

TRAINING SESSIONS - DETAILED INFORMATION
EDEN ANNUAL 2016
JUNE 14-17 2016 BUDAPEST

Training Session A6

15 June 2016 - Wednesday Morning; 11:30 - 13:00 Morning Parallel Sessions A

Training title: *TEC model of online collaboration as a tool to enhance intercultural interaction and to bridge between diverse groups of learners*

Training leader/presenter's information:

Name 1: Dr Keren Levy

Affiliation: Ohalo college of Education and Mofet Institute

Brief summary

The goal of this training session is to experience online collaborative learning in order to enhance intercultural learning and to reduce prejudice among different sectors of society, using advanced Web 2 technology. The TEC model facilitating this session was developed by Shonfeld, Hoter and Ganayem (2013) and is constantly being assessed and renewed in accordance with results from the implementation of the model in the field.

The interactive session will include using computers and mobile devices including the TEC social network, Blackboard Collaborate, free collaborative tools, and a demonstration how to use the TEC 3D virtual Island to facilitate intercultural encounters. During the session, participants will interact online and will be initially exposed to the efficiency of online learning environments for reduction of anxieties of collaboration with "the other". In addition, the discussion will bring up theories (Hoter, Shonfeld & Ganayem, 2012) and will be focused on the rules required for facilitating collaboration (Walther, Elaine, Ganayem, & Shonfeld, 2015).

Maximum number of participants: 70

Target group:

Educators from a variety of cultures and institutions

Preliminary knowledge necessary to participate:

Basic technological skills

Technological enhancements if any:

It is advised that participants bring PCs and/or mobile devices. We will use the social network- <http://tocs.macam.ac.il> and the application Blackboard Collaborate.

Training Session B6

15 June 2016 - Wednesday Afternoon; 14:20 - 15:50 Afternoon Parallel Sessions B

Training title: Bootcamp EMMA MOOC *Assessment for learning in practice*

Training leader/presenter's information

Name: Olga Firssova and Francis Brouns

Affiliation: Open University of the Netherlands, Welten Institute

Brief summary

The *MOOC Assessment for Learning in practice* introduces you to the concept of formative assessment and provides hands-on experiences of designing instruments for assessment for learning. The course follows the state-of-the-art on the topic, yet is practice-oriented and offers flexibility for learners. In this MOOC we will provide you with theory and guidelines for knowledge construction on the topic while offering support in designing assessments.

The MOOC is in first instance aimed at teachers and educationalists, but can be followed by anyone who would like to learn about formative assessment and apply it in practice. Each of the lessons contains a self-contained learning task that can also be done independently. The focus is on application of the new knowledge and skills in own professional practice.

At the EDEN Conference an introduction to the EMMA platform will be combined with learning activities relevant to the topic of Formative Assessment.

Maximum number of participants:

The number of participants in the BOOTCAMP workshop on the MOOC Assessment for Learning in Practice during the EDEN conference should preferably not exceed 30 participants. Please, send an e-mail to olga.firssova@ou.nl if you are interested in the training.

Target group: anyone from education

Preliminary knowledge necessary to participate:

No specific knowledge required, interest in assessment- related questions and education and training in a most general sense of the word.

Technological enhancements if any:

At the training you need to have a laptop or a tablet to participate in the hands-on activities.

Training Session C6

15 June 2016 - Wednesday Afternoon; 16:15 - 18:15 Afternoon Parallel Sessions C

Training title: *Ensuring originality in bachelor, master and PhD theses: SciPro management software integrated with Turnitin*

Training leader/presenter's information

Name: Henrik Hansson, Associate Professor

Affiliation: Computer and Systems Sciences, Stockholm University, Sweden

Brief summary

This training focuses on quality thesis management at bachelor, master and PhD level. Participants will learn how to use the purpose built thesis management software SciPro (Supporting the Scientific Process) and especially the module final seminar which includes an auto generated originality report by Turnitin. The workshop includes an overview of SciPro and hands on activities trying out different modules supporting the student and the supervisor in the thesis process. The originality assessment of a theses is discussed and several ways of ensuring authenticity is demonstrated and tried out in the training session. An efficient and reliable process for ensuring quality theses are essential for all universities.

Maximum number of participants: 30

Target group: University supervisors or administrators of theses at bachelor, master or PhD level.

Preliminary knowledge necessary to participate:

Basic ICT skills

Technological enhancements if any:

All participants need to bring their own lap tops and connect to Internet. Accounts will be distributed to the online system SciPro which is integrated with Turnitin. SciPro and Turnitin online will be used.

Training Session D6

16 June 2016 - Thursday Morning; 11:30 - 13:30 Morning Parallel Sessions D

Training title: *Sharing achievements across the web with Open Badges: how to design a badge of value*

Training leader/presenter's information

Name: Gráinne Hamilton

Affiliation: Programme Director (HE / Adult Learning), DigitalMe

Brief summary

Learning happens everywhere but not all of that learning is recognised in verifiable ways. Open Badges allow people to evidence their learning in a range of contexts, formal and informal, and to receive recognition for their learning in the form of a digital badge.

Although use is growing, Open Badges are still a new development in teaching, learning and assessment and more work is needed to build trust in the Open Badge ecosystem and in the badges we create as issuers. In order to build this trust, it is important to consider the value proposition of any badge we create from the outset.

Using DigitalMe's popular Badge Design Canvas, this training will take a design thinking approach and invite participants to work in groups on a badge idea, focusing on value, the badge users, and behaviours that the badge might encourage. The Canvas also helps participants to consider appropriate assessment methodologies, evidence type, how to use tasks to scaffold learning and how to develop a badge image.

Maximum number of participants: 30

Target group:

Anyone interested in Open Badges but particularly those interested in becoming issuers of Open Badges.

Preliminary knowledge necessary to participate

Not applicable. The session will enable those new to the concept to learn about it, and those with experience to focus on improving their badge value proposition.

Technological enhancements if any:

It would be useful (but not a requirement) for all participants to bring some form of device with them, either a laptop/tablet or mobile.

Training Session E7

16 June 2016 - Thursday Afternoon; 16:05 - 18:05 Afternoon Parallel Sessions E

Training title: *Universal Design for Learning and inclusion*

Training leader/presenter's information

Name: Nikos Zygouritsas

Affiliation: Research & Development Department, Ellinogermaniki Agogi

Brief summary

When educators hear the term Universal Design for Learning, most associate it with technology. However, UDL is not solely about the use of technology in education. It is also about the pedagogy, or instructional practices, used for students with and without disabilities.

UDLnet aims to improve teachers' practice in all areas of their work, combining ICT skills with UDL-based innovations in pedagogy, curriculum, and institutional organization.

In the training session participants will be informed about inclusive learning strategies that address learning variability. A discussion and brainstorming session will follow where participants in teams will get familiarized with the UDL framework and the good practices available in the dedicated inventory. They will then be invited to design their own learning activities incorporating the UDL principles.

Maximum number of participants: 40

Target group: Teachers, head masters, students

Preliminary knowledge necessary to participate

Basic ICT skills

Technological enhancements if any:

none

Training Session F5

17 June 2016 – Friday; 09:00 - 11:00 Morning Parallel Sessions F (coffee is served in the room)

Training title: *Social Media for Teaching and Learning*

Training leader/presenters' information

Name: Prof. Dr. Yasemin Gülbahar

Affiliation: Ankara University

Brief summary

Social media is gaining popularity especially in teaching-learning processes in recent years. To effectively integrate social media into education, teachers should be aware of various learning approaches, pedagogical effects and characteristics of social media together with the possible implementation scenarios. Hence to fulfil this need, this training is organized in a way that delivers theoretical basis and provides basis for discussion for implementation.

The training starts with the presentation about "Instructional Methods of Teaching with an Online Focus" and continues with a discussion about "Flexible Design Approach", possible risks and benefits. After mentioning the "Pedagogical Differences between Media", participants will be expected to identify and discuss "Pedagogical Characteristics of Social Media for a Teaching Module/Course". In the second part of the training, the participants will be requested to use "Social Media Toolkit" after a presentation about "Models for Social Media Selection". Lastly, possible implementation scenarios for using social media will be shared by participants.

Maximum number of participants: 30

Target group: anyone from education

Preliminary knowledge necessary to participate:

Basic ICT skills

Technological enhancements:

It is advised that participants bring PCs and/or mobile devices.

Training Session F6

17 June 2016 – Friday; 09:00 - 11:00 Morning Parallel Sessions F (coffee is served in the room)

Training title: *An Introduction to School Innovation*

Training leader/presenter's information

Name: Stephanos Cherouvis, stecherouvis@ea.gr

Affiliation: Research & Development Department, Ellinogermaniki Agogi

Brief summary

The aim of the training is to support school innovation and to train school leaders and leading members of school staff to promote the development of their schools into open learning communities, and thus improve the quality of all aspects of schooling. Throughout the workshop you will be encouraged and guided to monitor and evaluate the current context, the prevailing culture and attitudes in your school towards change and innovation, as well as to identify the real needs and identify priorities. Following a participatory process, you will then collaborate with your group in order to design an innovation plan for your school that will address those needs, as well as methods to evaluate the impact of your innovation strategy in a specific time-frame.

Maximum number of participants: 40

Target group: Teachers, head masters, students

Preliminary knowledge necessary to participate
Basic ICT skills

Technological enhancements if any:

- Register to the Open Discovery Space portal: <http://portal.opendiscoveryspace.eu>
- Fill in your competence profile: Go to “My area” and click on the “Competence profile” button. Fill in your profile.
- Fill in the e-maturity questionnaire for your school.

Training Session G6

17 June 2016 – Friday; 11:00 - 12:40 Morning Parallel Sessions G

Training title: *Animation creation as a learning tool*

Training leader/presenter's information

Name: Kriszta Mihalyi

Affiliation: University of Pecs, PhD candidate; EDEN project manager

Brief summary

The aim of animation creation as a learning tool is to create short animated movies covering a specific topic of the curriculum by using simple technology (webcam, laptop, free software; mobile phones, free app). It is important that the purpose is NOT to produce artistic pieces of work but to experiment and enjoy the process and the result of creation.

The method can be applied for target groups from the age of 10 to 18 and can cover basically any part of the curriculum. Its greatest value is its power to motivate pupils/students in learning and the effect on the development of their 21st century skills such as communication, creativity, cooperation and critical thinking.

During the training participants will receive a short introduction about the method and the technology to be used, then they can create short movies in small groups of max. 6 participants. Finally the results and experience of the groups will be discussed.

Maximum number of participants: 30

Target group: Teachers, trainers, learning facilitators, free time organizers for any educational level.

Preliminary knowledge necessary to participate:

Basic ICT skills

Technological enhancements if any:

It would be useful (but not a requirement) for all participants to bring some form of device with them, either a laptop/tablet or mobile. (1 laptop per 5 participants will be needed.) (Plug and play webcams will be provided by the trainer.

If you are bringing your laptop please download the free Moonkey jam software and install it on your computer.

It is advisable to have some kind of movie editor on the laptops.

For the mobile devices you may priority download the following apps: Pic-Pac (Android); Stop Motion Studio (iOS); Easy 3D camera Free (Windows phone)