



**NOVIGADO**

ACTIVE LEARNING AND INNOVATIVE TEACHING  
IN FLEXIBLE LEARNING SPACES

# Introduction to the Scenario Tool

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# Novigado project

## Active learning and innovative teaching in flexible learning spaces

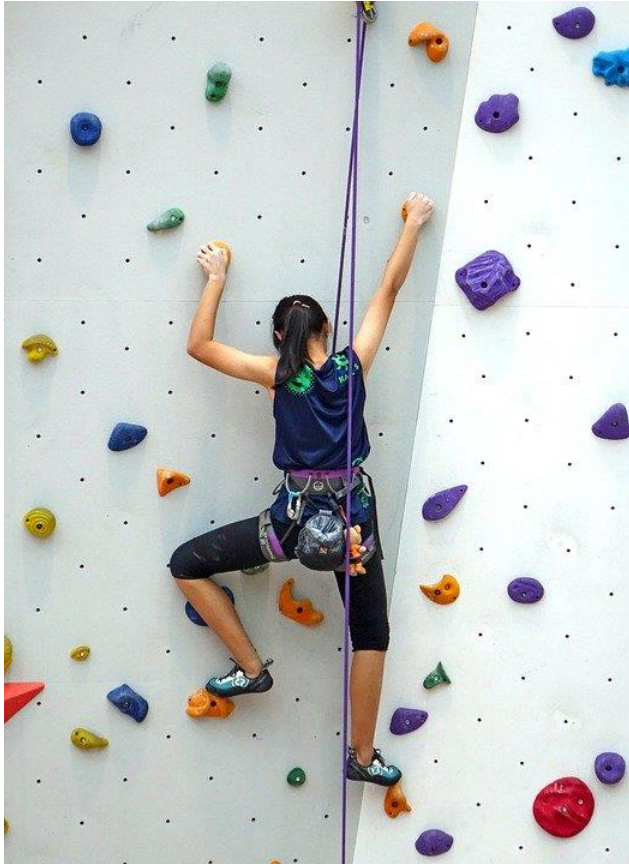
### ■ Support of teachers and schools

- Repository of resources
- An interactive map of innovative learning spaces
- Publications and case studies
- Scenario tool

### ■ Building a community

- Live events
- Blog
- [fcl.eun.org/novigado](https://fcl.eun.org/novigado)

# Active Learning in the classroom



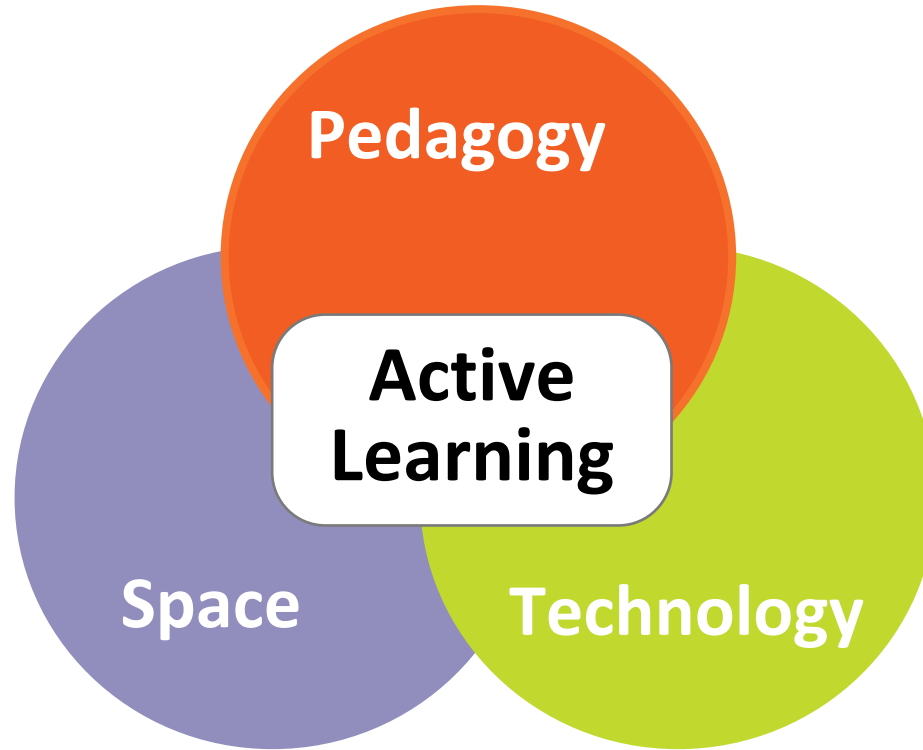
Critical Thinking

Collaboration

Communication

Creativity

# Active Learning in the classroom



# Scenario tool



**Encourage and guide** teachers to bring **active learning** in the classroom

- **Variety of activities**
- **Ready-made building bricks**
- **Ready-made full scenarios**

# Scenario tool: 6 activity categories

## ■ Interact & Instruct

Teacher interacts with learners to give instruction and to guide them through the learning process

## ■ Exchange & Discuss

Learners communicate and exchange with peers, either in small groups or in plenary.

## ■ Investigate & Research

Learners perform activities to collect data, find answers to driving questions, etc..

## ■ Create

Learners create any type of product to showcase their learning.

## ■ Present

Learners perform activities to share what they have created or prepared with an audience.

## ■ Assessment & Feedback

Teachers and/or learners perform any activity related to assessment or giving feedback.

# Scenario tool: 6 activity categories

- Interact & Instruct
- Exchange & Discuss
- Investigate & Research
- Create
- Present
- Assessment & Feedback

## Sample activities

### KWL chart

The students reflect on a topic provided by the teacher:

1. What do you KNOW about the topic?
2. WHAT have you learned?
3. What would you still LIKE to learn more?

What category?

# Scenario tool: 6 activity categories

- Interact & Instruct
- Exchange & Discuss
- Investigate & Research
- Create
- Present
- Assessment & Feedback

## Sample activities

### Sit down if you agree

All the students are asked to stand up. If they agree with a quote (said by teacher, another student or written on the board) they're invited to sit down.

What category?



# Scenario tool: 6 activity categories

Example

- Interact & Instruct
- Exchange & Discuss
- Investigate & Research
- Create
- Present
- Assessment & Feedback

## SURVEY

*Students want to know about the eating habits of peers at school.*

# Scenario tool: spatial parameters

## Role of Teacher

Teacher-led

Teacher at side

Independent learning

## Positioning of Learners

Individually

Smaller groups

Together

## Space format

Public

Private

Virtual

# Scenario tool: spatial parameters

Role of Teacher

Positioning of  
Learners

Space format

Teacher-led

Together

Virtual

# Scenario tool: spatial parameters

Role of Teacher

Positioning of  
Learners

Space format

Teacher at side

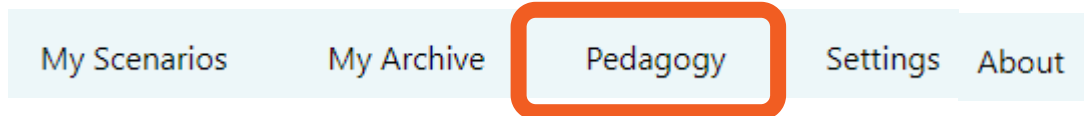
Smaller groups

Private

# Scenario tool: how does it work?

Take an account – sign in at

[fcl.eun.org/scenario-tool](https://fcl.eun.org/scenario-tool)



## Go for active learning

The Novigado scenario tool helps you to engage your students as active and committed learners. Add activities, specify methods and tools, and share the result with colleagues. The best way to let students take their learning into their own hands!



# Scenario tool: STEP 1 – select type

## Create a scenario

1

SELECT SCENARIO TYPE

2

SCENARIO INFORMATION

3

ADD ACTIVITIES



I want to start a new scenario from scratch



I want to tailor an existing scenario

NEXT STEP

# Scenario tool: STEP 1 – select type



I want to start a new scenario from scratch



I want to tailor an existing scenario

## Passion Projects

This scenario comprises several (at least 5) units. The unique feature of Passion Projects (also known as Genius Hour) is that it is the students who choose the topic of their project. This autonomy is supposed to give them ownership over their learning and boost intrinsic motivation. Passion Projects are based on 20 per cent projects, which are featured in the most innovative companies in the world, e.g. Google.

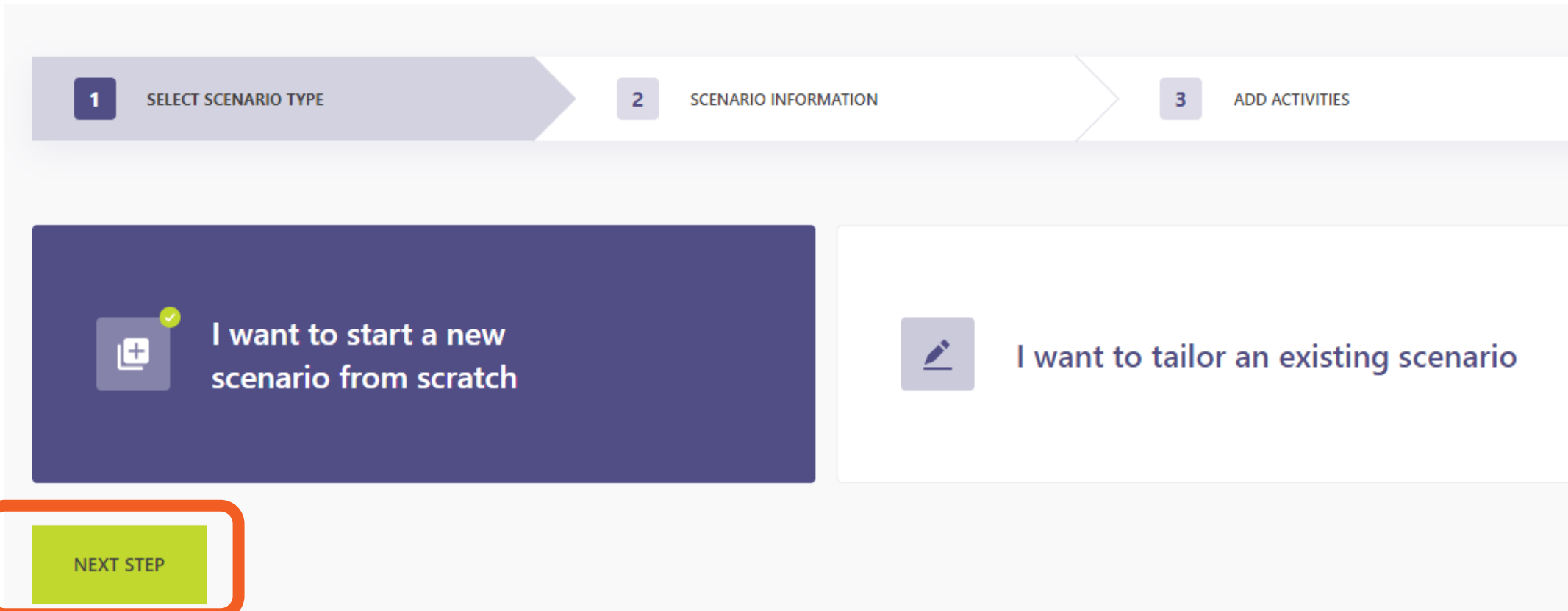
Languages



Preview  
Select and  
continue

# Scenario tool: STEP 1 – select type

## Create a scenario



The diagram illustrates a three-step process for creating a scenario. Step 1, 'SELECT SCENARIO TYPE', is highlighted with a dark blue background and a white arrow pointing right. Step 2, 'SCENARIO INFORMATION', and Step 3, 'ADD ACTIVITIES', are shown in a lighter grey background with white arrows pointing right. Below the flow, two options are presented: 'I want to start a new scenario from scratch' (with a plus icon and a green checkmark) and 'I want to tailor an existing scenario' (with a pencil icon). A green 'NEXT STEP' button is located at the bottom left of the interface.

1 SELECT SCENARIO TYPE

2 SCENARIO INFORMATION

3 ADD ACTIVITIES

I want to start a new scenario from scratch

I want to tailor an existing scenario

NEXT STEP



# Scenario tool: STEP 2 – scenario information

Scenario title

Title

Scenario language

Short summary

Learning objectives

1

AGE GROUP

Minimum age

Maximum age

Subjects

# Scenario tool: STEP 3 – activities (and – if you want - section titles)

+ Add section title

+ Add activity

## Add activity

### Category

Exchange & Discuss

#### Assessment & Feedback

Teachers and/or learners perform any activity related to assessment or giving feedback

#### Create

Learners create any type of product to showcase their learning

#### Exchange & Discuss

Learners communicate and exchange with peers,

### Activity

**CREATE YOUR OWN**

Carousel Brainstorm (Walk About, Talk About)

Jigsaw

Stirring the mix

# Scenario tool: STEP 3 – activities (and – if you want - section titles)

## Passion Projects

24/05/2021

This scenario comprises several (at least 5) units. The unique feature of Passion Projects (also known as Genius Hour) is that it is the students who choose the topic of their project. This autonomy is supposed to give them ownership over their learning and boost intrinsic motivation. Passion Projects are based on 20 per cent projects, which are featured in the most innovative companies in the world, e.g. Google.

### LEARNING OBJECTIVES

- Students develop their creativity
- Students develop their collaboration, communication and critical thinking skills
- Students learn how to stick to deadlines, how to deal with failure, how to self-reflect on their work

### C'S OF EDUCATION

COLLABORATION

COMMUNICATION

CREATIVITY

CRITICAL THINKING

### AGE GROUP

From 8 to 99

### SCENARIO LANGUAGE

English

### TOTAL DURATION

5 hours 35 minutes

### SUBJECTS

Languages

### POSITION OF LEARNERS

#### Small Groups

78%

#### Together

11%

### ROLE OF TEACHERS

#### Teacher-led

11%

#### Teacher at the side

67%

#### Independent learning

11%

### SPACE FORMAT

#### Public

33%

#### Private, limited distraction

56%

#### Fully virtual

11%

# Scenario tool: STEP 3 – activities (and – if you want **section titles**)

## Passion Projects

### RESEARCH PHASE FOR THE PROJECT

1  
HOUR  
30  
MINUTES

#### Researching the project idea

INVESTIGATE & RESEARCH

#### C'S OF EDUCATION

COLLABORATION

CRITICAL THINKING

#### TOOLS

Internet resources, contacting experts

#### SPACE FORMAT

Private, limited distraction

#### POSITION OF LEARNERS

Small Groups

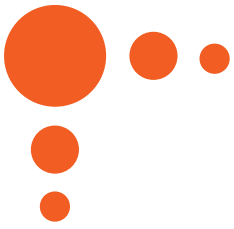
# Scenario tool: what's next?

Technical team will fix minor issues and make improvements

Novigado team will upload more ready-made activities and full-scenarios

Novigado team will upload more suggested tools

EUN will probably take the tool into next stage and create public repository



 [fcl.eun.org/novigado](https://fcl.eun.org/novigado)

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