

# Ambassadors Digest

March 2024



Welcome to Issue #25

We are happy to present the 25th issue of the FCL Ambassadors Digest. Take a virtual walk through Europe and read about the initiatives taken by the members of the network.

For further information on the Future Classroom Ambassadors, please contact: Bart Verswijvel at: [bart.verswijvel@eun.org](mailto:bart.verswijvel@eun.org)



# Digital Transformation in the Flemish Education System: Reforming ICT teams at school

Hanging up smartboards, advising on cyberbullying, managing the website, professionalising teachers ... the ICT coordinator in a school does it all. In Flanders, the project '**reforming ICT teams at school**' focused on digital transformation, with a specific emphasis on restructuring ICT teams in schools. This project has had a significant impact on how we approach ICT coordination in Flanders and may have interesting results that could be beneficial for other organizations in different educational contexts.

The project entailed a thorough analysis and implementation, taking into account relevant international policies and practices of team-oriented ICT coordination in Flanders. Some key points and results are:

1. **Task overview ICT coordination.** It's a practical working tool for the division of tasks in a team-oriented ICT operation. It's clear that this division of tasks is necessary: it is a long list, too much for one person.
2. **Flowchart visualizing guidelines.** They are to be conceived as a practical step-by-step plan for schools that want to make the transition to team-oriented ICT operations.
3. **Report** with characteristics of strong ICT teams and a more detailed explanation of the task overview and guidelines.



This project was made possible with the support of the European Commission (DG Reform).

All results and reports are freely available. You can find the English version of the reports and documents on the website of Kenniscentrum Digisprong.



# LærFest24

At Denmark's largest educational fair, known as LærFest24, the Future Classroom Lab DK was showcased with a booth.

The fair offered a unique opportunity for educators, teachers, consultants, and decision-makers within the educational sector, to explore new pedagogical practices and technologies.

During the two days over 6000 visitors had the chance to experience a tangible approach to technology and workshop education. The Future Classroom Lab DK booth showcased design and work processes, including the use of vinyl cutters and other production machines. It was an exceptional opportunity to witness how theory and practice could be integrated into the learning environment, and how students could be equipped with the skills they need in the 21st century.

The challenges of the current school system in Denmark, including the need for sustainability, technological understanding, and maker and workshop education, were the focus of the FCL booth. Visitors were encouraged to share their thoughts and challenges, whether they wanted to implement small experiments in their classrooms or were responsible for larger development projects in their schools or municipalities.

At the booth the attendees met experienced consultants from the Future Classroom Lab (FCL), who, next to innovative learning technologies, also presented the learning spaces of the future. It was a unique chance to gain insight into the latest pedagogical trends and technologies that shape the future of education.

LærFest was a must-visit for all those interested in shaping the learning environments of the future.





# A new experimentation project with MatatalabStudio

Since November 2023, new robots have been tested within the FCL France network. Four teachers took up the challenge of a 15-hour experiment over four weeks to enable their students to discover, adapt and create with the VinciBot.

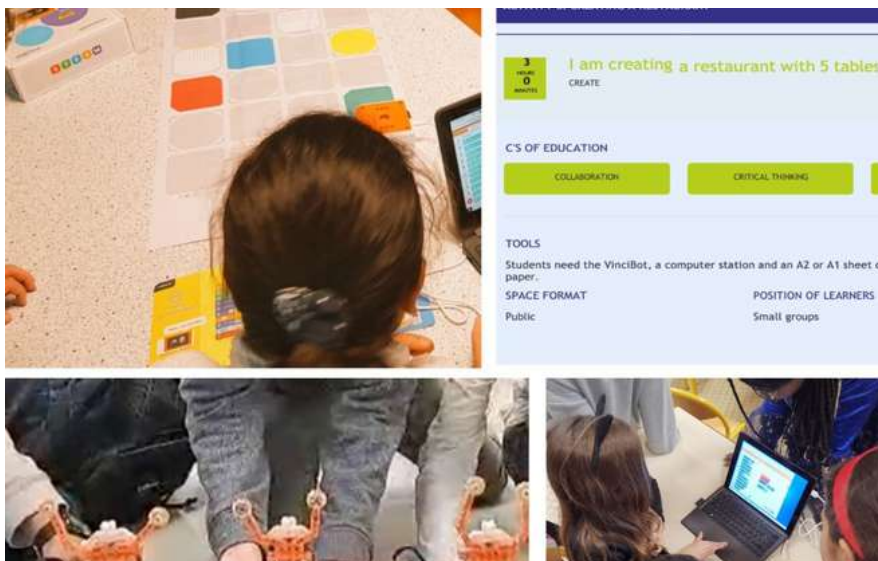
Cécile, an English teacher, works with students with special needs. She collaborates with another teacher in her school to develop innovative projects. Together, they suggest that students design geometry programs, then program the robots to execute them.

Christophe, a technology teacher, teaches students who have recently arrived in France and who are not yet fluent in French. To help them grasp the concept of project engineering, he gave them a set of specifications: using the VinciBot, design a robot server. They built a mini-restaurant in which the VinciBot moves around to bring drinks to customers.

Lydie, a math teacher, has set up a LaboMaths in her school and is looking to develop her students' creativity beyond traditional lessons. After a series of tests to understand the different functionalities of the robot, her students had to take up challenges based on movement, appearance and interaction.

Benjamin, a primary school teacher, works with 9 and 10 year-olds, some of whom had never programmed before. The school project encourages students to take care of their health by moving more. The VinciBot has been used to devise a series of routes that pupils can reproduce to get them moving in their daily lives.

The four scenarios produced during this experiment have been created with the [Novigado tool](#) and are included in the report.





# April 25, 2024, the day when girls take the spotlight

*Even a single conversation can be life-changing for an uncertain young person facing a career choice*

Girls' Day is the biggest STEM career guidance day for girls in Hungary. Over the past few years, more than 15000 young girls aged 12-19 from 300 upper primary or secondary school have been inspired for their future careers through programmes organized especially for them. This year 25th April will be the day when the doors of top universities, research institutes, factories and offices of tech companies will be wide open across the country. Participation is subject to registration and the girls get a certificate of attendance at the end of the programmes. There are detailed descriptions to help hosting institutions with their application, programme organisation, contracting etc.

The event is organised by the Nature Prize-winning Association of Hungarian Women in Science - this year for the 13th time. But in 2024 Girls' Day is held twice!

In October 2024 another Girls' Day Festival will be organized with inspiring speakers, opinion leaders and engaging workshops to give motivation and insights into STEM careers for girls. The patron of the Girls' Day is Judit Polgár, Olympic chess champion, the greatest female chess player of all time.



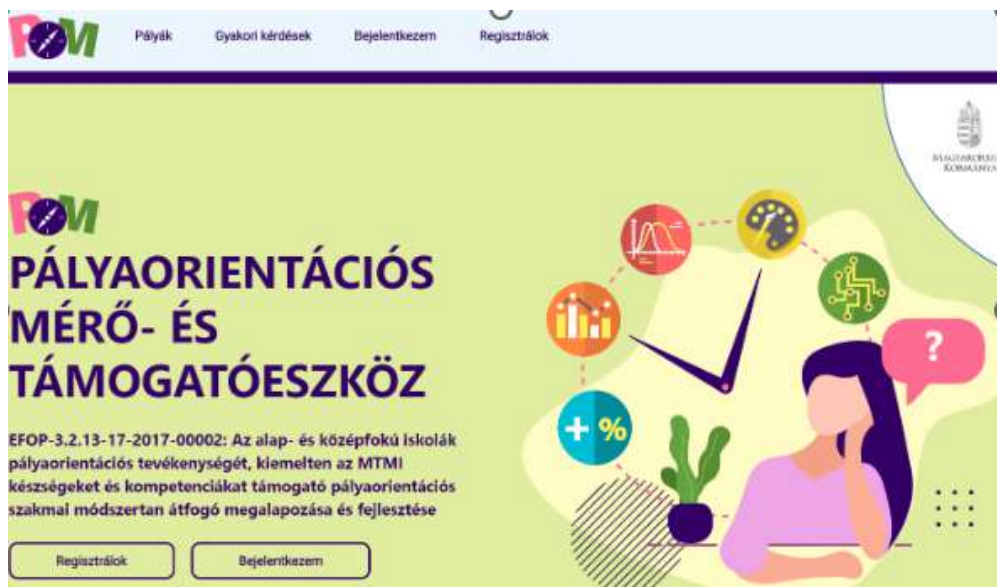
# Free career guidance assessment tool for pupils

## TPOM - Career Orientation Measurement and Support Tool

Since June 2021, the Educational Authority has been offering a sophisticated web-based application designed to assist primary and secondary school students with career guidance.

The POM (Career Orientation Measurement and Support Tool) aims to help students to successfully navigate the world of careers, in addition to enhancing their self-awareness. It assesses the interests, competences and personal abilities of pupils in grades 7-8 and 10-12 years through a series of questions and STEM task that measures practical knowledge in order to recommend the careers and occupations that best suit them. POM offers a list of careers related to the results (pupil's profile), gives possible training pathways and the opportunity to explore around 300 occupations.

The platform is available free of charge to anyone: [pom.oktatas.hu](http://pom.oktatas.hu)





# GPT – The community for gamers: Gaming is Education

Can video games unlock the next level of learning and education?

In a digital landscape where screens dominate, we have strategically positioned video gaming at the heart of an optimal learning environment. Here, skills such as problem-solving, teamwork, critical thinking, adaptability, creativity, and decision-making flourish.

Aligned with the Innovation House's commitment to resilience, and in collaboration with Start, the Innovation Technology Department at the Ministry of Education, we launched our gaming community: GPT (Gaming Petah Tikva), on February 8th. The event, which drew a full house, featured a warm welcome from the Petah Tikva Mayor, engaging sessions on Minecraft Education Edition, Nintendo, and virtual reality workshops, along with interactions with five top YouTubers. Participants were also invited to join our new GPT Discord channel, where we unveiled upcoming activities for community members: game sessions, Esports events, and tracks on creating video games across various platforms.

By fostering a community of video gamers committed to video games for good, we can shape the next generation of learners, innovators, and problem solvers. Let's embrace the power of video gaming and build a brighter future for education.



# VinciBot is here to stay!

In July 2023, we joined the Matatalabstudio Vinci Bot pilot project along with Finland, France, and Spain. Last month, we concluded the MatataStudio-VinciBot pilot project after overcoming various challenges on our end, including issues with delivering the sets, the October 7th attack and war, school closures, and the gradual return to learning in schools. These factors delayed the pilot implementation phase. However, despite these challenges, we successfully achieved all of our goals.

The pilot was exceptionally well-organized and the teachers successfully integrated #VinciBot into their classrooms for subjects such as English, road safety, social-emotional lessons, geometry, and coding.

Less than two weeks have passed since the end of the pilot, and the school principals are already asking about how they can continue with Vinci Bot and when. It's heartening to see such enthusiasm from the school leaders.





# Presentation of the FCL model at the training for School Building Technicians and School Principals in Umbria

Following an important agreement between Indire and the association of Municipalities (Anci), a training program was launched for school building technicians of the Municipalities and Provinces of Umbria. The program consists of three different training modules in the northern, central, and southern parts of the region and represents an important opportunity to present the concept of learning zones of the Future Classroom Lab by European schoolnet and the approach that enables the transformation of conventional classrooms and other school spaces to support changes in teaching and learning processes.

This program is particularly significant because it is the first occasion in Italy to bring together Policy makers, School Principals, and School Building Technicians from Local Authorities of an entire region to innovate the design of new schools.

Unfortunately, in Italy, regulations from 1975 for the construction of new school buildings are still in force, and often these buildings are designed without considering the educational and pedagogical approach that will be used in the school. Therefore, the program also aims to raise awareness among stakeholders about these issues to activate participatory processes to create innovative school buildings that integrate pedagogy, technology, and design.

**INDIRE** ISTITUTO NAZIONALE DOCUMENTAZIONE INNOVAZIONE RICERCA EDUCATIVA  
**anci umbria**

**COSTRUIRE SCUOLE E NIDI PER IL FUTURO**

**PERCORSO FORMATIVO CONGIUNTO PER TECNICI DEGLI ENTI LOCALI E DIRIGENTI SCOLASTICI SULLE ARCHITETTURE EDUCATIVE E PER L'APPRENDIMENTO - PRIMA GIORNATA**

**26 GENNAIO 2024**  
10.30 - 13.30

**PERUGIA - AUDITORIUM CAPITINI**  
Viale Centova, 06127, PG

10.30 Apertura dei lavori  
Ass. Letizia Guerri - coordinatrice istruzione Anci Umbria

10.40 Interventi istituzionali  
Presidente Anci Michele Toniaccini  
Presidente Indire Cristina Grieco  
Direttore USR Sergio Repetto

10.50 Sottoscrizione dell'Intesa

11.00 Avvio attività formativa

The presentations of the FCL approach by Leonardo Tosi and Samuele Borri in the first meeting, and the presentation of significant European experiences by Raffaella Carro in the second, sparked particular interest. The presentations by Indire researchers were then supplemented by interventions from Anci Technicians and Local Authorities, who illustrated the current investment lines and some virtuous achievements made in Umbria.



In this historical phase, Italy is receiving significantly higher funding than in previous years, thanks to the European funds PNRR Next Generation EU. The substantial investments underway give strategic importance to this program aimed at qualifying interventions for new schools in the Umbria Region. Significant funds are also allocated for seismic improvement and energy efficiency, affecting many buildings as over 60% of Italian schools are located in buildings constructed before 1980. In this case, the Indire 1+4 spaces manifesto and the related research emerge as very functional for design, allowing even historical buildings to be made more functional for learning.

The last meeting of the training program is scheduled for April in the province of Terni and will mainly focus on strategies for implementing secondary schools. The objective is also to produce a framework of the pedagogical and didactic approach of the school institution that can be used by schools and all Umbrian Local Authorities and acquired during the preliminary design phase of interventions on existing school buildings or for new constructions.



# Digital Literacy EMBED workshops

During the academic year 2023-2024, the Directorate for Digital Literacy and Transversal Skills is organising Digital Literacy workshops for Year 3 students. Due to past years popular demand, for the first time, these workshops are being organised in three sessions throughout the academic year. By now, the first two sessions have been delivered.

These workshops aim to provide an opportunity to students and educators to use innovative technologies, provide model examples to class teachers and Learning Support Educators, and enable them to handle latest and innovative technologies together with the assistance of digital literacy support teachers. Moreover, Digital Literacy EMBED workshops help educators in integrating technologies in teaching and learning in a meaningful way, prepare students with tablet-mediated teaching and learning and give an opportunity to students experiencing the future classroom based on the European Schoolnet Future Classroom Lab.

This year's EMBED workshops are focusing on Computational Thinking and consist of the following six (6) workshops: Robowunderkind, Lego WEDO, Intelino train, Bluebot, Virtual Reality sets, Mtiny, use of Greenscreen.



# X'hemm? (primary education)

The 13th edition of X'hemm? – a Mathematics and Science education popularisation initiative, kickstarted on Thursday 14th of March 2024, the International Day of Mathematics. This edition, entitled **X'Gost...X'hemM?** Il-Birgu (What fun, what's up in Vittoriosa?) engaged Year 6 students in exploring scientific, mathematical and digital concepts through meaningful fun. This event is organised by the Directorate for STEM and VET Programmes and held in collaboration with Heritage Malta and the Directorate for Digital Literacy and Transversal Skills. STEM workshops are held at the Malta Maritime Museum and will run until Thursday 21st March 2024.

The DDLTS is participating with two workshops, one in English and the other in Maltese entitled: "Re-living the great siege with MTiny" and "Dawra madwardil-Birgu bil-BlueBot" (Around Vittoriosa with the BlueBot). The themes chosen were specifically chosen to be in line with the historical connections of this year's location.



# 'Learning in Digital Contexts' Annual Conference

The upcoming period in Norway will be busy with several important educational events:

- Nordic Edge - 7-8 May 2024: [nordicedge.org](http://nordicedge.org)
- Annual board meeting of steering group FCL Norway - 28 May 2024
- National conference on the use of technology in schools and education - NKUL - 29-31 May 2024

More info: [www.nkul.no](http://www.nkul.no)





# Application of Future Classroom Lab Principles in the Educational Process CPD for Teachers

In Portugal, a total of 1,300 Digital Education Laboratories (Laboratórios de Educação Digital - LED) are going to be installed in public schools in the 2nd and 3rd cycles of basic education and secondary education, as part of the Portugal "Digital Transition in Education" within the Recovery and Resilience Plan (RRP).

The LED are learning support spaces, enriched with technological resources and equipment, to be used in the context of all subjects in the curriculum, in order to develop students' learning and skills.

Currently, 106 LED have already been distributed targeted to the development of the areas of Programming and Robotics, Arts and Multimedia and STEM.

To support schools in the pedagogical use of LED, the Directorate-General for Education (DGE) has created Learning Scenarios for different subjects in the curriculum and for different school years, in a disciplinary and/or interdisciplinary approach.



In addition, teacher training actions are being carried out, aiming to explore active learning activities using the technological components and equipment provided in the LED. These actions are taking place online and involve around 700 teachers each. Within these actions teachers watch videos on how to implement learning scenarios with this equipment, and learn about different ways on how to implement them in their educational contexts.

The workshop themes are:

Workshop 1: Learning using 3D printing [23 January]

Workshop 2: Communicating with Arts and Multimedia [20 February]

Workshop 3: Investigating with micro:bit [5 March]

Workshop 4: Exploring and programming with robots [30 April]

Workshop 5: STEM activities in the classroom [14 May]

We're looking forward to extending these activities by creating a MOOC dedicated to these labs, so that everyone can take part, developing these practices in all schools.

More info on LED website: [led.dge.medu.pt](http://led.dge.medu.pt)



# School of Teachers program

**November 2023 – April 2024**

The school of Teachers is a continued development program for educators who want to grow professionally, be innovative and learn in the support of a community of other teachers.

The goal for teachers is to become agents of changes that will contribute to the transformation of the school environment.

The program included two meetings taking place in the Future Classroom Lab BESST. The participants had the opportunity to interact with the Future Classroom Lab, experiencing its appearance and main principles, learning how to utilize the learning space and implement methods and forms of active learning. In the part of the program that was devoted to technologies, in addition to programmable Lego, the participants learned about several applications they can use in their teaching practice.







## Mérida and Cartagena add two new Future Classroom Labs in the Spanish FCL network for teacher training

The creation of a nationwide network of Future Classroom Labs for teacher training purposes in Spain marks a significant milestone in the advancement of modern educational practices. This endeavour stands as a pivotal component within a broader initiative led by the National Institute of Education and Technologies, in collaboration with autonomous communities, private entities, and educational institutions.

At present, eleven such classrooms have been brought into operation, with the latest occurring in Mérida on January 10th and on March 15th in Cartagena.

These establishments seamlessly integrate into the existing infrastructure of lab facilities across the nation, fostering innovative pedagogical methodologies and technological integration within the educational landscape of Spain.



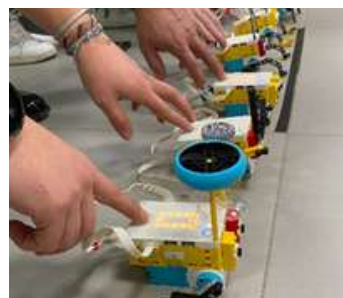
# Matatalab Studio Vinci Bot

We have participated in the coordination of a Pilot project in collaboration with Matatalabstudio, and the participation of Finland, France, and Israel. The project involved 105 students from five educational centres at the upper primary and early secondary levels. It was a highly enriching experience for all participants, who were able to explore various Learning Scenarios designed by the leading teachers. A total of 15 hours of work per group resulted in different levels of specialization in programming and computational thinking linked to aspects such as geometry, road safety, environmental preservation, among others.

A highly well designed and organized project that has been highly rated by all the actors involved in the experience, teachers and students.

## Promotion and dissemination events

INTEF, the National Institute of Educational Technologies and Teacher Training, has initiated efforts to foster educational innovation by hosting over hundred teachers at Aula del Futuro Open Days over the first period of this year 2024.



These sessions serve as a platform to provide comprehensive insights into the educational project's objectives and methodologies while showcasing INTEF's pivotal role in its dissemination and coordination. Emphasizing the creation of a national network of Classrooms of the Future and collaborating closely with entities and companies, INTEF aims to propel the adoption of active teaching methodologies, flexible learning spaces, and technology integration across educational institutions nationwide.



This proactive approach has led to a significant uptake of interest and engagement among educators, facilitating immersive experiences in virtual teaching environments during these informative sessions.

# Teacher training across the Autonomous Communities

Training related to the Future Classroom project remains a consistent priority across various autonomous communities. Here are some examples of recent initiatives undertaken in several of these regions over the past few months.

## **Andalucía**

The “El Aula del Futuro Conference” took place on February 19th, 2024, with the purpose of redefining learning spaces and incorporating active methodologies for competency-based learning. During the conference, models for designing learning situations were presented, taking advantage of the benefits of flexible spaces and digital technology. Additionally, courses such as "Digital Tools in the Future Classroom Lab" and "How to Conduct a STEAM Project" will be offered, addressing the use of technology and active methodologies in the context of the classroom of the future. A series of trainings has been designed to cover different aspects of the use of Scratch in Primary Education or the use of digital technologies not only in Primary but also Pre-Primary education.

## **Castilla la Mancha**

On March the 16th the “Congreso de Digitalización Castilla -La Mancha” took place, this event had been organized to facilitate the exchange of ideas, experiences, and promote reflection while showcasing the most innovative proposals in digitalization implemented in educational centers in Castilla-La Mancha. Workshops on the Future Classroom Lab will be conducted by ambassadors and educators actively involved in several projects across schools in this autonomous community.

## **Ceuta**

During January and February the training “Advance Digital Competences for the Future Classroom Lab, Computational Thinking” took place. This course had been specially designed for all active teachers who are already immersed in the field of educational digital competence, specifically within the introduction to programming. With this training activity, not only is the subject matter delved into, but also the materials provided by INTEF within the #CompDigEdu project are utilized.

## **Extremadura**

During the last week of February and the first week of March a tailored training “The Future Classroom Lab: The SDG as Resource for Learning Scenarios” took place. Today, the Division for Sustainable Development Goals (DSDG) in the United Nations Department of Economic and Social Affairs (UNDESA) provides substantive support and capacity building for the SDGs and their related thematic issues, including water, energy, climate, oceans, urbanization, transport, science and technology. This training aims to foster the inclusion of those topics within the different Learning Scenarios that teachers design for their students.

# The Ambassadors National Network

The Ambassadors Network's influence is steadily growing nationwide, supported by INTEF's regular virtual meetings aimed at maintaining continuous connectivity among all its members. These meetings serve as a platform for sharing updates on various training events, fostering an environment where the entire community can exchange insights and expertise across diverse fields relevant to the project. This collaborative effort underscores the network's dedication to shared learning and collaboration. As the network continues to grow, its impact on educational innovation and digital competence grows stronger, reflecting the collective commitment of its members.



## The Design FILS Project received the "European Innovative Teaching Award (EITA)" in 2023

The Design FILS project, coordinated by the MoNE Directorate General for Innovation and Educational Technologies between 2019 and 2022 under the Erasmus+ Programme in the field of School Education, developed a model for trainer and teacher training at the European level regarding the use of technology in innovative learning environments. The project focused on designing innovative learning environments, effective use of technology, and developing learning scenarios based on active learning approaches. Within this scope, theoretical models, guidelines, learning scenarios, training content, an online training platform and materials were developed. The teachers who would like to change their teaching practices and methodology through innovative learning labs attended the online Design FILS course combined with weekly synchronous onsite/online sessions in a blended approach.

In 2023, the Design FILS Project was awarded with the "European Innovative Teaching Award (EITA)" by the European Commission. During the project, Design FILS reached a great number of audience (approximately 7000 teachers) at both national and European level in the partner countries.



# A workshop on "Active Learning and English Teaching in Innovative Learning Environments" took place at ETKİM

The Directorate General for Innovation and Educational Technologies organized the "Workshop on Active Learning and English Teaching in Innovative Learning Environments" in the Professional Learning Lab (PLL) at Education Technologies Incubation and Innovation Center (ETKİM) between 18-20 December 2023.

The program included topics such as "Innovative Learning Environments and the Future Classroom Model, Use of Digital Technologies and Web 2.0 Tools in Learning Spaces, Designing Technology-Enhanced English Language Learning Activities for the Four Language Skills, Developing Technology-Enhanced Learning Scenarios."

In workshop sessions conducted in accordance with the "Future Classroom" model to develop 21st-century skills with technology-supported tools, teachers had the opportunity to create specialized scenarios. Technology-enhanced learning scenarios were developed according to the active learning approach. The importance of teachers' active use of these scenarios within lessons was emphasized to make the learning process more active.



# 500 Innovative Classroom Setup initiatives are beginning

Under the auspices of our Directorate General, efforts are ongoing to design innovative learning environments that support the use of digital technology and encourage active learning. In this context, innovative classrooms with flexible modular furniture and digital equipment will be established in 500 schools at the middle and high school levels in all provinces, enabling interdisciplinary learning practices.

