
3. I find it difficult to work with	- 4	29.49%	11.54%	14.10%	6.41%	3.81	1.03	
my fellow learners as we have very different abilities (reverse	%	Frequ	uency					
coding)	5.41%	avera	age 3.8	0	.43%	4.13	1.06	
4. I was encouraged to think	2.56%	14.10%	10.20%	50.00%	23.08%	3.77	1.04	
out of the box	1.35%	17.57%	16.22%	39.19%	25.68%	3.72	1.09	
5. I was encouraged to explain	1.28%	17.95%	7.69%	50.00%	23.08%		1.05	
my ideas	2.70%	14.86%	10.81%	43.24%	28.38%	3.81	1.10	
6. The <b>trainer used and worked</b> on our explanations to	1.28%	11.54%	12.82%	50.00%	24.36%	3.85	0.97	
form a model answer	2.70%	4.05%	12.16%	45.95%	35.14%	4.07	0.93	7

# Learners' Experience for PF DP of SOCIAL SURROUND

~7-8 classes/ pilot Sample of ~80 learners/ pilot

Results reveal experience of trying something new...

	Questions	Neve r	Somet	About half the time	Most of the time	Always	Mea n	SD
1	. I feel encouraged to	0.00%	7.69%	11.54%	53.85%	26.92%	4	0.84
Ć	generate and explore ideas	0.00%	9.46%	13.51%	52.70%	28.38%	3.96	0.89
2	2. I feel I am <b>supported for</b>	0.00%	7.69%	19.23%	47.44%	25.64%	3.91	0.87
	ny ongoing efforts to find he solutions	2.70%	5.41%	13.51%	52.70%	25.68%	3.95	0.93
3	8. I feel motivated to try	0.00%	8.9				3.88	0.88
	<b>Igain</b> when my earlier solution lid not work out	2.70%	0.1	eque verage	ncy e 3.865	5	3.8	1.01
4	. I was encouraged to share	0.00%	10.2070	12.02/0	44.07 /0	32.0370	3.99	0.93
	ny views on different ideas presented by other learners	1.35%	9.46%	14.96%	43.24%	31.08%	3.95	0.98
5	5. I was <b>encouraged to</b>	0.00%	11.54%	17.95%	38.46%	32.05%	3.91	0.98
i	mprove my ideas	1.35%	9.46%	14.86%	47.30%	27.03%	3.91	0.96
	6. I have the know-how to	1.28%	15.38%	19.23%	43.59%	20.51%	3.67	1.02
	mprove my ideas	0.00%	20.27%	24.32%	43.24%	12.16%	3.45	0.96

# Benefits observed by Learners

# Greater peer learning generated Deeper understanding by learners

That's why just now when I shared about the affirmation, *I learn so much from others*. The ideas is much better than just from my own because they have so much richness in their experience, so I learn a lot from everyone today.

But now, because we have to do it, I think we see more meaning in it. Yeah. We understand in a sense why we need to do it, the process and all. So I guess that experience, we understand better as well the mechanism behind it at the same time why we do it.

# Benefits observed by AEs

# **Greater ownership of learning**

I think one of the key things about PF is the onus of engagement. So in this case, where the participants are free to explore the sense of ownership over the gap or challenge that they uncovered, even though we identified the challenge for them, but having them being able to freely explore, to kind of identify the challenge on their own or identify gaps on their own, and to reaffirm actually pushes or places much of the ownership on their shoulders. And that way, when the discussion started, it's a lot richer, because the sense of ownership, responsibility is a lot greater.

# **Higher engagement of learners**

So in terms of engagement, I would say that it will be similar or better than the last one. Yeah, Because I think that time the PF thing sort of like also they thought is PF workshop. So they were little confused maybe the first time we had the phase one. So that's why we had to clarify you know, it's really spiral progression that we are looking at in curriculum. So this round I would think like in terms of engagement, I would say that none of them were like a playing with your phone or, you know, like trying to or just sitting back, you know, not so involved. I think all of them were really, really trying their best to solve whatever activity that was given to them. So the engagement was extremely high.

# Design Principles across the 2 Phases for PF-Infused Lessons

Design Phases	Activity	Participation Structure	Social Surround
1. Exploration & Generation	Design and conduct activities that are adequately complex with variant-invariant features to bring about failure in problem-solving, engaging and draw on learners' experience	Facilitate collaboration among mixed-ability groups to explore solutions and generate thinking and reflection	Set up a <b>safe environment</b> for learners to explore and generate by setting expectations of conduct underpinned by socio-emotional support
2. Consolidation & Knowledge Assembly	Compare and contrast learner- generated ideas and distil into critical principles or content for assimilation	Facilitate group discussions and presentations with learner engagement and generation of solutions to arrive at critical features	Create a safe space for learners to review, improve and learn from the generated solutions and representations without fear of judgment

# **Taking PF forward requires**



Q1. Drawing on the AE survey findings, what insights could you shed on the usefulness

I feel the level of facilitation skills play The completeness of the PF process can be

and co identi

The result

aggregate

various co courses m

increased

outcomes

more insid

We are no

an outlier.

be more re

survey is t specifc co 1. Safe space for Exploration

Challenging yet not Frustrating Problem/ investigation

3. Toggle b/n Designer, Facilitator as well as Learner Mindset

1. Role Facilitator & Designer

2. BALANCE Problem Solving w Content

Challenge for First Timers - improve w PRACTICE

5. AE's

1. Domain Expertise & Fluency w Different Approaches

2. Strong disposition to Manage 'confusion, challenge & mindset shift' for first time learners.

As rapport a 6. Learner and learning group dynamics.

the worksho emotional su

7. Fidelity to PF principles and how to fluently navigate this space!

of learners, AEs would need to modify their approach and be more mindful of their learners so to ensure that the Social Surround remains conducive to learning.

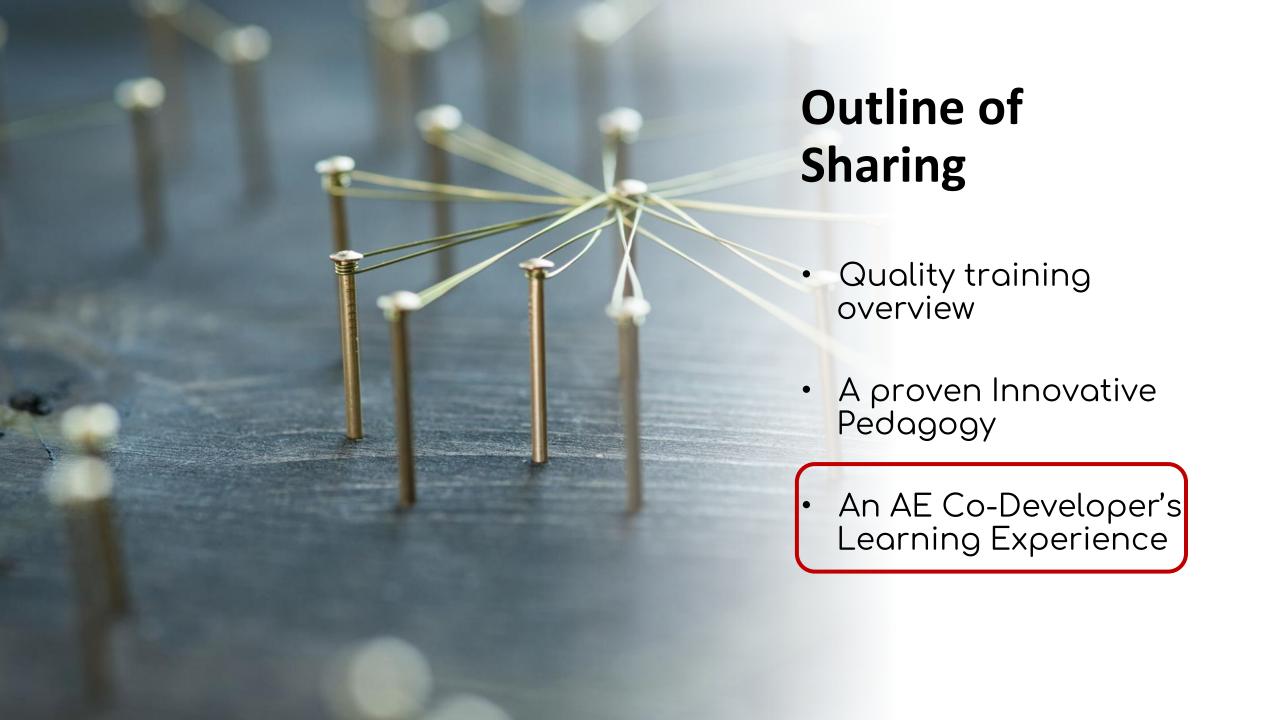
value to them in terms of usefulness.

ed by the of the Balancing delivery and ble to address olem fully

group is ent. Making hat the group safe to open ke risk and try g the problem ev ability of the cilitator.

s a new learning oach, practice e required to ase the dence level.

arn to relearn will be a journey



# **Speaker Profile**



Muhd Sharul Abd Latib
MSc Innov (SMU), MSc SWD (Cardiff)
DACE (IAL), SAE - Curriculum Development
WSHO & FSM
www.linkedin.com/in/muhdsharul

Muhamad Sharul is certified facilitator and course developer specializing in QEHS, ISO Management System, and Innovation, utilizes humanistic psychology, behavioral sciences, adult experiential learning, and transformative development to foster collaboration, establish aligned work environments, and improve organizational performance.

He has had careers in the government sector, MNC, Cooperative as well as SMEs. He actively participates in volunteerism activities related to Community Engagement.

# **Introduction – Chye Thiam Maintenance**





Maintains > 800 kilometres of roads island-wide

One of the largest
& established
Environmental Services
Companies with
>200 projects covering 2.5
mil sqft of
commercial/office space
maintained



**Well Equipped & Specialized Fleet** 

# Training Department conducting in-house WSQ & COJT courses for staff



- Training program aims to equip a new batch of *Quality, Environmental, Health & Safety (QEHS) Site Auditor* with the essential knowledge and skills required to provide on-the-job training effectively.
- The learners from the QEHS Department where their daily job is to go to various project sites and conduct site audits based on the standard benchmark and client's requirement.
- <u>Profile:</u> Less than 2 years of experience in their role. With ages ranging from late 20s to early 40s



- <u>Cognitive abilities:</u> Requires critical thinking, problem-solving, analytical skills, and attention to detail.
- <u>Societal level:</u> They are often working independently and do not need much collaboration with other colleagues to complete tasks and meet deadlines.
- <u>Emotive level</u>: May need to possess a certain level of emotional intelligence, including the ability to remain calm and objective in stressful situations, as well as good communication and interpersonal skills to interact effectively with their other colleagues.

# **Lesson Design & Delivery**

# **Conduct On-Job Training (For Site Auditors)**

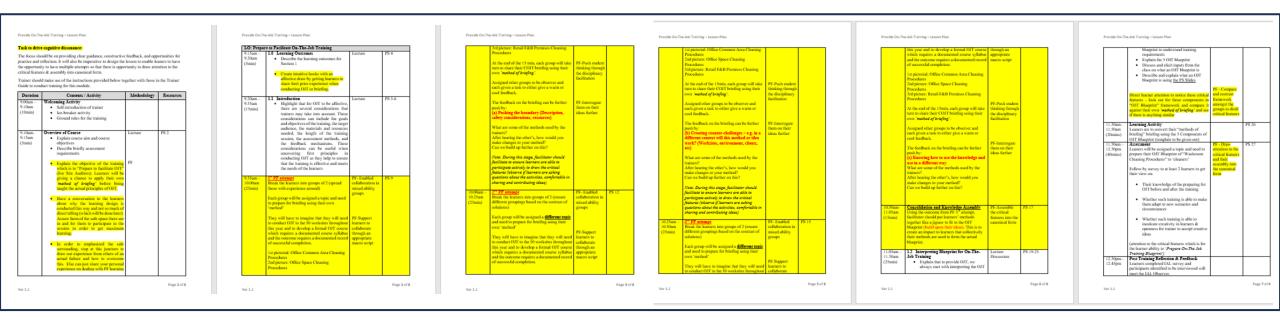
1.	2.		3	
OJT	OJT		OJT	
Curriculum	Task analysis		Worksheets	
4.		5.		
OJT Training log		OJT Tr	aining schedule	

 Introduced to the concept of On-The-Job Training (OJT) and guided on how to prepare blueprint

 Common issues: Identifying the critical tasks and processes that need to be documented and improved

PF design: Enable learners to have the opportunity to have multiple attempts to practice so that there is opportunity to draw attention to the critical features & assembly into canonical form

# 1st phase: Generation and exploration



- Lesson Plan Yellow highlighted is the PF component
- 9am to 12.30pm Slot in 2 hours is for PF component
- When designing and conducting their own on-the-job training (OJT) briefing, learners are informed of several considerations that they may take into account:
  - goals and objectives of the training,
  - > target audience,
  - materials and resources needed,
  - length of the training session,
  - > assessment methods, and the feedback mechanisms.

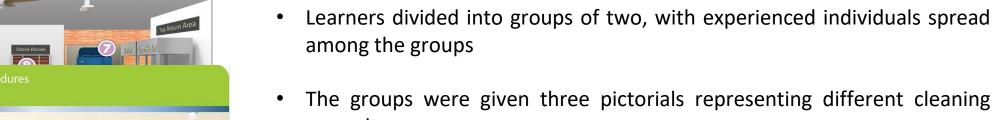
# 1st phase: Generation and exploration



办公室内清洁程序







- The groups were given three pictorials representing different cleaning procedures
- Given a 15-minute timeframe to discuss, thereafter each group shared their COJT briefing using their chosen method
- Facilitator encouraged pushing the boundaries of the briefings by emphasizing aspects such as description, safety considerations, and available resources

# 2<sup>nd</sup> phase: Consolidation and Knowledge Assembly

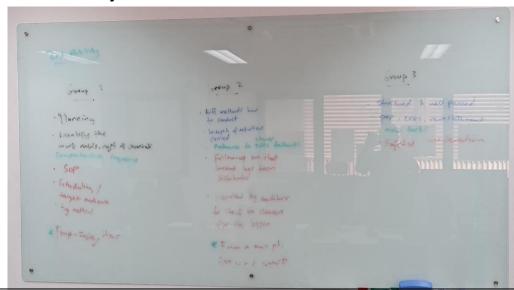
# 1<sup>st</sup> Activity



# **Consolidation & Knowledge Assembly**



# 2<sup>nd</sup> Activity



The overall design goal of Phase 2 was to afford opportunities for learners to compare and contrast the affordances and constraints of failed or sub-optimal representations and solution methods (RSMs) and the assembly of their RSMs

#### Designing the activity: examining learner-generated and canonical RSMs.

Discussion where learners' methods are put together like a jigsaw and build upon their ideas to fit the OJT blueprint format.

#### Designing the participation structures: enhancing engagement.

Learner's attention are directed to notice those critical components in "OJT Blueprint" framework and compare it against their own 'method of briefing' and see if there is anything similar.

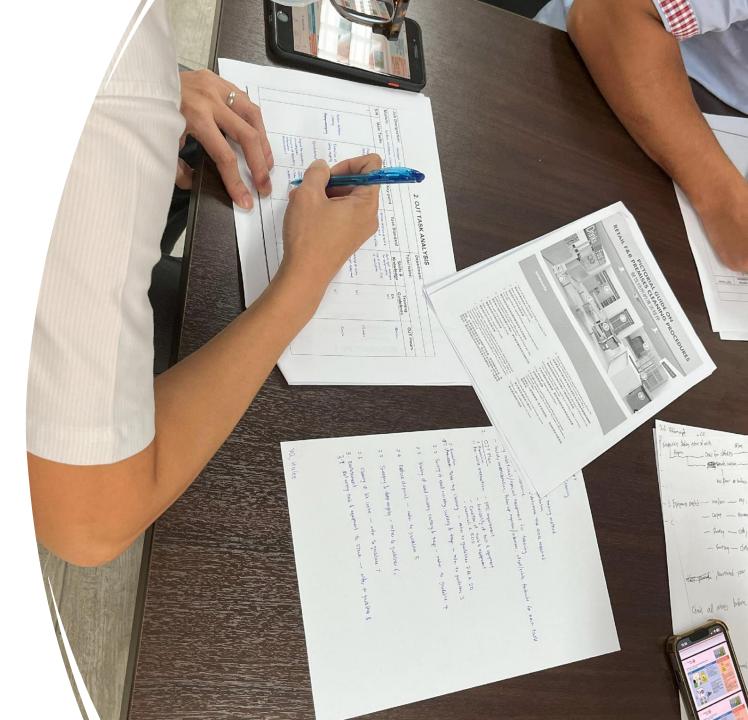
#### Designing the social surround: creating a safe space to explore.

Careful not to correct learners' mistakes but emphasizes on the process of coming up with RSMs is an important part of the whole discussions.

# **Evaluation Considerations**

### 2 key assessment measures were employed:

- Objective measures were gathered through <u>assessment</u> records,
- <u>Survey findings</u> from feedback forms provided valuable insights from all the learners.
  - Additional support and clarification is required in breaking down the blueprint into specific task-oriented components,
  - Learners are really applying their knowledge and skills to address the specific hazards depicted in the pictures based on their site experience,
  - The lesson's focus on embracing failures as opportunities for growth,
  - This collaborative exchange of ideas enriched the learning experience and provided learners with valuable insights to enhance their own materials.



# Refinement for future PF lessons

- Refinements such as optimizing activity formats (Generation), providing clearer instructions and assessment formats (Exploration), and ensuring a safe and inclusive learning environment (Consolidation).
- The reflections and proposed improvements shall be grounded in learner feedback, observed behavior, and engagement, with the ultimate goal of continuously refining the PF approach.



# Reflections on Application & Delivery of PF DPs

 In considering the application and delivery of PF design principles, several aspects come to mind:

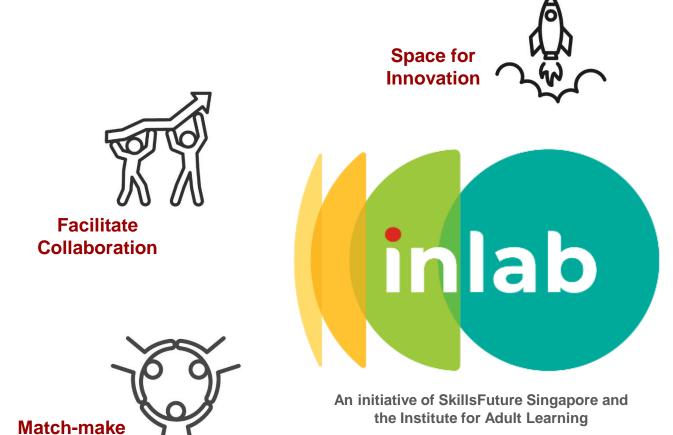
Firstly, Important to continually assess learners' understanding to ensure their effective engagement throughout the lesson

With more practice, facilitator
was more willing to take risks
and try new things. This will
allowed the facilitator to
explore different possibilities
and to find the best solution
for the problem at hand

Deliberate inclusion of "failure" in the lesson design was crucial to generate ideas from learners. The success of the design in meeting this desired outcome depended on factors such as learner engagement, clear instructions, and effective facilitator guidance

# **Come Co-Innovate with IAL**

Be part of the CET innovation ecosystem to explore, collaborate and innovate learning solutions.







**Expertise** 

# Innovation Calendar



# innovPlus Challenge 2024 Run 1

INNOVPLUS CHALLENGE 2024 RUN 1 is now open for prospective Challenge Owners to submit your Challenge Statements. Stand a chance to win a prototyping grant of up to S\$200,000 to collaborate with a Solution Partner to co-develop an innovative, feasible and scalable prototype that advances CET practice and outcomes.





Download PF project report- https://www.ial.edu.sg/innovation/pf/



Expression of interest for upcoming innovDev Complimentary workshop April 2024

Fill in the short feedback form and Subscribe to our mailing list here →







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