Erasmus+

Creative Class

Creative Classroom Project: Introducing Innovative E-learning Methodologies to Estonian Teachers

Nataša Hoić-Božić,
Department of informatics, University of Rijeka (Croatia)

CONTENT

- „Creative classroom” project
- „Creative classroom” workshops
- The 3rd workshop and inquiry–based learning
  - E-tivity WebQuest
- Project results

CREATIVE CLASSROOM PROJECT

“CREATIVE CLASSROOM” PROJECT

Program: Erasmus+ *Key Action 2: Strategic Partnerships in the field of education, training and youth*

Consortium:

- BCS Koolitus, Tallinn, Estonian ICT training company
- Tallinn University (TLU), Estonia
- University of Ljubljana (UL), Slovenia
- University of Rijeka (UNIRI), Croatia
- Helsinki Metropolia University of Applied Sciences (MA), Finland

September 2014 – August 2016

THE MAIN TASKS OF THE PROJECT

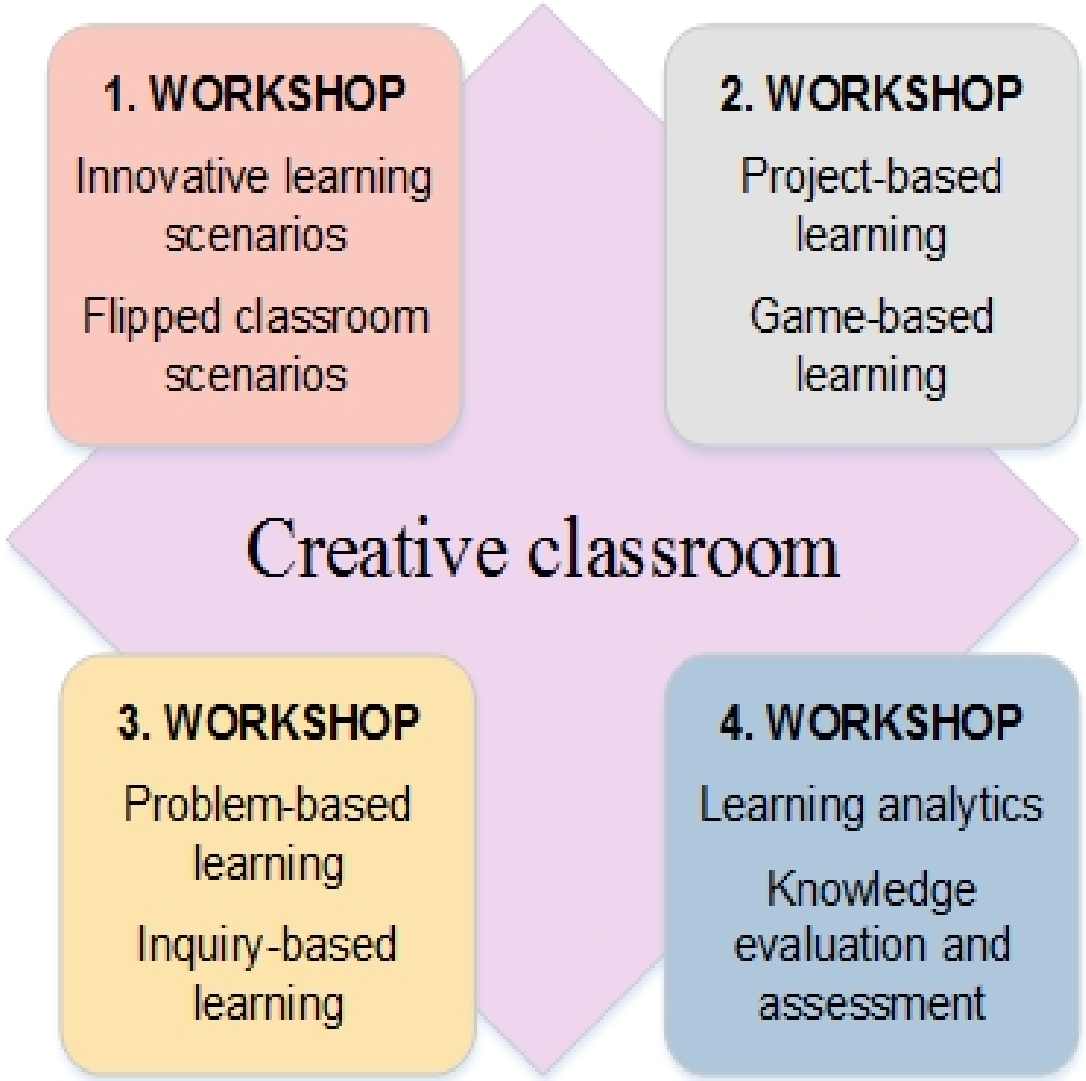
- Gathering and interpreting evidence of readiness of the shift to innovative education from the aspect of teachers, students and schools in Estonia
- Designing and delivering up-skilling workshops for Estonian teachers with the combined knowledge from Estonia, Croatia, Slovenia and Finland
- Developing an electronic guidebook of innovative ICT learning and teaching methodologies and tools for an open use in schools Europe-wide
- Organizing dissemination events to showcase and propagate the developed guidebook

“CREATIVE CLASSROOM” WORKSHOPS

“CREATIVE CLASSROOM” WORKSHOPS

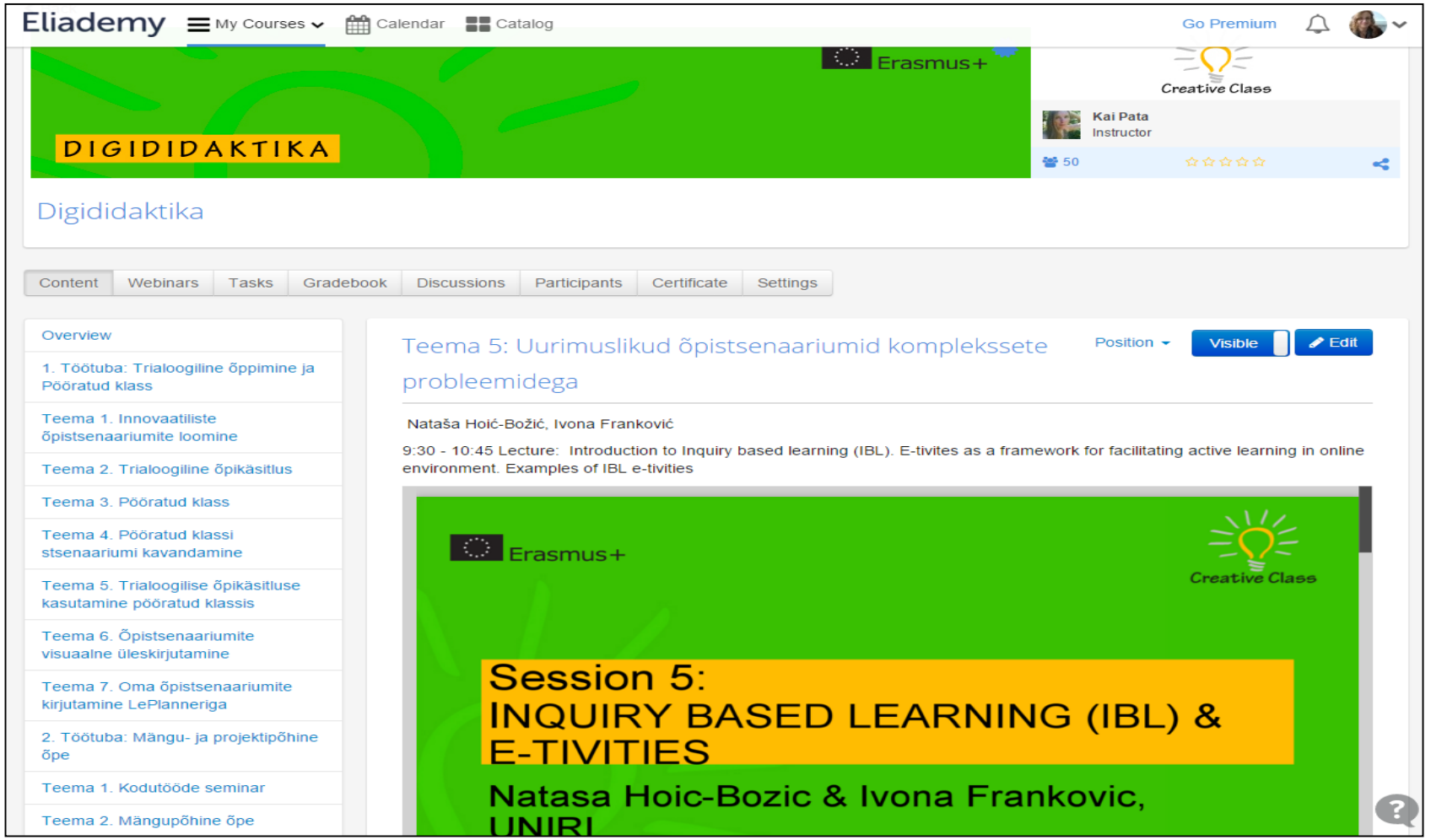
- Workshops for the focus group of 20 Estonian teachers selected from schools all over Estonia
- The focus group meets four times on two-day workshops to learn and collaborate on the topic of innovative ICT methods and tools in education
- In every workshop two methodologies are introduced with the related ICT tools, methods, and examples of best practice
- Teachers start preparing the lesson guide and continue working on it as homework

WORKSHOPS' METHODOLOGIES



“DIGIDIDAKTIKA” COURSE

- „Digididaktika” was created in Eliademy tool
- Eliademy is a platform for instructors to create, share and teach online courses



THE 3rd WORKSHOP AND IBL

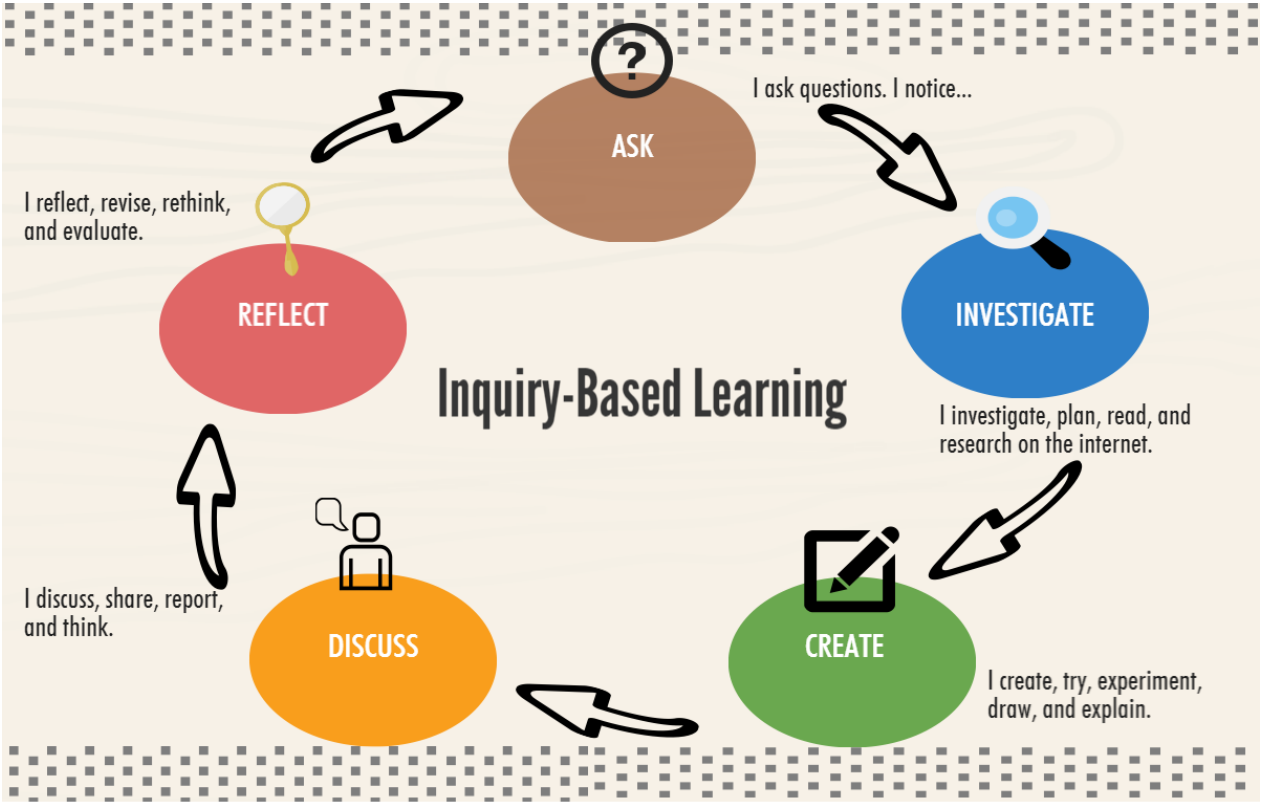
THE 3rd WORKSHOP

- Problem-based learning (PBL) → experts from the Helsinki Metropolia University of Applied Sciences
- Inquiry-based learning approach and e-tivities → experts from the University of Rijeka, Department of Informatics
- Lesson scenario building tool LePlanner → experts from Unversity of Tallinn

WHAT IS INQUIRY BASED LEARNING?

- IBL is question- or problem-driven approach to learning based on seeking new knowledge and understanding
- Involves students' performing investigations of some sort to address questions or solve problems
- student-centred and student-directed approach with teachers acting as facilitators

5 PHASES OF INQUIRY-BASED LEARNING CYCLE



Available from:

http://marsscott.com/teachinglearningandassessments/iste-1-teacher-standard-facilitate-and-inspire-learning-and-creativity/

E-TIVITIES

E-TIVITY - E-LEARNING ACTIVITY

- a term used to describe a framework for facilitating active learning in an online environment
- involves learners interacting with one another and with the teacher (e-moderator) in an online environment in order to complete a particular task
- 'spark' - small piece of information, stimulus or challenge provided by teacher at the beginning of e-tivity
- students take part in the e-tivity by responding to the 'spark‘
- E-tivities use Web 2.0 tools (e. g. Wikispace, Diigo, MindMeister)
- E-tivities can be designed in line with the IBL approach

E-TIVITY IBL EXAMPLE

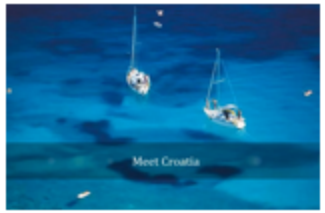
- Webquest: a group of students would explore Web resources to find out „what is X” and write a summary with definitions and examples
  - X = “inquiry based learning”
  - X = „fruit decomposition”
  - X = „World War II”
  - X = „Estonian history”
  - X = „Croatia”
  - …

WEBQUEST: Learning about Croatia

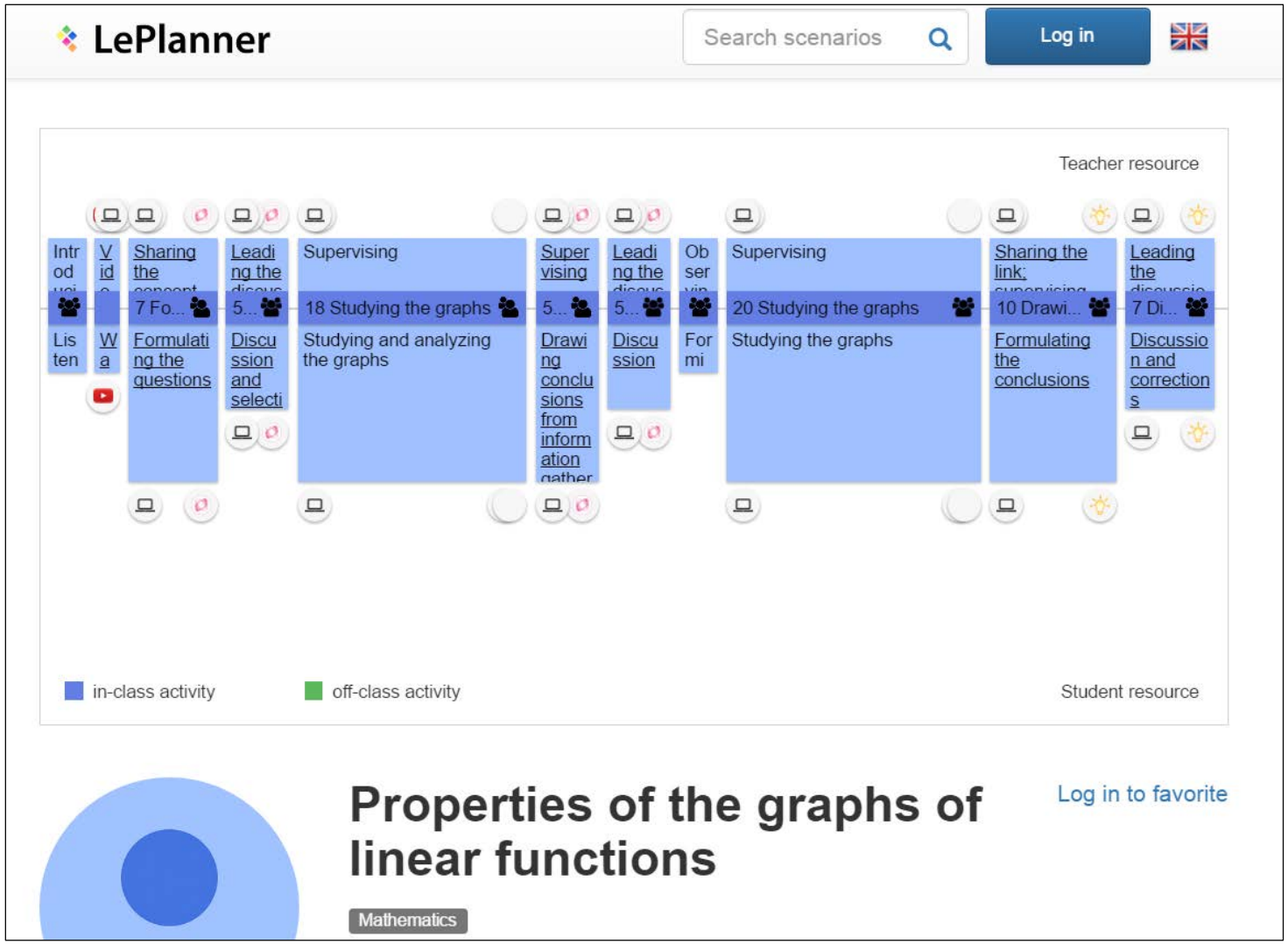
- Group activity: an IBL example e-tivity

1. Choose collaborators (groups of 3-4 participants)
2. Look the „spark” – video
3. Formulate up to 3 inquiry questions
4. Investigate web resources, use mindmap tool and Diigo
5. Create wiki
6. Create blog (folow-up activity)

E-TIVITY DESCRIPTION FORM

Name of IBL e-tivity	WebQuest – Learning about Croatia
Subject and grade	Geography, history, (or general knowledge) … Could be adapted to different learners
Purpose/Learning outcomes	WebQuest activity engages learners in the use of the WWW in order to complete a task related to the course or some topics. As a collaborative learning activity, WebQuests can be used to focus groups of learners on task while providing a variety of online resources necessary for completing their assignments. Goals: • Learners will utilize Web resources to complete a task • Learners will work with their peers to complete a course-related task • Learners will build skills for interacting with other learners in course • Learners will get familiar with several Web 2.0 tools. During this specific WebQuest, learners will try to found out some facts about Croatia having in mind Croatia as a popular touristic destination.
Collaborative Learning	Groups of 3-5 students
Time required	3 to 5 days (simple version: 1 day)
Tools	- Access to the World Wide Web - Web 2.0 tools: • MindMaster or similar tool for brainstorming • Diigo for collecting and organizing bookmarks and other resources • Wikispace for creating wikis as summary • Blog for keeping learning diary with reflections to the learning process
Spark	Popular short video about Croatia https://www.dropbox.com/s/dkir4n6xd53yt8w/croatia.mp4?dl=0 
Structure/actions	**1. Ask**

IBL LEARNING SCENARIO IN LePlanner



EVALUATION OF THE WORKSHOP

- an anonymous survey at the end of the workshop with a goal to establish in which measure participants were satisfied with the workshop content and instructors
- completed by 14 participants (70% teachers who were enrolled in the project)
- teachers were mostly rather happy or very happy with relevance of the workshop topics, learning materials, e-learning environment Eliademy, competence of lecturers, and training facilities

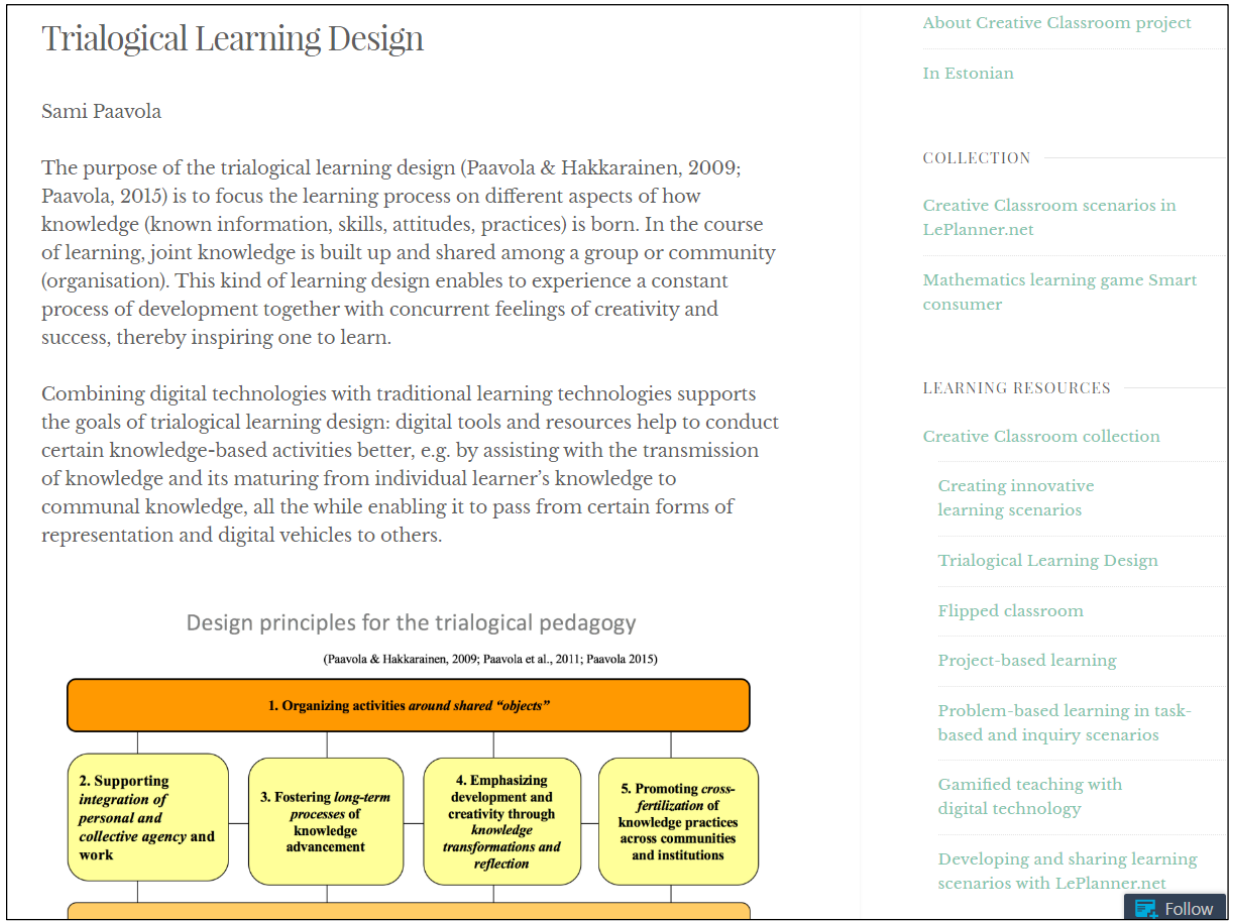
PROJECT RESULTS

LEARNING SCENARIOS

- Electronic lesson guide book in Estonian and in English, developed in the LePlanner environment
- The collection contains 50 selected learning scenarios prepared by Estonian teachers

http://beta.leplanner.net/#/tags/CreativeClassroomCollection

METHODICAL MATERIALS



Creative Classroom collection, https://creativeclassroomproject.wordpress.com/

CONSLUSION

- The main result of the project is the developed electronic lesson guide book in the LePlanner environment
- The project has provided teachers with a community to exchange ideas and experiences on innovative usage of ICT in teaching practices
- The project's consortium is hoping that the project will be an encouragement for the shift to the 21st century education both in Estonia and Europe-wide

Erasmus+

Creative Class

Creative Classroom

Project No. 2014-1-EE01-KA201-000525

creativeclassroomproject.wordpress.com

THANK YOU!

BCS Koolitus

TALLINNA ÜLIKOOL

Univerza v Ljubljani

Metropolia

SVEUČILIŠTE U RIJECI