Pan-European policy experimentations with tablets
http://creative.eun.org

CREATIVE CLASSROOMS LAB (CCL)

PROJECT AT A GLANCE

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Creative Classrooms Lab in key figures-

- **11 Partners**
- **8 countries**
- **7 Associated Partners**
- **6 pedagogical board members**
- **1 LLP Grant**
- **1 Million Euros**
- **First EC policy experimentation in education**
- **2 years project**
- **Timeframe April 2013- May 2015**
- **Approx. 1125 students**
- **45 classrooms and 45 teachers**
Creative Classrooms Lab (April 2013-March 2015)

Piloting the use and benefits of tablets in schools

Creative: develop innovative pedagogical scenarios, focus on how practice is changing as a result of tablets being used for collaboration, personalisation and active learning.

Classrooms: carry out pilots (controlled experimentations) in 45 classrooms in 8 countries: Austria, Belgium, Czech Republic, Italy, Lithuania, Portugal, Slovenia, UK

Lab: Act as an ideas lab bringing together policy makers, innovative teachers and industry suppliers

Policy Experimentation | Scenarios | School Pilots
Key elements of the policy experimentation

- **Initiated by policy**
- **Driven by pedagogy**
- **Supported by technology**
- **Piloting and training**

**Challenges, priorities**

**Pedagogical scenarios**

**Continuous Feedback**

- Tablets, projectors software
- Two pilot cycles
- Observation visits

**Impact on policy making**

**Research and Evaluation**
Project Actors experimenting at all levels...

- Policy makers
- Pedagogical Board
- University
- Lead teachers
- Teachers
- EUN
- Industry

Priority setting, Support, Mainstreaming

- Coordination of pilots, scenarios, community
- Free software, equipment, leading edge scenarios
- Observation, webinars, Peer exchange workshops
- Piloting, webinars ambassadors
- Coordination
- Quality of scenarios, recommendations

- Observation, webinars, Peer exchange workshops
Learning stories

Policy Priorities

- Use of digital resources
- BYOD (Bring Your Own Device) strategies
- Supporting informal, non-formal learning opportunities (out of school use, home use of tablets)
- Lesson organization and classroom management
- Subject specific use
- Interdisciplinary use
- Cloud Computing strategies
- Exploring new forms of assessment
- Integration with other technologies: IWBs
- Investigating funding, ownership and access models
- Creation of digital resources
- Integration with other technologies: VLEs
- Engaging other actors in the process of learning (libraries, museums, local business)

Scenarios for pedagogical change?

Flipped Classroom

Content Creation

Personalisation

Collaboration

Liberating Learners

Collaboration & assessment

School to school collaboration
Project Outcomes: examples of the creative classroom

- Scenarios and learning stories
- Support material
- Resources
- Video case studies
- MOOC and related training material

Phil Spoors, UK

- Literature review
- Brochure on pedagogical scenarios
- Final observation visit report
- Recommendations

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The Creative Classrooms Lab project is coordinated by European Schoolnet and it has been funded with support from the European Commission.
Creative Classrooms Lab in key figures -END

- 7 Workshops
- 225 Blog entries
- 22 School Observation visits
- 1063 teachers in CoP
- 1900… registered MOOC
- 45 Scenario implementations
- 6 webinars
- 80 participants today
**Creative Classrooms Lab - Key Insights**

**Added value of tablets in schools**

**Scenario implementation process**
- how both can/should be successfully integrated in education to allow for changes

**Active learning strategies:**
- activity that encourages students to clarify question, consolidate and appropriate new knowledge
- Teachers mediate learning to provide valuable and varied opportunities for students learning
- Resources/tools e.g. tablets to enrich these learning strategies

*Details to follow in the next hours....*