

# Future Classroom concept for active learning

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**futureclassroomlab**



# Agenda

- Introduction: Future Classroom Lab and Active Learning
- Teaching and Learning with interactive technologies
- Exploring FCL verbs: Play and Collaborate
- End of the workshop

# Who we are

- European Schoolnet is the **network of 34 European Ministries of Education**. As a not-for-profit organisation, **we aim to bring innovation in teaching and learning to: Ministries of Education, schools, teachers, researchers and industry partners.**
- Founded in **1997** we are based in **Brussels**, and count **65 staff and experts**.
- The **governing bodies** of European Schoolnet are composed by the Ministries of Education who are full members of the network.
- **Members:** *Austria, Belgium, Czech Republic, Denmark, Estonia, Finland, France, Greece, Hungary, Ireland, Israel, Italy, Lithuania, Luxembourg, Malta, Netherlands, Norway, Poland, Portugal, Slovakia, Spain, Sweden, Switzerland and Turkey*
- **Observers:** *Bulgaria, Croatia, Georgia, Germany, Kosovo, Iceland, Latvia, Romania and Slovenia*



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**VISION:** Transforming Education in Europe.

**MISSION:** Support ministries of education, schools, teachers and relevant education stakeholders in Europe in the transformation of education processes for 21st century digitalized societies.

## AREAS OF WORK



# Future Classroom Lab & Active Learning



**What is at first sight  
the main difference  
with your classroom?**









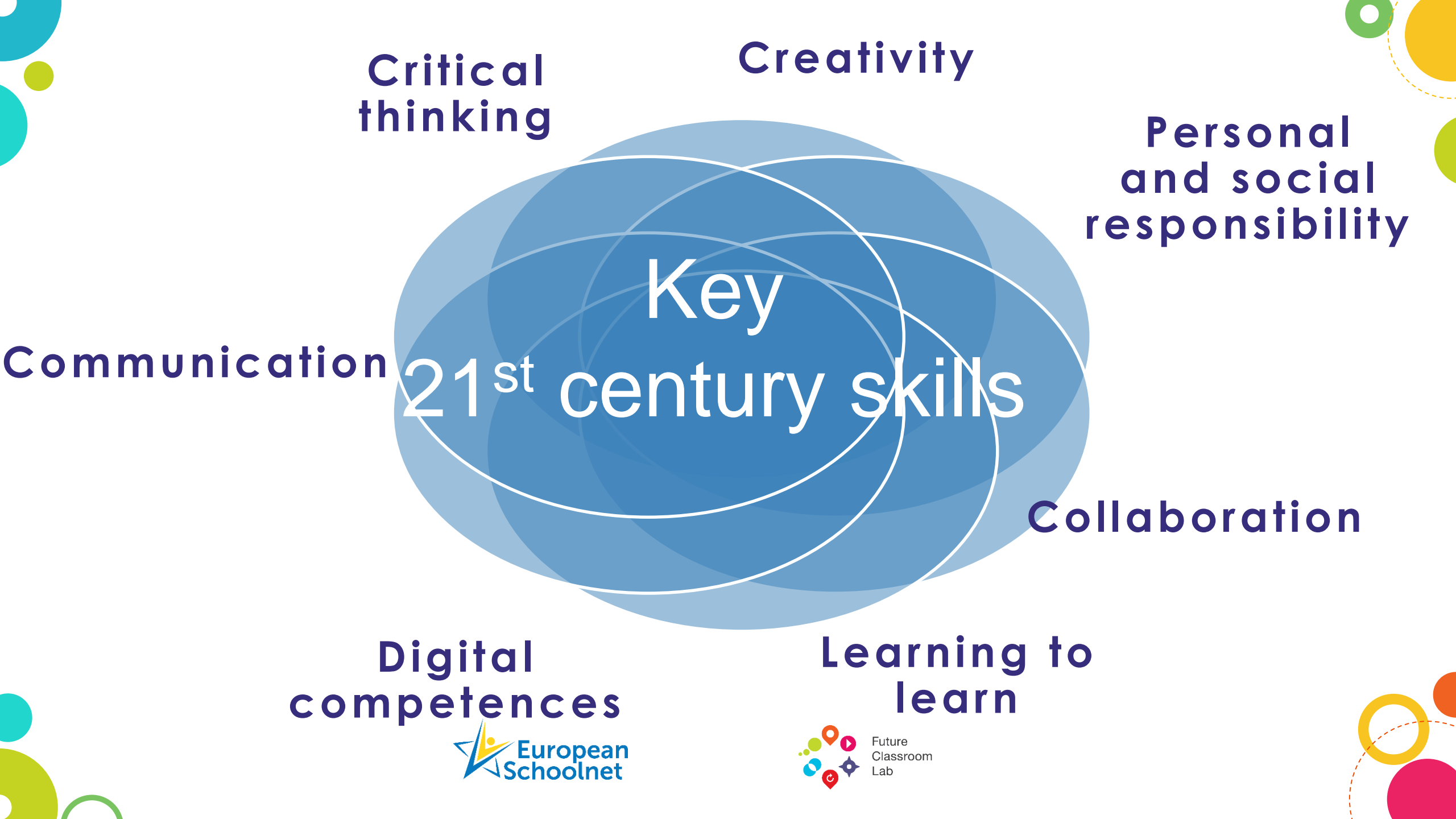


# Future Classroom Lab

Keep up with  
**EDUCATIONAL  
TRENDS**

**ROOM for REFLECTION & DIALOGUE  
with STAKEHOLDERS**

2 0 1 2



**Critical thinking**

**Creativity**

**Personal and social responsibility**

**Communication**

**Key  
21<sup>st</sup> century skills**

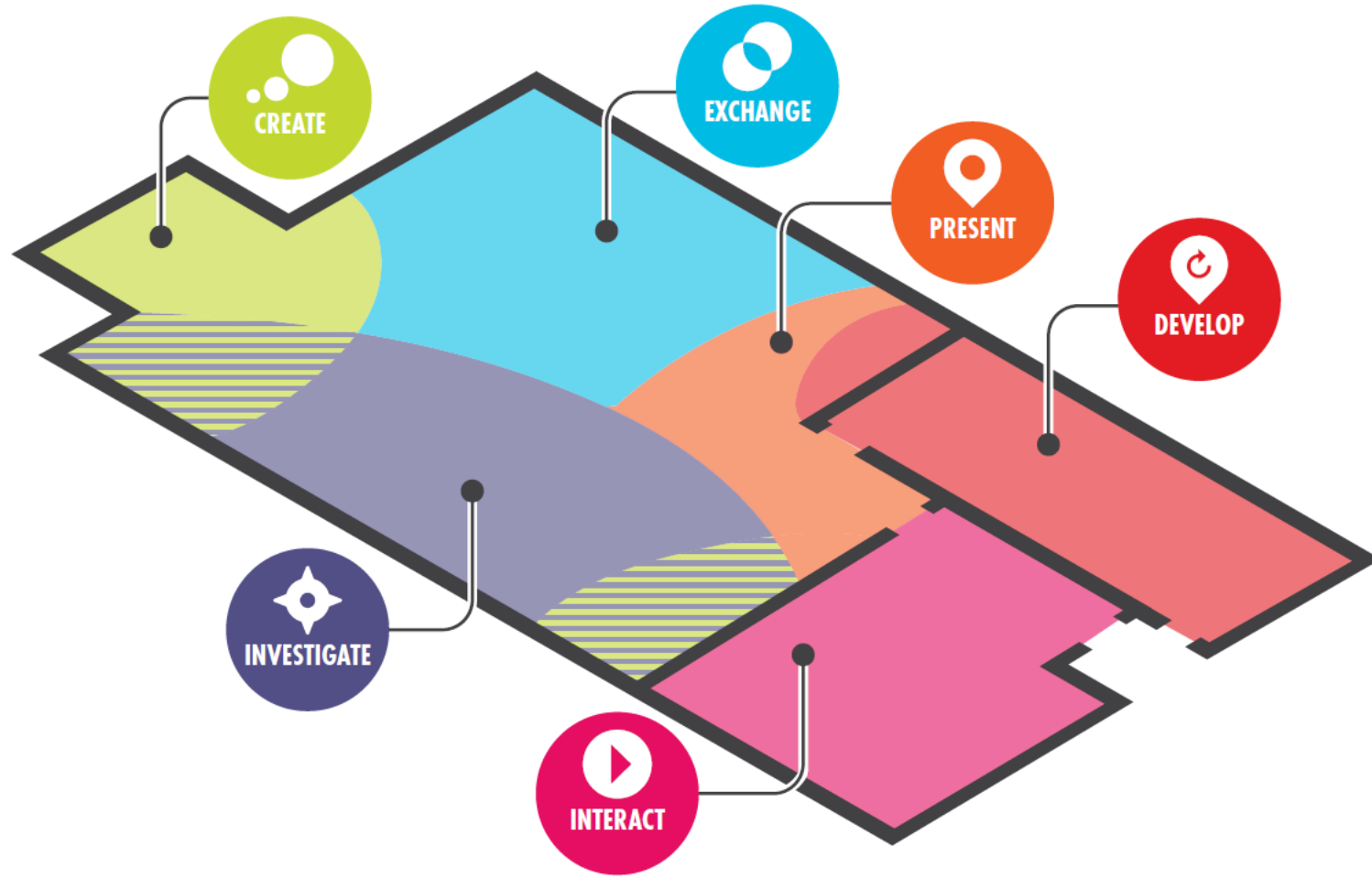
**Collaboration**

**Digital competences**

**Learning to learn**



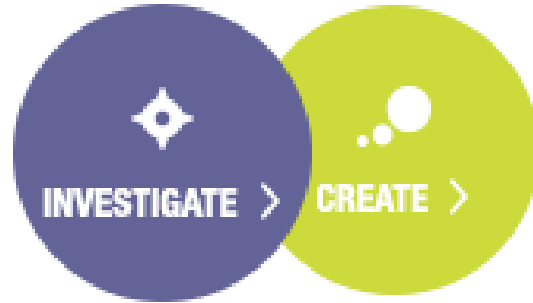
# Introduction to the Future Classroom Learning zones



# ZONES

# OUR PEDAGOGICAL VERBS

## FCL LAY-OUT



HARDWARE



VERBAL CONNECTION



also OUTSIDE CLASSROOM





gamification  
independence &  
ownership  
digital content creation  
imagination



INVESTIGATE >

inquiry & project based  
learning  
problem solving  
critical thinking





PRESENT >

communication  
feedback skills  
peer review  
reflection







INTERACT >

1:1 computing  
differentiation  
blended learning





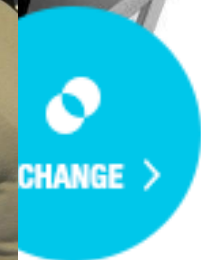


EXCHANGE >

teamwork  
collaboration  
debate



INTERACT >

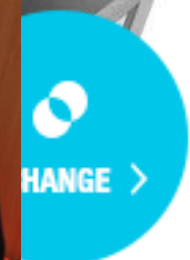


CHANGE >



DEVELOP >

flipped classroom  
informal learning  
self-expression



# SCOPE



LEARNING  
SPACE

CLASSROOM

SCHOOL

CLOUD



# A growing community



Croatian Future Classroom  
Zagreb, Croatia



Chinese Future School Lab  
Beijing, China



Beta School  
Petah Tikva, Israel



ECLA  
Lyon, France



Future Teacher Education Lab  
Lisbon, Portugal



Rom for læring - Room for Learning  
Tromsø, Norway



Future Classroom  
Laboratory  
Denton, Texas USA







# Future classroom lab ambassadors



Bart Verswijvel, Coordinator  
of the Future Classroom  
Ambassador network



Sergio Gonzalez,  
Spain



Inga Kõue,  
Estonia



Xavier Garnier,  
France



Darina Vbohov,  
Slovakia



Lasse Remmer,  
Denmark



Ben Bastiaensen,  
Belgium Flanders



Karina Batat, Petah Tikva,  
Israel



Ildik Csords,  
Hungary



Zehra Sayin,  
Turkey



Hermann  
Morgenbesser,  
Austria



Markku Lang,  
Finland



Katarina Lycken Rter,  
Sweden



Jrund Hie Skaug,  
Norway



Maria Teresa Godinho,  
Portugal



Petra Bohackova,  
Czech Republic



Antonella Giles,  
Malta





# Future Classroom Lab Toolkit



**Toolset 1:  
Identifying  
Stakeholders and  
Trends**



**Toolset 2: Future  
Classroom  
Modelling**



**Toolset 3:  
Creating a Future  
Classroom  
Scenario**



**Toolset 4:  
Learning  
Activities**



**Toolset 5:  
Evaluation**

*The current, updated version of the Future Classroom Toolkit was published in April 2018. The toolkit was originally developed within the EC-funded iTEC project (Innovative Technologies for an Engaging Classroom - FP7, Grant agreement N° 257566). The toolkit reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.*

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# INDUSTRY PARTNERS





# ECO-SYSTEM

Network of  
Labs

Events  
Visitors

Training  
Onsite & Online



Future  
Classroom  
Lab

MoE

Ambassadors

Industry  
Partners



# What easy changes can I do in my classroom to optimize the learning environment?

How supportive is my current learning environment?



What do I want to achieve?

How can I achieve it?



***“Technology alone does not transform teaching practices. Any transformation process has to be the result of a strategy and a vision where the heads of school will assert their key role alongside the teaching community as the driving force for change.”***

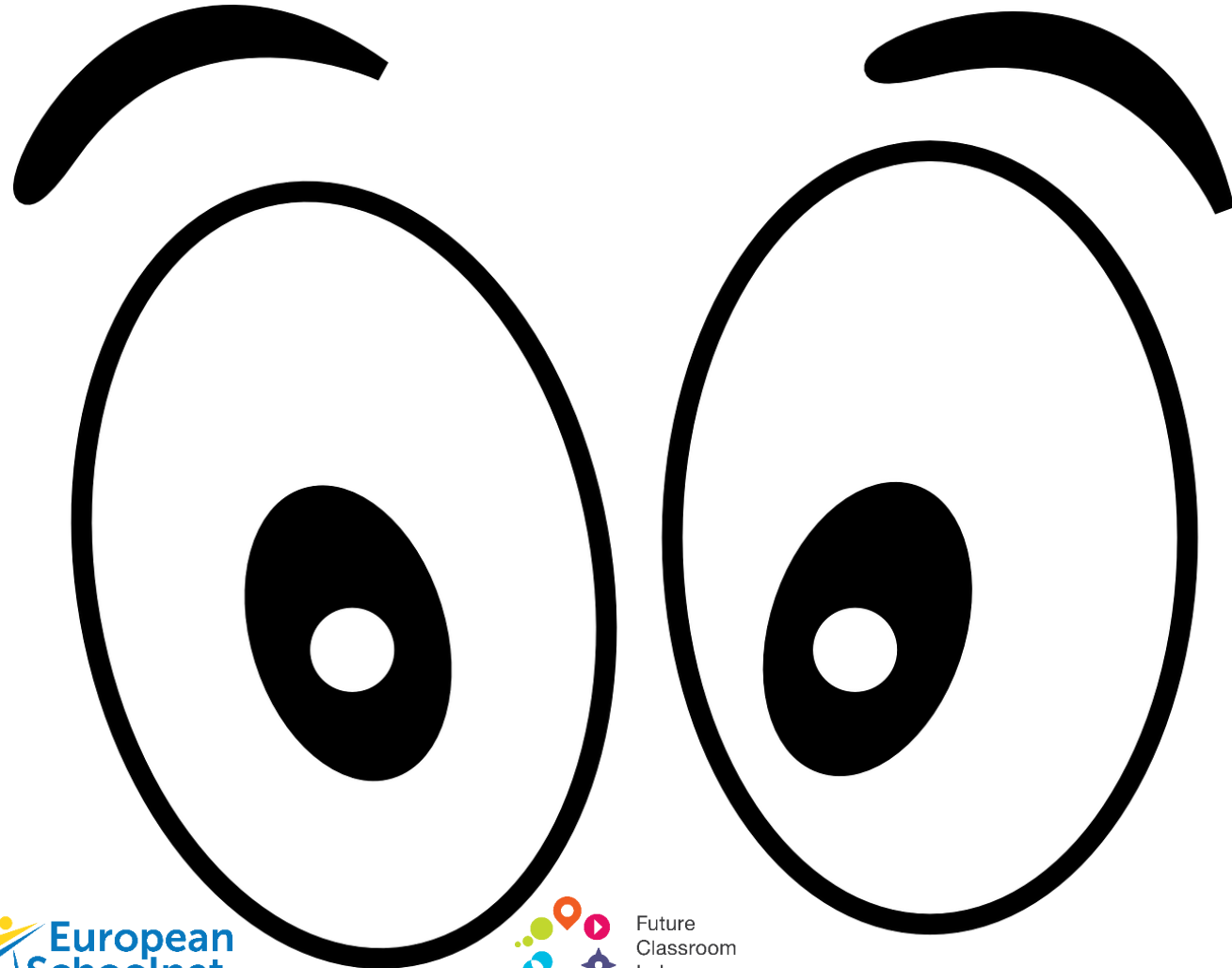
*Marc Durando, Executive Director of European Schoolnet*



# Teaching and learning with interactive technologies



# Exploring FCL technologies



# FCL World Tour



# Making learning fun

History & Culture	Facts
<b>100</b>	<b>100</b>
<b>200</b>	<b>200</b>
<b>300</b>	<b>300</b>
<b>400</b>	<b>400</b>
<b>500</b>	<b>500</b>
<b>Team 1</b>	
<b>0</b>	

# Spin the wheel



70 Goodies





# Play and Collaborate

- **Are your students collaborating?**
- **Are you collaborating at your school?**
- **What is good group work?**

Are you ready for a

# CHALLENGE?

## Paper Tower Challenge



# The Fun Theory



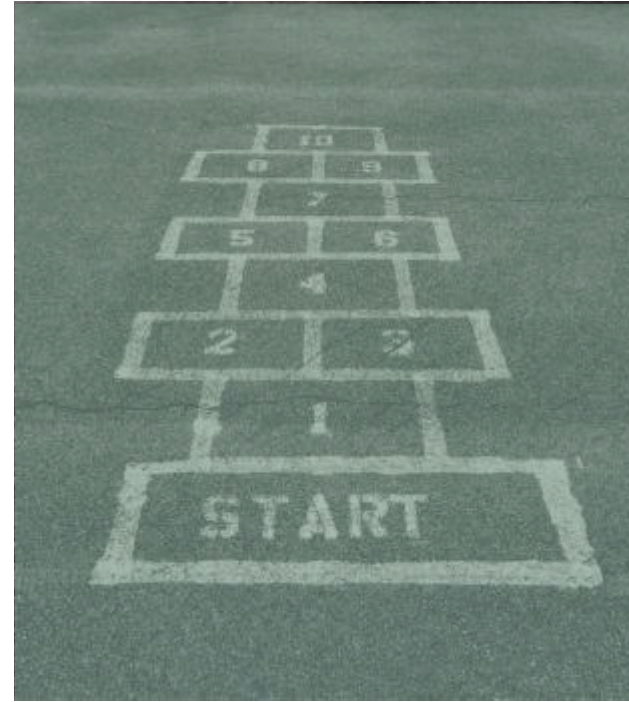


# Old school: 2 spaces

**LEARN**



**PLAY**



# Now

## Playful Learning

Use of game elements and game design techniques in **non-game contexts**

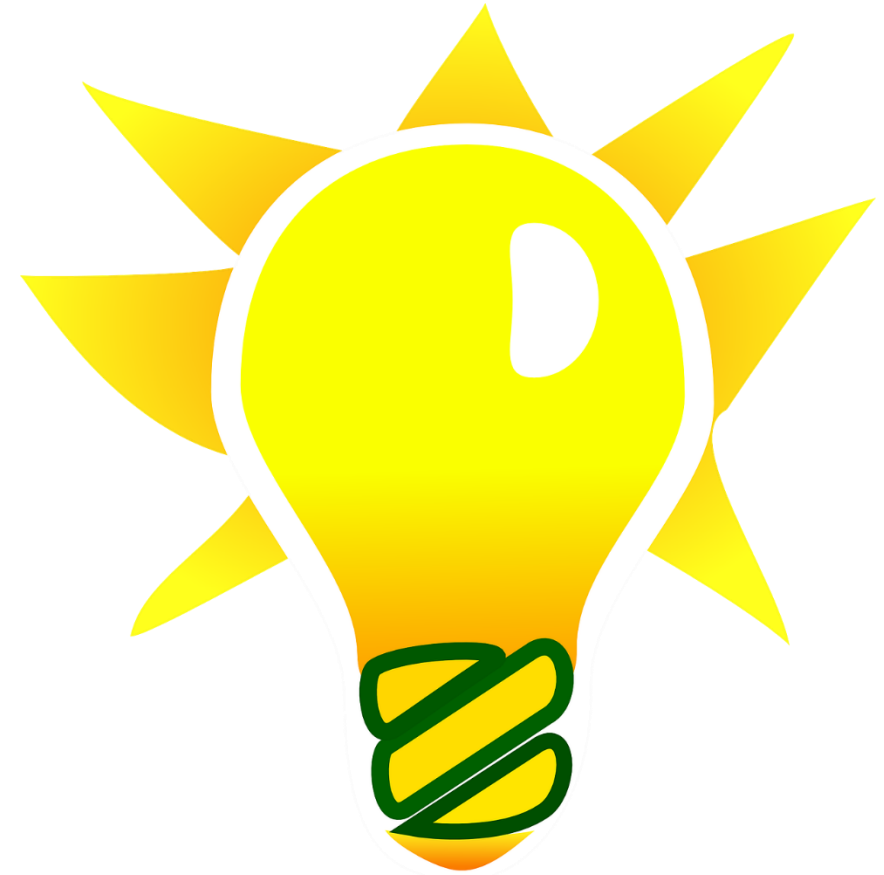
- 🧠 Challenges
- 🧠 Rewards
- 🧠 Points
- 🧠 Levels
- 🧠 Teams
- 🧠 Progress
- 🧠 Competition etc.



# Creativity - Maker Movement

“

Tinkering is a uniquely  
human activity,  
combining social and  
creative forces that  
encompass play and  
learning



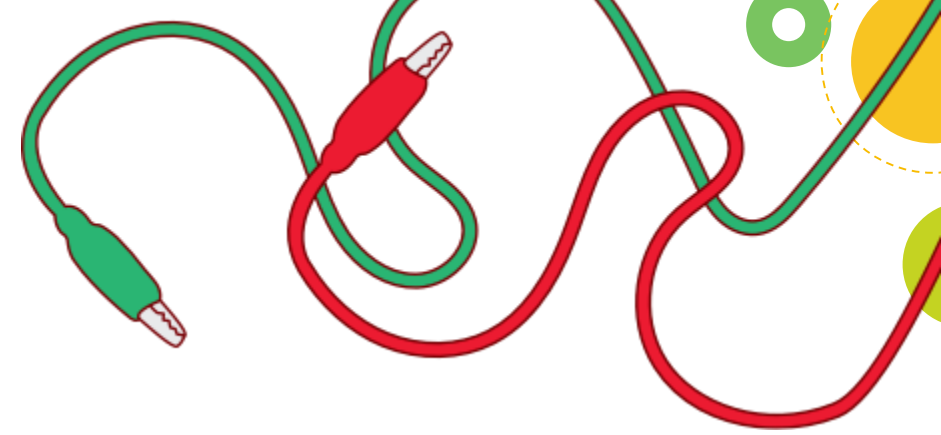
Sylvia Libow Martinez and Gary S. Stager, Ph.D., *Invent to Learn: Making, Tinkering and Engineering in the Classroom* (2013)

# Makey Makey





# Makey Makey



Here are some Conductive Materials into which you can hook alligator clips:

fruits & veggies • marshmallows • gummy bears • macaroni & cheese • leaves • flowers playdough • clay • people • graphite from a pencil • coins • magnets • bolts • aluminum foil

## What will you make?



# Questions?

**Thank  
you!**

