The image of the transformation of learning brought by “1 device for 1 student with a high-speed network” <Provisional Translation>

<table>
<thead>
<tr>
<th>GIGA School Program</th>
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<tr>
<td>✓ Realize an educational ICT environment optimized for each of the various children, including those with special needs, and ensure further development of their abilities.</td>
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<tr>
<td>✓ Maximize the power of teachers and students through the best mix of past educational practices and cutting-edge ICT technology.</td>
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**GIGA School Program**

**Past Practices** × **ICT** = **Further enrichment of learning activities / Improvement of lessons from the perspective of proactive, interactive and authentic learning**

### Before “1 device for 1 student”

#### Group Learning
- Teachers can motivate children’s interest by using electric blackboard, etc.

#### Personal Learning
- All students learn the same content at the same time. (Learning based on the level of individual’s understanding is difficult.)

#### Joint Learning
- Group presentations can be made, but it’s hard for quiet students to voice their unique opinions.

### With “1 device for 1 student”

#### Deepen Learning
- Teachers can understand each student’s reaction in class. → Enables teachers to provide interactive lessons with detailed guidance based on the reactions of each student.
- Each student can learn different content at the same time.
- Each student’s study log is automatically recorded. → Enables individualized learning and instruction based on each student’s educational needs and understanding.

#### Convert Learning
- Each student can collect information from their own perspective.
- Students can share their thought immediately and edit collaboratively. → All students have immediate exposure to various opinions, while experiencing the editing of information.

### Examples of learning that can be enriched through “1 device for 1 student”

- **Investigative Learning** Collecting and analyzing various information proactively, depending on the purpose.
- **Expression and Production** Writing long texts while polishing / Producing various works using several materials.
- **Learning in Distance** Collaboration with universities, foreign countries and experts / Opportunities for children of underpopulated area or in hospital.
- **Information Morality Learning** Utilizing various information which contains truth and false, in several cases.
GIGA School Program ensure “1 devise for 1 student with a high-speed network in schools,” which bring optimized and creative learning to all students, who will live in the Society 5.0.

- Removing constraints such as time and distance
- Optimized and effective learning and support
- Cultivating creativity through project-based learning
- Improving efficiency in school operations
- Sharing and creation of teachers' empirical knowledge with scientific perspective

### Supporting to maintain devices for students

- **Realizing “1 device for 1 student”** 297.3 billion
  - FY 2019 Supplementary Budget 102.2 billion
  - FY 2020 First Supplementary Budget 195.1 billion
  - Supporting the maintenance of PC terminals for students at the compulsory education level.

- **Assistive devices for disabled students** 1.1 billion
  - Supporting the provision of input/output assistive devices for children with visual, auditory, and physical disabilities.

### Development of a school-wide network environment

- Supporting the maintenance of the school LAN environment and power supply cabinets. (including high schools) 136.7 billion
  - FY 2019 Supplementary Budget 129.6 billion
  - FY 2020 First Supplementary Budget 7.1 billion

### Placement of GIGA School Supporter

- Supporting the placement of local governments' ICT engineers to promote ICT in schools. (including high schools) 10.5 billion

- **Devices for learning at home** 14.7 billion
  - Supporting the lending of the LTE communication environment (mobile router) by local governments to households that do not have a Wi-Fi environment.

- **Distance learning capabilities of schools** 0.6 billion
  - Supporting the installation of communication devices such as cameras and microphones to schools. (including high schools)

- **Online system for ensuring learning** 0.1 billion
  - Research to introduce a platform for learning and assessment at school and at home using devices.