

Step by Step

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The project

Preparing today’s students requires educational systems to provide a core body of knowledge as well as a set of skills needed. At the same time the rapid growth of digital tools available increase the challenges of nowadays. The high exposure of 21st century students in web 3.0 tools, devices, and environments opens a window of new affordances, challenges, opportunities, and skills for learning/teaching and assessment.

Based on existing models that combine the process (collection of activities) and the product ( result of the learning process), teachers have to implement innovative methods to get better results in both technology competency as well as academic levels.

We have students that ususlly get bored at the classroom because sometimes learning is based on repetition. Students don't need to perform an activity dozens of times to acquire knowledge, too much repetition not only doesn't help our students to develop knowledge and transversal skills they need, but also lead they regret schools activities. We must offer our students innovative, engaging and interesting activities.The learning process should be focussed on competences and not just in contents.

The project plans build up a Community of Practice to improve the quality of teaching in participant schools. In a world of continuous social, cultural, economic and technological change, teachers themselves need to reflect on their own teaching practice in the context of their particular school environment and share these thoughts with other teachers. Teachers will be able to learn at school (through teacher trainning, sharing practices, action research, and new educational methods-related planning teams); From this process teachers will be able to enrich the curriculum in Kindergarten and Primary.

We plan to build up a partnership among schools in which through the collaboration will promote among teachers professional values and attitides like reflective practice, autonomous learning, collaboration with colleagues and parents, engagement in research and innovation as a way to acquire new skills, and promoting the development of the whole school.

Partners plan to support innovative teaching and learning environments on curricula contents, at the same time learners will acquire competences, basic transversal skills, knowledge and attitudes. Teachers will be trained to work with new methods and tools and to create learning practices/e-learning materials that can be used by other schools in participant countries and other European countries.

Teachers will draw up a model for students’ learning that through the national curriculums context will develop transversal skills neded. At the same time it aims to provide teachers’ innovative tools so as to assess these skills.

Target group: Teachers and students of Primary and kindergarten, teacher trainers and education authorities.

**Project aims:**

1. Develop in students basic knowledge (based on national curriculum) and a set of skills necesary for their futures studies and jobs

2. Implement at school learners’ centred approaches based on self-regulated learning, self-reflections, collaborative work, peer assessment , etc

3. Use of relevant technology and methosd: Robotics, Coding, Computational Thinking... in order to engage students in the learning process

4. Create at schools framework to introduce innovative learning and teaching practices and this will be done through improving teachers’ competences to implement innovative teaching approaches and also prepare teachers to assses students’ learning (both knowledge and skills)

**Results**

Organizing training workshops, create materials, services and resources to assist teachers design learning tasks for aligning learning goals and assessing transversal skills using ICT affordances and opportunities.

Sharing professional practice in relation to the development new learning and teaching methods and assessment of transversal skills (e-portfolio).

A website with ten learning practices by country ready to use at the classroom on different subjects (using robotics, coding, ... ) The materials will be in own laguage of the author and in English.

Two collaborative projects will be implemented with students during the project life-cycle:

One about how to implement real tasks using robotics. It has been proven that this interdisciplinary activity stimulates students to put into practice and strengthen logical thinking, analysis and synthesis. A 2nd project using coding (Particiant schools will present their school activities through APPS).

Students love finding out how things work through fun, hands-on projects and teachers love knowing that they’re preparing students for their future. This will be done through the introduction of coding, robtics use, ... and a development of a needed pedagogical approach to its uses.

Only through the collaboration of European schools the project could be implement in its full potential.

 