



PROJECT TRAINING ON NEW METHODOLOGIES AND FRAMEWORK APPLIED TO EDUCATION

AMSTERDAM 5-6-7th of July 2022

ENCITS

Project Number:
2020-1-TR01-KA201-092704

AMSTERDAM 5-6th of July 2022

- ✓ Lego® Serious Play®
- ✓ Liberating Structures
- ✓ Agile
- ✓ Open Digital Badge

DAY

1

Module 1 Is all about YOU and US how to improve team work in the classroom

- Introduction
- More LEGO less EGO
- The Magic Circle
- Get to know each other in the emotional market
- The International Portrait Gallery
- My Values your values

Module 2 Practical cases on English, IT and Science Teaching

This module aim is to show you practical cases on how to implement the different frameworks and methodologies to real class cases based on previous school experiences.

- Build the Duck
- Build the Dog
- Build your superpower for the team
- Play the building game
- The English lesson
- The IT play
- The Science UNESCO SGD play
- Prototype your example

DAY 2

The Lesson Idea Hackaton
Methods and Tools: LSP, Non Violent Communication, Liberating
Structures, Miro
ASSESSMENT: feedback from Peers

The workshop is organised in five Sprints

Sprint 1

Review who we are

OBJECTIVES:

- Get to know each other
- Create a base for common knowledge self organise on teams
- Your Super power for the team
- Heard Seen Respected
- Minimum Viable Education Learning Lesson

Sprint 2

Ideation Process

OBJECTIVES

- Ideate about an educational/lesson idea, share and evaluate them
- Thinking of a Lesson
- Building the Model idea at individual level
- Sharing 1, 2, 4 all
- Iterating the Lesson Model
- Presenting the landscape of educational ideas
- Voting and Reorganising the teams

Sprint 3

Realign the teams by values

OBJECTIVES

- To create teams and learn about Agile team lesson management
- The Strength Finder
- Real Strengths I am good at
- Want to learn
- I am good at but it is not my passion
- Not my Thing
- Define some team keywords #.....
- Assign Roles based on values
- Create the Definition of Done
- Define the working agreements
- Create the Backlog
- Define the Sprints

Sprint 4

Deep work

OBJECTIVES

- Deep work and content creation. Everyone works on their task. Every 50 min there is a 10-min Scrum meeting for sharing and inspecting the progress towards the sprint goal.
- What helped us to move forward?
- What held us back?
- How could we do things differently
- What we should to next

Sprint 5

Presentation and The Final Retro

OBJECTIVES

- Presentation of the idea and feedback from the product owner (teacher).
- Depending on the lesson, PechaKucha or presenting the prototype if possible.
- Presentations are followed by team retrospective.

DAY

3

Training on how to create an Open Digital Badge certification

What OPEN Digital BADGE is?

A Digital Badge represents a skill, learning achievement, or experience. Digital badges can be earned in a wide variety of environments

- Digital Badges can represent competencies and involvements recognized in formal or informal learning
- In addition to the image-based design, badges have metadata to communicate details of the badge to anyone wishing to verify it or learn more about the context of the achievement; it signifies
- Badges are issued by individual organizations who set criteria for what constitutes earning a badge
- Earners can display their Digital Badges online and can share digital badge information through social networks

Why use OPEN BADGE ?

- Skill Recognition. Students can use the ODB to recognize achievement in any setting across the different stages of an individual's life.
- Pathways of Expertise. Students can use the ODB to build pathways to support individuals to work towards learning goals, provide routes into employment, and nurture & grow talent within organizations
- Transfer of Skills. They are based on the Open Badges standard, which enables badges to be issued and transferred across the web and other digital exchanges, across different learning providers, and across borders.
- Talent Identification. They provide a new way to identify talent based on competency and attitude, helping employers and educators better match individuals with non-traditional experiences to relevant opportunities.
- Alternative Validation. They provide an alternative way for learners to get validation for their skills and achievements and share them with employers

Participants learn how to create different badge levels of their lesson based in a practical case. The training program includes:

- .Who the issuer of badges is?
- Who are the earners, who is my target group?
- Why will they take my badge (the advantage of my open badge compared to existent open badge)?
- What skills the learner will acquire? And, which criteria will be used to assess the acquired skills?
- How will the earner acquire these skills? • When the open badge has been issued or will be issued? Is the open badge limited in time?
- What “understandable” name are you go to attribute to your badge name
- Bonus: Am I applying a standard that can give more weight to the open badge?

Link: <https://openbadges.org/>