



INNOMATH: Innovative enriching education processes for Mathematically Gifted Students in Europe

Reference number: 2019-1-DE03-KA201- 059604

Implementation period: September 2019 – August 2021

Training program for teachers or others interested in the identification/ support/ enriching with practical skills of mathematically gifted students in the context of the INNOMATH project

Template (for the Methodology and Structure of a Learning Plan for Presenting a Module for the INNOMATH course programme, module of 3 hours duration).

Module Number and Area/ Topic: Evolution of Education 1.0 to 4.0, Future Schools

Introduction and Broad Description of the Context and Goal of the area/ topic addressed:

The education systems implemented in most countries today are characterised by the elements of Education 2.0, while very few countries are pushing for reforms defined by Education 3.0. The features of the development stages of Education from Education 1.0 to Education 4.0 are more or less clear. But talking about Education 4.0 with today's technologies may not be so accurate. We do not know what will be the technologies in 15-20 years and how these will affect the learning processes. However, we do know that today's technologies are not fully utilized in the current learning processes in school education systems. One of the objectives of this course is to try to answer the question: is this an evolution or a revolution? Some results of EU funded projects, like L-Cloud: Development of tomorrow's Cloud Education Leaders will be discussed, the STEAME project and other.

Learning Outcomes: With the completion of this module the trainees will be able to

- 1. Understand the evolution differences of Education 2.0, 3.0 and 4.0
- 2. Understand the need to be adaptable to change
- 3. Understand and develop creative thinking for future schools

Content and Resources (providing information on the various constituents/ dimensions of the topic under consideration):

Methodology and approaches for the module training presentation:

- 1. Presentations of definitions
- 2. Presentation of Reasoning for change and highlights from reports on evolution of learning
- 3. Presentation of tools, methods and new approaches in learning
- 4. Discussion sessions and debates

Instruments/ Tools/ Supporting Material/ Resources to be used:

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(list of file, web links, videos, PPT.... use file names inseting the Module number)

- 1. PPT on Evolution of Education from EDU 1.0 to EDU 4.0
- 2. Presentation of related videos of modern schools as a case study for discussion
- 3. Comparative Tables and studies
- 4. Adaptable Cloud Education Leaders related reports
- 5. Guidelines for STEAME Activities and Schools
- 6. Related Websites supporting learning of the future such as

www.steame.eu,

https://www.schooleducationgateway.eu/en/pub/index.htm

Pedagogical/Learning Sequencing and Activities Plan:

Introductory activities (creation of interest, reference to real value issues, relation to background experiences etc)

Activity 1 – Comparative thinking:	
Development	Compare past, present and consider what has changed over the last 100
	years.
Materials	PPP, pictures, presentation by trainees of their school learning
	environment
Resources	Slides, Pictures
Estimated Time	30 min
Environment/Room	U-Shape or ZOOM
Setting	
Trainees' role	React to questions raised by the trainer

Development activities

Activity 2 – Needs for change:		
Development	What has to change? What teachers in Europe say?	
Materials	EU reports for schools and learning needs	

	Survey reports by the STEAME project and other
Resources	Web reports, pictures, videos
Estimated Time	30 min
Environment/Room	U-Shape or ZOOM
Setting	
Trainees' role	Reading, discuss, imagine, create

Activity 3 – What experts say?:	
Development	Think Tank suggestions
Materials	Publications by experts, reports by authorities
Resources	Publications, Executive Summaries, Web reports, pictures, videos
Estimated Time	30 min
Environment/Room	U-Shape or ZOOM
Setting	
Trainees' role	Considering, Evaluating, Estimating, imagine, realise, discuss

Practicing Activities (hands-on activity)

Activity 4 – Design the future with critical evaluation:	
Development	Exercise to write a set of pedagogical changes, learning environments
	and methods, infrastructure changes that could be done if the teacher
	had the power to do
Materials	Small self stick papers. Teachers are asked to write what they will stop in
	red papers, what they will keep in yellow papers and what they will
	change or introduce in green papers
Resources	Boards in the room so teachers can stick their ideas
Estimated Time	20 min to prepare the papers, 5 min to stick them on the board, 15 min
	to peer review and evaluation for what colleagues uploaded .
Environment/Room	U-Shape with boards available
Setting	ZOOM with sending ideas via chat
Trainees' role	Moderate the activity and coordinate the discussion at the end

Evaluation of Learning Outcomes

<u>Activity 5 – Conclusion of Activity 4:</u>	
Development	Discuss with trainer and prioritize.
Materials	Live Board
Resources	Prioritize listing for the three categories
	Stop-Keep-Introduce (SKI)
Estimate Time	30 min
Environment/Room	U-Shape with boards available
Setting	ZOOM with sending ideas via chat
Trainees' role	Moderate the priority listing

Reflection and Closure activity: Do we have a plan of change?