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

CREATIVE CLASSROOMS LAB (CCL)

POLICY EXPERIMENTATION ON THE USE OF TABLETS IN SCHOOLS

Anja Balanskat, Senior Manager

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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

"Is it a classroom that is nicely decorated?"
Associated Industry Project Partners

Adobe

corinth

iRIS

NEC

Promethean

Samsung

SMART

Inspired Collaboration™
Key elements of the policy experimentation

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

Challenges, priorities
- Pedagogical scenarios
- Tablets, projectors software
- Two pilot cycles
- Observation visits

Continuous Feedback

Impact on policy making
Project Actors experimenting at all levels...

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

**Coordination**
- Coordination of pilots, scenarios, community

**EUN**
- Free software, equipment, leading edge scenarios
- Observation, webinars, Peer exchange workshops

**Priority setting, Support, Mainstreaming**
- Quality of scenarios, recommendations

**Piloting, webinars ambassadors**
# Learning stories

## Policy Priorities

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

### Flipped Classroom
- Content Creation
- Personalisation
- Collaboration

### Liberating Learners

### Collaboration & assessment

### School to school collaboration
THANK YOU!

Read more: http://creative.eun.org
Contact us: creativeclassroom@eun.org
anja.balanskat@eun.org
Twitter: #cclproject
@eu_schoolnet

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