



# SCIENCE PROJECTS ONLINE WORKSHOPS (SPOWs)



The Scientix project has received funding from the European Union's H2020 research and innovation programme – project Scientix 4 (Grant agreement N. 101000063), coordinated by European Schoolnet (EUN). The content of the paper is the sole responsibility of the authors and it does not represent the opinion of the European Commission (EC), and the EC is not responsible for any use that might be made of information contained.



# ICT-INOV METHODOLOGY FOR INNOVATORS



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2nd Session – 20 March 2023

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## CONTEXT:

As a result of society's **digital transformation**, **educational institutions** should cope with **these changes** to help people become **more ICT-skilled** and **equipped** with **suitable instruments**. The learners are expected to **identify innovative solutions** to support the **end-user** in this **challenge**.

## DRIVING QUESTION:

**How** can **help** our educational institution to **respond** this **challenge**?



## Science Projects Online Workshop (SPOW16)

As a result of society's digital transformation, educational institutions should cope with these changes to help people become more ICT-skilled and equipped with suitable instruments. The learners are expected to identify innovative solutions to support the end-user in this challenge.


*The objectives are to 1. introduce some basic concepts on innovative methods for sustainable development in the ICT sector; 2. identify the needs of educational institutions; 3. recognise opportunities, problems and resolutions.*


### Activities


 #ICT #problemsolving

#digitaltransformation

 Michela

 Shared With

 QQSMsfYP

 View Members



Science Projects Online  
Workshop (SPOW16)(1)



Comments:  
Group n. 1

 0/4

Enter

Science Projects Online  
Workshop (SPOW16)(2)



Comments:  
Group n. 2

 0/4

Enter

Science Projects Online  
Workshop (SPOW16)(3)



Comments:  
Group n. 3

 0/4

Enter

Science Projects Online  
Workshop (SPOW16)(4)




Comments:  
Group n. 4

 0/4

Enter

Class Settings

Add an Activity 

Analytics

Username

Share with teacher

# Starting – Team building

Science Projects Online workshop (SPOW 16)(1)

Group n. 1

End Date: 31/3/2023, 14:40:17

Give Review Give Help Help Messages Level Reviews

Brainstorming 1 2 3 4 5

STEP 1: TEAM BUILDING

TEAM PROFILE EXERCISE:

Decide on a team name

Decide on a team logo

What are your team's values?

TEAM BUILDING EXERCISE:

Zombie apocalypse exercise, do this on your own time:

1. Each team member should describe the story of their name.
2. Each team member should describe the skills they have for surviving as a team the upcoming zombie apocalypse.
3. Each team member should describe how they are seen in their professional environment and how they wish to be seen.

A red arrow points to the toolbar icons in the 'STEP 1: TEAM BUILDING' section.



# How to add info with post-it

The screenshot displays a digital workspace titled "Science Projects Online Workshop (SPOW16)(1)". A yellow post-it note is being added to the workspace. The note contains the text: "Write some new note content! You can add text/image/video!". The workspace itself is divided into sections. On the left, there is a sidebar with a "STEP 1: TEAM BUILDING" header and a toolbar containing icons for delete, edit, copy, info, heart, and lock. Below the sidebar, there are two main content areas. The first is titled "TEAM PROFILE EXERCISE:" and contains the text: "Decide on a team name", "Decide on a team logo", and "What are your team's values?". The second is titled "TEAM BUILDING EXERCISE:" and contains the text: "Zombie apocalypse exercise, do this on your own time:" followed by a numbered list: "1. Each team member should describe the story of their name.", "2. Each team member should describe the skills they have for surviving as a team the upcoming zombie apocalypse.", and "3. Each team member should describe how they are seen in their professional environment and how they wish to be seen." A red arrow points to a red-bordered box in the top-left corner of the workspace, which likely represents the area where new notes are added. The bottom right corner of the image features the IX logo.

# Empathy

- Bring a reward for the participants, e.g. professionally, or even a small gift.



2. Roadtrip. Where does the user come from? Age, education, what does he know? How did he get here?
3. Mindmap. Place the person in the middle with notes around.
4. Empathy. Describe what the person does, feels, hears.



# Define

Brainstorming 1 2 3 4 5

STEP 3. DEFINE THE PROBLEM

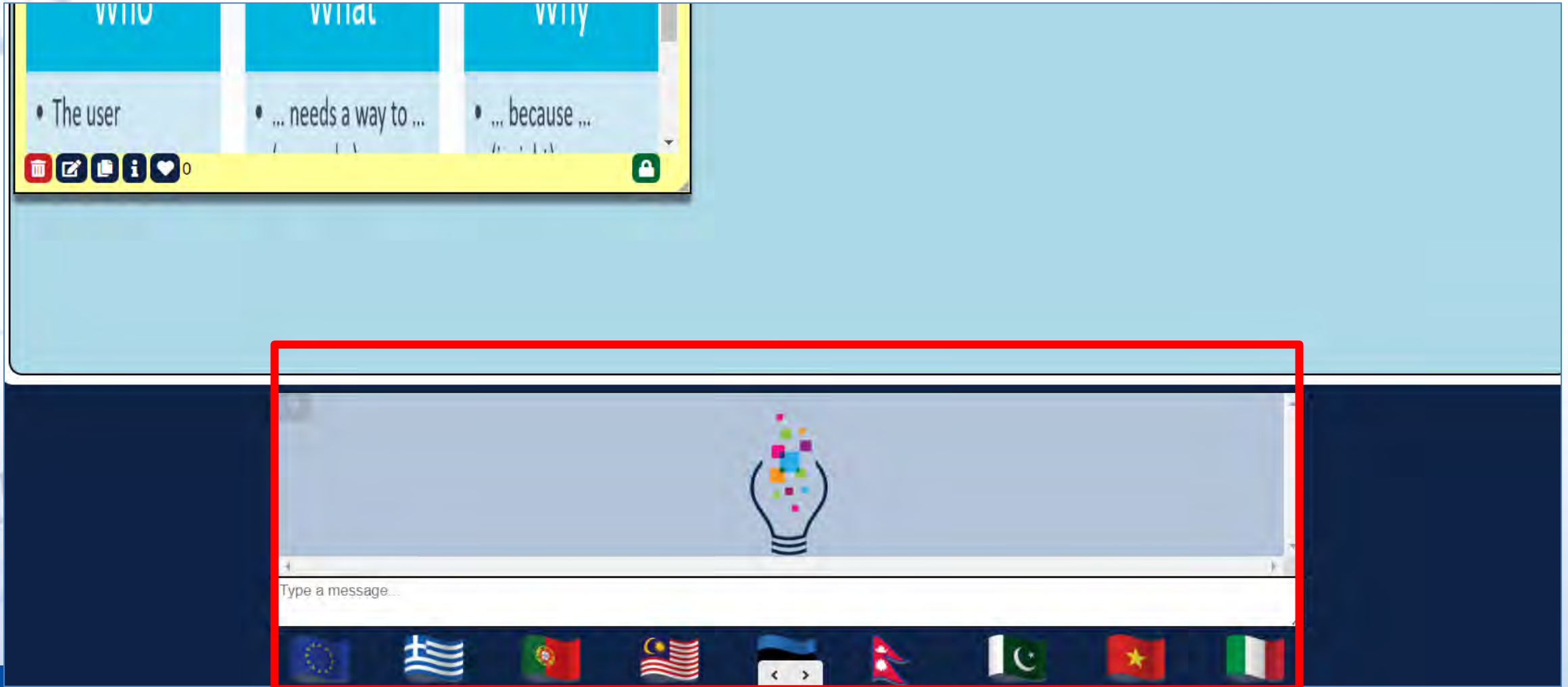
DEFINE THE PROBLEM:

This should be a one sentence description.  
We design something ... for whom ... how ... why

Alternatively ask the question: How might we ....

Who	What	Why
• The user	• ... needs a way to ...	• ... because ...

# Communication during the activities





# Ideation

## Science Projects Online Workshop (SPOW16)(1)

Group n. 1

🕒 End Date: 31/3/2023, 14:40:17

← Give Review Give Help Help Messages Level Reviews

Brainstorming 1 2 3 4 5

The screenshot shows a web application interface for 'STEP 4. IDEATION'. The interface is divided into a left sidebar and a main content area. The sidebar contains a title 'STEP 4. IDEATION', a set of icons (trash, edit, copy, info, heart, lock), and a counter '0'. The main content area has a yellow background and contains the following text:

1. ALTERNATIVE WAYS TO THINK ABOUT IDEAS:

- a. Consider a very affordable idea (1 Euro)
- b. Consider a very expensive idea (1m Euros)
- c. Consider ideas that start from each letter of the alphabet
- d. How would you solve the problem if you had magic?

At the bottom of the main content area, there is another set of icons (trash, edit, copy, info, heart, lock) and a counter '0'.

# Prototype/Test

## Science Projects Online Workshop (SPOW16)(1)

Group n. 1

End Date: 31/3/2023, 14:40:17

Navigation and Progress Controls:

- ← (Back arrow)
- Give Review
- Give Help
- Help Messages
- Level Reviews

Progress Indicators:

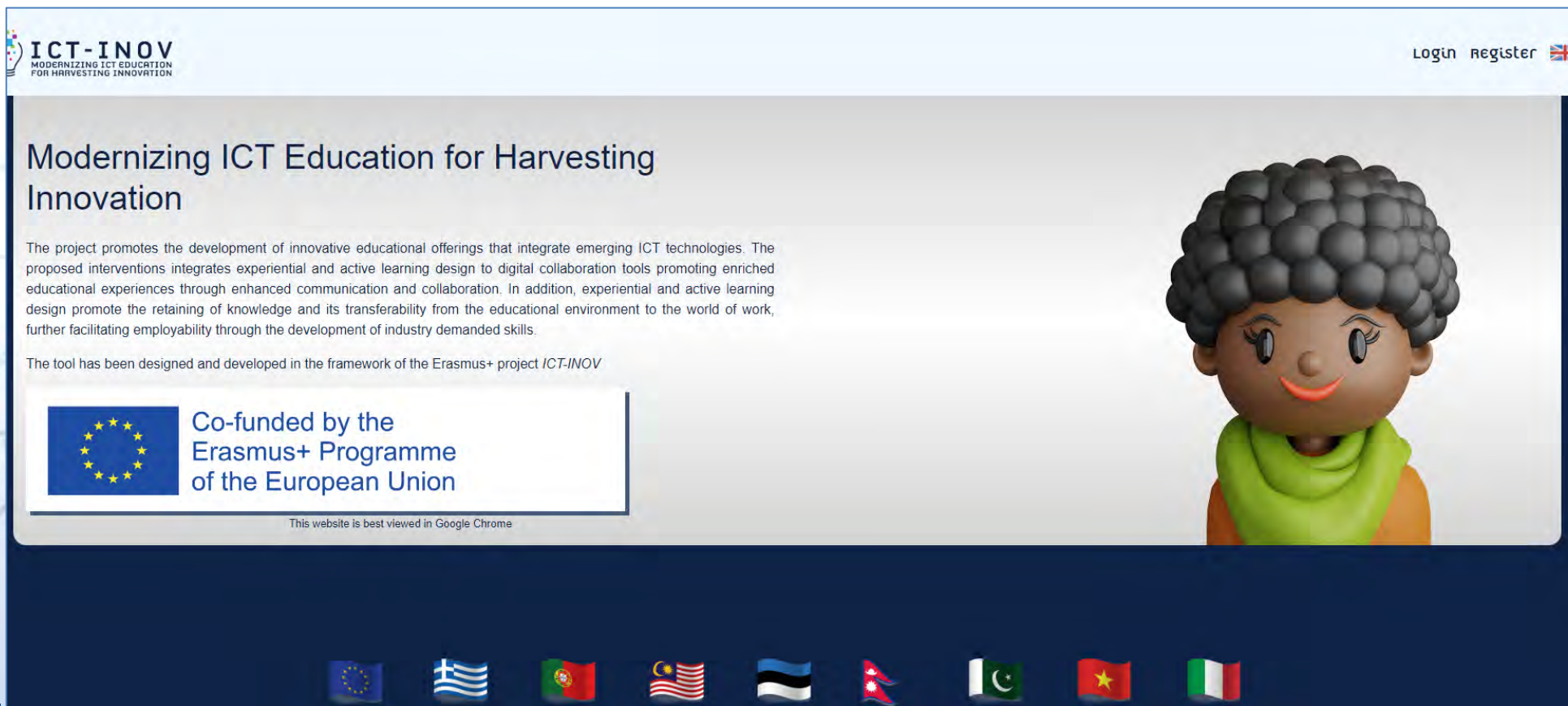
- Brainstorming
- 1
- 2
- 3
- 4
- 5

Workshop Interface Screenshot:

- Search bar: 1
- STEP 5. DESIGN
- Icons: Delete, Edit, Copy, Info, Heart, Lock
- Count: 0
- DESIGN YOUR SOLUTION
- Text: Design your solution in a poster. You may use the following template
- TEAM

# Ready?

## The platform for teachers and students



The screenshot shows the website for the ICT-INOV project. At the top left is the logo for ICT-INOV, which includes the text 'MODERNIZING ICT EDUCATION FOR HARVESTING INNOVATION'. At the top right are links for 'Login' and 'register' next to a small UK flag icon. The main heading is 'Modernizing ICT Education for Harvesting Innovation'. Below this is a paragraph of text describing the project's goals: 'The project promotes the development of innovative educational offerings that integrate emerging ICT technologies. The proposed interventions integrates experiential and active learning design to digital collaboration tools promoting enriched educational experiences through enhanced communication and collaboration. In addition, experiential and active learning design promote the retaining of knowledge and its transferability from the educational environment to the world of work, further facilitating employability through the development of industry demanded skills.' Below the text is another line: 'The tool has been designed and developed in the framework of the Erasmus+ project ICT-INOV'. To the right of the text is a 3D cartoon illustration of a young girl with dark skin and curly hair, wearing a green scarf. Below the text and illustration is a box containing the European Union flag and the text 'Co-funded by the Erasmus+ Programme of the European Union'. At the bottom of the screenshot, there is a row of small flags representing various countries: EU, Greece, Portugal, Malaysia, Bangladesh, Pakistan, Vietnam, and Italy. At the very bottom of the screenshot, there is a small text note: 'This website is best viewed in Google Chrome'.




**Workshop Code: dQQSMsftYP**




# Introducing DT into the classroom

**Project-based learning** can play a key role.



It provides teachers with a method to **develop projects** designed around a **real-world context**.



These **projects** provide students with the **learning scenarios** and **real-world context** needed to use the **effective design-thinking process**.



# Design-thinking project development template

	Subjects				
Desired results	List of standards or learning goals				
	Project summary	Real-world scenario			
End user					
Driving question					
Final product					



# Developing a driving question



“Driving Question Tubric 2.0”  
(Tool prepared by Buck Institute for Education)

<https://www.tubric.com/>



# ICT\_INOV Platform from teacher's point view

The screenshot displays the ICT-INOV platform interface. On the left, a sidebar contains the project title "Modernizing ICT Education for Harvesting Innovation" and a description of the project's goals. Below this is a logo for the European Union and the text "Co-funded by the Erasmus+ of the European Union". A red arrow points from this logo to the registration form on the right. The registration form, titled "Register", includes fields for Username, Password, Verify password, First Name, Last Name, and Code. A red box highlights the Code field and the checkbox for accepting the privacy policy. A green "Submit" button is located at the bottom right of the form. The top right corner of the page features "Login register" links and a UK flag icon.

**Teacher code: ICT1NOVTE4CHER**



# Thank you for your attention!

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