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

HOW I LEARN?

THAT’S AN IMPORTANT QUESTION!

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MY CLASSROOM

Learning Spaces

Everywhere

Devices
- 25 Convertible Tablets
- 9 PC’s with Windows Multipoint Server
- 2 IWB
- 1 Interactive Table
- 1 PS4 and 1 Xbox with Kinect
- 3 Lego Mindstorms EV3

Learning Spaces Everywhere
My Pupils

25 students

7 years old

Year 2

100% participating in the project for the 2nd Year

24 with internet access at home

Pupils taking tablets home
THE SCENARIO

1. Dream
2. Explore
3. Map
4. Make
5. Ask
6. Remake
7. Show
HOW WE USED THE TABLETS

- To share ideas and knowledge;
- To explore different learning resources;
- To create products (presentations, videos, mindmaps, games, etc.)
- To reflect;
- To assess;
- To communicate with others;
OBSTACLES

Sometimes technology can be a problem

Your PC ran into a problem and needs to restart. We're just collecting some error info, and then we'll restart for you. (0% complete)

If you'd like to know more, you can search online later for this error: HAL_INITIALIZATION_FAILED.
OBSTACLES

The school system and the society

“This is everything very interesting but what I want is that my son have good results on exams.”

Parent

“Playing games and exploring OneNote is exciting for her, but when it comes to exams, I demand that she studies by the text book.”

Parent

“My dad says I can’t use the tablet in the week of tests.”

Pupil
We’re not sure the results on exams will be better after using the tablets!
CHALLENGES

• Working with such young pupils it was a challenge:
  • To give autonomy to 6 years old pupils;
  • To promote reflection about learning styles and learning process;
  • To let students in charge of their learning;
  • To manage what I use to call “Organised Chaos”.
• The tablets enrich everyone’s learning experience;
• The students take more decisions about how they learn;
• The process of creating a final product helps students structuring the way they think and the learning process is more meaningful
• The students feel more confident in the use of the devices and that allows them to explore even better the resources and the apps, improving their final products every time they have a new project.
• 1:1 approach was mostly use at home. In the classroom we focus our work on collaboration.
THANK YOU!

Read more: http://creative.eun.org
Contact us: creativeclassroom@eun.org

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