

Group A Curriculum user guide draft

Angela, Edith, Ran, and Rie

Introduction

Canada is a country built on immigration and continues to welcome thousands of people each year from different regions of the world. For many newcomers entering the country, their long-term goal in Canada is to eventually become Canadian citizens. Project Beyond is intended for newcomers or long-term immigrants in Canada who wish to take the test for Canadian citizenship. Learners may vary in terms of their age, gender, nationality, English proficiency, and status in Canada. Possessing strong digital literacy skills is not a requirement to complete the three modules of Project Beyond. Each module incorporates interactive activities, assessments, and opportunities for knowledge exchanges between participants. Learners are encouraged to bring a positive attitude and willingness to share their ideas.

The name “Project Beyond” was chosen for this design space for four distinct reasons:

- Learners have moved beyond their borders
- Learning takes place beyond the textbook
- Learning takes place beyond the test; and
- Integration in Canada goes beyond immigration

Purpose and goals

Newcomers to Canada struggle with multiple barriers in navigating through everyday life in Canadian culture. In addition to barriers such as language, culture shock, and feelings of isolation, they have the additional hardship of studying to pass the citizenship test. The *Discover Canada* study guide is a free resource for newcomers to use when studying for the citizenship test. However, it is far from being a learner friendly, student-centred resource as it is heavy in text and void of engaging activities to promote knowledge retention. This project was designed to allow an engaging and interactive learning experience for newcomers to Canada seeking to undertake the citizenship test. The project addresses a need for a learner-friendly information source that breaks down information from the *Discover Canada* study guide into digestible, interactive portions allowing newcomers to experience more effective knowledge retention and enjoyment in learning about Canada.

Our design project not only aids newcomers in passing the citizenship test but also fosters a deeper understanding and appreciation of Canadian culture, thereby promoting cultural exchange and mutual respect. By equipping new Canadians with the knowledge and skills needed to integrate into Canadian society, we contribute to an inclusive and globally connected community. Moreover, our emphasis on interactive and participatory learning reflects educational trends that emphasize collaboration and critical thinking, skills essential to succeeding in a globalized world. Through these efforts, our project endeavors to contribute positively to the broader goals of globalization by facilitating smoother transitions and fostering a sense of belonging among newcomers in Canada.

The three-module course focuses on specific topics and includes many opportunities for active learning otherwise not possible by solely reading the *Discover Canada* study guide. Interactive questions, prompts, and assessments in each module allow newcomers to reflect on the material and get a sense of their learning progress. Additionally, users will have the opportunity to collaborate and share ideas as they engage in an online learning community.

Within the topic of Canadian history, learners should gain conceptual knowledge of key periods and events in Canadian history, including but not limited to the history of Indigenous people in Canada, the war of 1812, abolition of slavery, and Confederation. Learners should also retain basic conceptual knowledge of important Canadian symbols, such as the maple leaf, the beaver, and the coat of arms. Lastly, learners will obtain conceptual knowledge on Canada's regions, including Canada's national capital, provinces and territories, and population.

User guide

Platform

The Project Beyond will be developed on the interactive website-building platform, WordPress through UBC Blogs. The website will function as a shared learning platform where learners and educators can access

Interactive and engaging learning content created by various educational technologies such as Genially, Videoscribe, and Piktochart. The learning content will be embedded through HTML on the main learning platform, so users can access various types of learning content at one place. Furthermore, the website will invite users to a collaborative learning experience through questions, comments, and discussions board, creating an inclusive online learning community for all.

Menu

On the side navigation menu, users can easily view and access the list of all modules and learning contents. The learning modules are created based on the table of contents from the official study guide - Discover Canada to maintain a level of consistency, but it doesn't have to be completed in order. Users are welcome to navigate different learning modules freely and choose which to start with based on their needs and interests. To help you better understand your learning needs, we'd recommend you to start with the pre-assessment to get an idea about which module you want to start with. If users want to simply follow the listed order, that's absolutely fine, too. Here is the example of the side navigation menu:

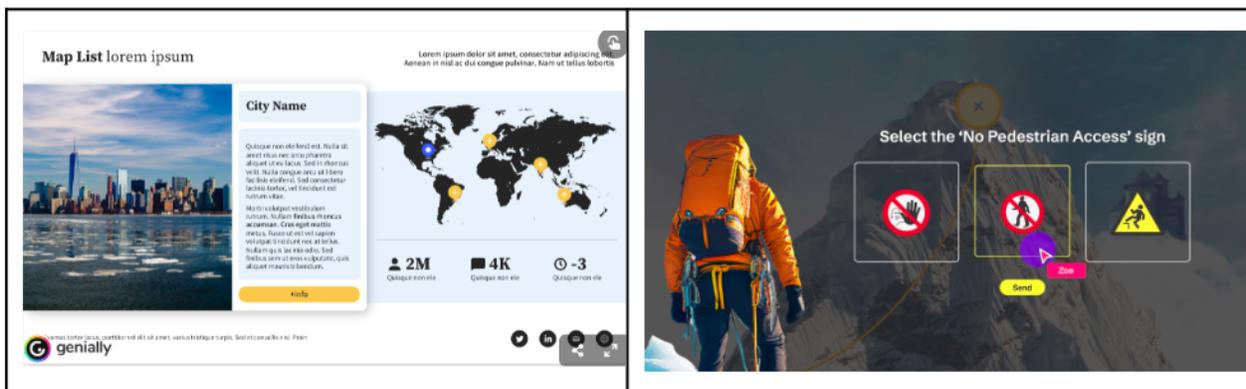
Introduction
Pre-assessment
Module 1: Who We Are
1.1 Diversity
1.2 Language

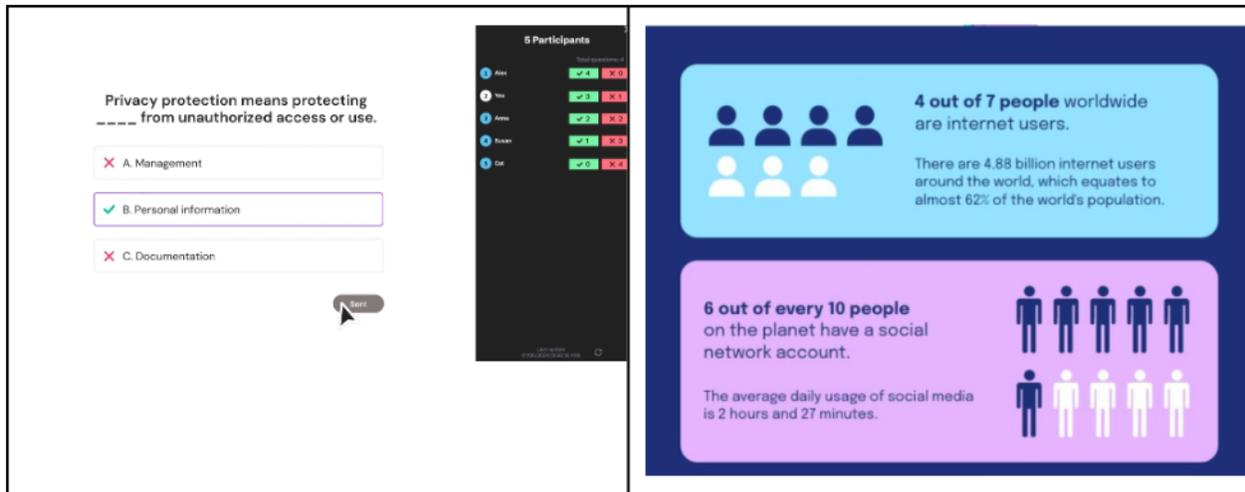
1.3 Indigenous peoples
Module quiz
Module 2: Canadian Symbols
2.1 Important symbols
2.2 National public holidays
2.3 sports
2.4 National anthem
Module quiz
Module 3: Canada's Regions
3.1 Regions
Module quiz
Final assessment
Survey
FAQ
Q&A Board

Content

Each module includes learning contents that have been updated, revised, and re-created based on the official study guide. To enhance learner engagement, various educational technologies can be incorporated into the learning content, such as presentations, infographics, animated videos, quizzes, and prompts.

To achieve our project goals in designing a learning space removing barriers for our target learners whose first language may not be English, we incorporate visual elements, dynamic and creative content to best support our learners to enhance their learning experience. For instance, the topic of Canada's regions can be vividly described by integrating recent videos and images posted on social media. The national anthem can be best learned through played audio or video from the Olympics, rather than just from the written lyrics. Here are a few examples of our designed interactive learning contents.





In terms of content scopes, as the official study guide covers a wide variety of topics and information, we will focus on the three important learning topics based on their relevance, significance, and priority for our target audience in understanding Canada as a community of diversity and inclusion. Additionally, these topics are suitable for incorporating interactive multimedia and educational technologies to enhance the learning experience.

While we focus on the prioritized topics for this project, the possibilities for our designed learning platform are limitless. As the website will be built on WordPress, more modules and content can be easily added on an ongoing basis. Ultimately, the website can serve as a platform filled with interactive learning content, assessments and surveys, newsletters, and useful resources for new Canadians. Furthermore, additional services such as webinars, networking opportunities, and language learning can be hosted on this platform to meet the dynamic needs of our target audience.

Assessments

At the end of each module, there will be an interactive activity or assessment to review and strengthen learning outcomes. For instance, learners could be invited to a visual and interactive prompt to draw the Canadian flag as a representation of Canada, based on the symbols they learned throughout the module. The module assessments will evaluate how effectively learners have understood the content covered in each module. Furthermore, the final assessment, similar in format to the citizenship test, will measure learners' overall understanding of all three modules and gauge their readiness to pass the real test. These two assessments will provide insight into whether our designed learning platform and content are functioning as intended, serving as a verification tool for our design.

Q&A

- Web or mobile? Any technical requirements?
- How can learning outcomes be assessed? (using assessment model, quizzes)

Technical Requirements

- **Internet Connection:** The *Project Beyond* platform includes multimedia content, such as videos, images, and quizzes. A stable and reliable internet connection with a minimum speed of 25mbps is required for accessing these features,
- **Computer Devices:** Users need access to at least one of the following devices:
 - Laptop
 - Desktop computer
 - Mobile devices (Including Smartphone and tablet)
- **Browsers:** Project beyond is accessible via latest version of web browsers including
 - Google Chrome (Recommended)
 - Mozilla Firefox
 - Apple Safari
 - Microsoft Edge

Learning Outcome Assessment

Project Beyond is a self-paced, asynchronous course. The learning outcomes for users will be assessed through a final assessment at the end of the module. This final assessment will include 10 questions, similar to the citizenship test.