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

CREATIVE CLASSROOMS LAB PROJECT (CCL)

FINDINGS AND CONCLUSIONS

Diana Bannister
University of Wolverhampton

dianabannister@wlv.ac.uk

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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.
LINK OBSERVATION VISITS

- 9 Link Observation Visits
- 22 schools
- 22 CCL Lesson Observations
- 11 other lesson observations
- 5 National Focus Groups

To capture the “real use” of the tablets.

http://creative.eun.org/observation
KEY FINDINGS

Implementation of Devices and Connectivity

Pedagogy

Resources, Applications and Content

Whole School Issues
**During CCL Observation Visits – What Were Tablets Used For?**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Questions</th>
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<tbody>
<tr>
<td>Copying/Imitating</td>
<td>• What learning is taking place?</td>
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<tr>
<td>Completing exercises</td>
<td>• Who is being challenged?</td>
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<tr>
<td>Note-making</td>
<td>• Brainstorming…Mindmapping/Choice of apps</td>
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<td>Researching</td>
<td>• What are the tasks?</td>
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<tr>
<td>Presentations</td>
<td>• Individuals/Groups</td>
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<tr>
<td>Creating Apps/Videos</td>
<td>• It’s not just the end product that matters</td>
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<tr>
<td>Communicating</td>
<td>• Sharing …Extending…Ask the Expert</td>
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<tr>
<td>Collaboration</td>
<td>• Gathering/Building…Roles and Responsibilities</td>
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<tr>
<td>Experimenting/Investigating</td>
<td>• Time/Flexible Timetables/Curriculum</td>
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<tr>
<td>Assessment</td>
<td>• Formative, Summative /What evidence?</td>
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<tr>
<td>Reflection/Evaluation</td>
<td>• How are reflections captured?</td>
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**What is the role of the teacher?**

**What is the student doing?**
Teacher Training
Wireless Connectivity
Policies and Procedures
Access and Ownership
Technical Support
Implementation of Devices and Connectivity
Pilot Implementation

Share Practice

Flexible Timetables

Differentiate Learning Tasks

Pedagogy
Learning Platforms

Sharing

Languages

E-Safety and Data Privacy

Resources, Applications and Content
Whole School Issues

Vision and Purpose

Professional Development

Learning Spaces

Parental Involvement
CCL Project Methodology - Lessons Learned

Scenario Development Process
- Full Implementation
- Three Cycles

Lead Teacher
- Continuous Support

Peer Exchange
NEXT STEPS...

1:30

1:2

1:1

BYOD

1:4

CCL Phase 2?
THANK YOU!

Activities

Read more: http://creative.eun.org
Contact us: creativeclassroom@eun.org
DianaBannister@wlv.ac.uk
Twitter: #cclproject
@eu_schoolnet
@DianaBannister

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