



ArrowMight:

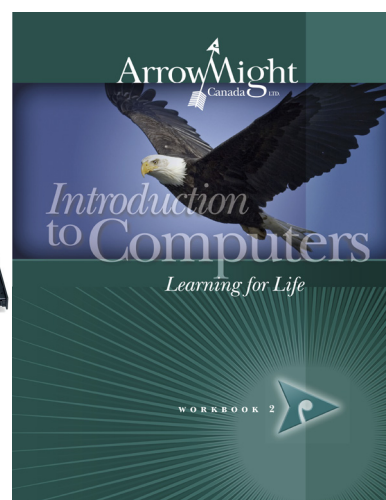


Canada's 'Learning for Life'

A unique innovative adult education program

Module Four at a Glance

Module Four is an exciting home-based Computer Skills Program that begins at Level 1 and leads the student through to complete basic competency on the computer, Level 2.



ArrowMight Canada provides the student with a laptop equipped with multi-media tutorial lessons designed for self-directed learning. Practice with the Internet is simulated so that students do not need internet access. The program is designed for 18 weeks study that includes time for monitoring, assessment and documentation by the Community Facilitator to support the student's progress.



Successful completion of Module Four automatically vests the laptop to the student as a tool that will enable them to pursue further educational and employment opportunities.



ArrowMight comprises 200 half hour lessons of tele-teaching on HD-DVD over four modules, each supported by a workbook and Community Facilitator. All resources are included in a series of four module packs provided to the student after completion of each module.

The ArrowMight Program has been carefully cross-referenced with Canadian literacy scales including HRSDC Essential Skills and the International Adult Literacy and Skills Survey (IALSS).



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Student-centred

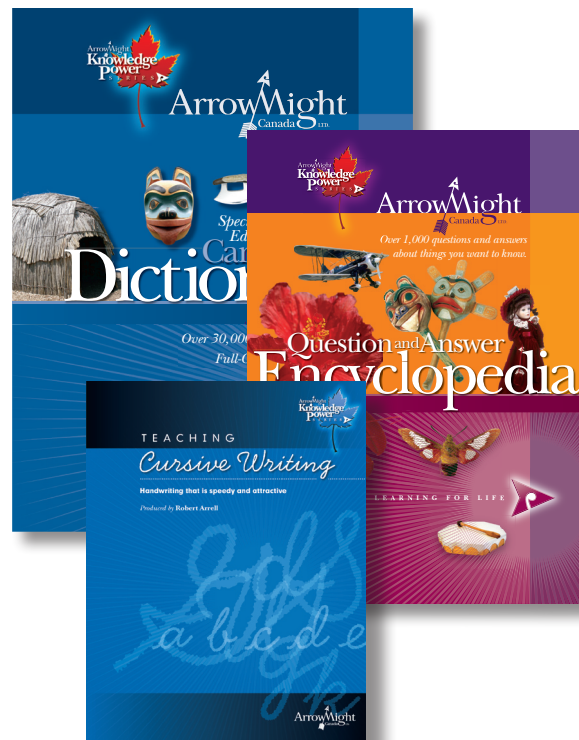
Central to the ArrowMight approach is an adult-centred methodology that recognizes that all learners bring a lifetime of experiences to their learning. The program applies a holistic approach to integrate literacy and numeracy learning with life skills. All nine HRSDC Essential Skills are threaded throughout lessons in all four modules.

The ArrowMight Program encourages learning that encompasses the students, whole families and communities. Through the program, students take control of their learning within a framework where they decide when and where to study and at what pace. The program requires only a TV and DVD player to watch the lessons while completing the exercises in the workbook.

Designed for Maximum Learning and Impact

The flexibility within the program enables the student with family or friends – to ‘tune in’ when most appropriate, enabling them to learn autonomously at their own pace in their own home. There is an open invitation repeated many times in the lessons: “Please invite a family member or friend to join you.” This invitation has created a ‘multiplier effect’ where registered students are often joined by family members or friends. This collaborative learning maximizes the program’s impact on the family and the community.

Although the program is designed for the home, for reasons stated above it may be delivered in a comfortable, centralized community setting.



Community Facilitators act as recruiters, motivators and assessors. The Community Facilitator is the learner’s point of contact with the institutions and agencies that will deliver the program. Community Facilitators enlist and register students, assess their initial skill levels, deliver program materials to their homes, maintain regular contact to monitor and motivate, and carry out assessments in the middle and at the end of each of the four modules. Community Facilitators are ‘guides on the side’ rather than the ‘sage on the stage’ of traditional teaching. The teaching and learning happen between the student, the workbooks and the TV screen.

Community Facilitators are carefully trained by ArrowMight and equipped with support tools and resources to facilitate the learning process. Suggested student numbers per Community Facilitator is 30 – 50 depending upon student need level and location.

Reliable, Secure and Valid Tracking

Tracking the progress of the students takes place through ArrowMight’s unique **Learning Management System (LMS)** – a custom-developed software database that securely and confidentially records the progress of students and their work. Community Facilitators document all contacts with students. They also record questions, feedback and notable challenges for each student. The LMS provides a schedule for maintaining contact with students that assists Community Facilitators to encourage students to move promptly through the program.

With visits to the field, ArrowMight Regional Coordinators track the work of Community Facilitators. Student progress is authenticated through assessment tools in the middle and at the end of each of the four modules starting with a First Exercise (pre-assessment) conducted at enrolment.

Through this facilitation model and the program content, ArrowMight provides students with the opportunity to receive regular support, monitoring and assessment that provides clear indicators of successful progress. This approach enables the student to gain tangible skills and a level of sustained confidence.

100% Canadian Content

The production values evident in the printing of the workbooks, encyclopedia, dictionary and other study materials, the excellence of the DVD graphics, the charm and warmth of the Tele-Teachers, and the timing of each lesson are powerful motivators for students.

The thoroughly original content of the ArrowMight program emphasizes the concerns and interests shared by Canadians. Knowledge that is stressed and nurtured in the ArrowMight Program lessons includes the provinces and territories, personal and family development, career option, training for jobs, financial planning, citizenship skills and community engagement, dealing with change and crisis. Brief ‘Rays of Knowledge’ and ‘Amazing but True’ segments have been inserted in the lesson videos to provide variety and capsules of information that support the lesson content. These highlights describe Canadian history, cultures, and public figures along with factual trivia that further engages students and expands their knowledge.

The primary subject areas are English, Math, Science, Social Studies and basic computing.

