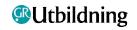








Generalitat de Catalunya Departament d'Ensenyament









Year 3 focus topic



Encourage and Support the Uptake of Innovation in Schools

The FCL Regio project will focus on identifying **policies** carried out at regional level **to encourage the uptake** and **the retention** of **innovative teaching** and **learning practices** at the level of schools.







Define innovation to embrace it



"Innovation in education is a sustainable improvement that positively affects the context, the processes and the results of learning."

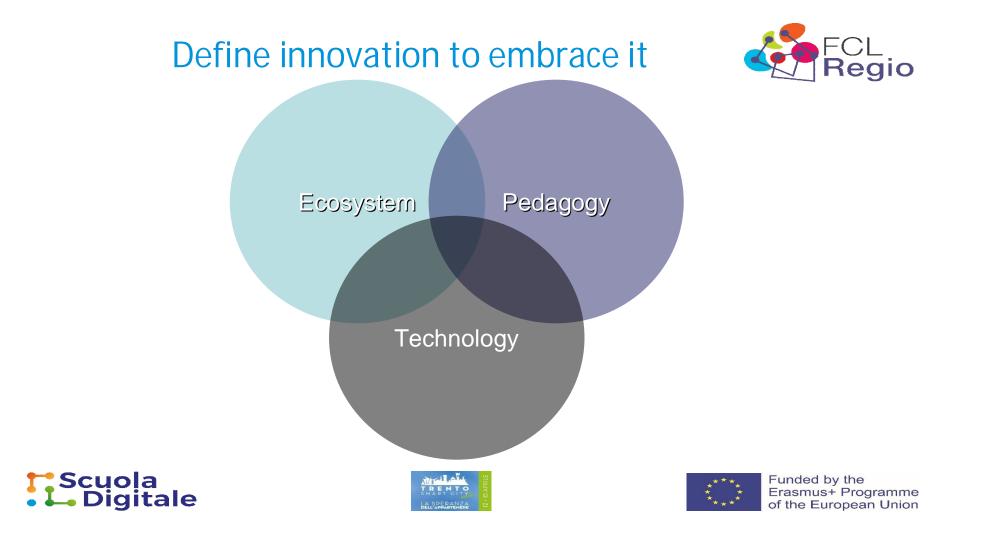
Innovation is achieved not at the moment of a research breakthrough, but when excellence is widely communicated, disseminated and implemented.

Innovation must be inclusive, structural, long-lasting. Regions and Local Authorities can play an important role to guarantee that each and every school and students are not excluded from it.











What does it take to bring innovation to the classroom?









Micro innovative activities







What & Why

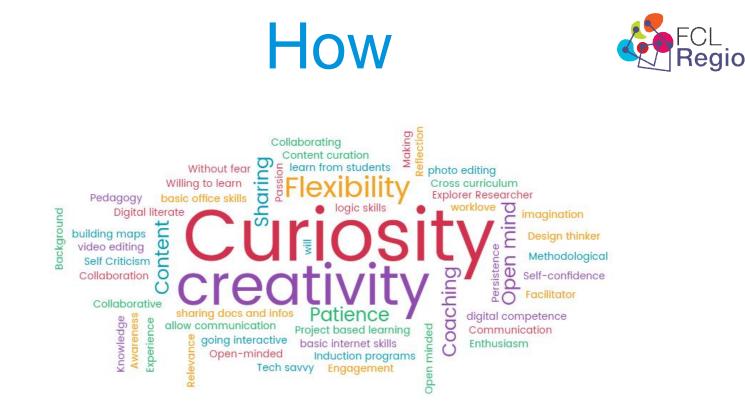


An ice breaker and a boost for teachers to introduce an innovative teaching practice without major effort or investment















FUTURE CLASSROOM LAB REGIO WORKSHOP

Micro-innovative activity

Names of author(s)

Title of the micro-innovative activity

Description of the micro-innovative activity

Describe in max 10 sentences the main ideas of the micro-innovative activity

ICT Tools and Resources

What ICT tools, resources or other technologies will be required to create the final product. Choose the tool(s), explain how you will use it and the type of final product you will create by using this/these tool(s)

Final product

What are you planning to create?

Explain here the final product that will be generated after this micro-innovative activity

(e.g.: An online leaflet about your city, a podcast about local events, a theatre play, a short movie, a video game, an online application, a scientific street map, a newspaper of the school, a geolocalized tourist guide etc.)

Relevant Trend/s

Write the trend(s) or trends this micro-activity is intended to respond to. e.g. http://www.allourideas.org/trendiez/results



Learning Objectives, Skills and competencies

What are the main objectives of this activity? Write here the skills the learner will develop and demonstrate during this activity (e.g. communicative skills, computational thinking, problem solving, etc.).

Learner's Role

What is the role of the student in this activity? Write here what the student(s) will be doing during this activity and what is his specific role for it.

Teacher's Role

What is the role of the teacher in this activity? Write here what the student(s) will be doing during this activity and what is his specific role for it.

Learning space

Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online space?

Video recording

Add here the link to the video you will record with your students

his micro-innovative activity has been developed as part of the FCL Regio project



Micro innovative activities & innovation pills









#2 Virtual, augmented & mixed reality



#3 Coding, making & robotics



#5 3d design & printing



#4 Infographics

What & Why

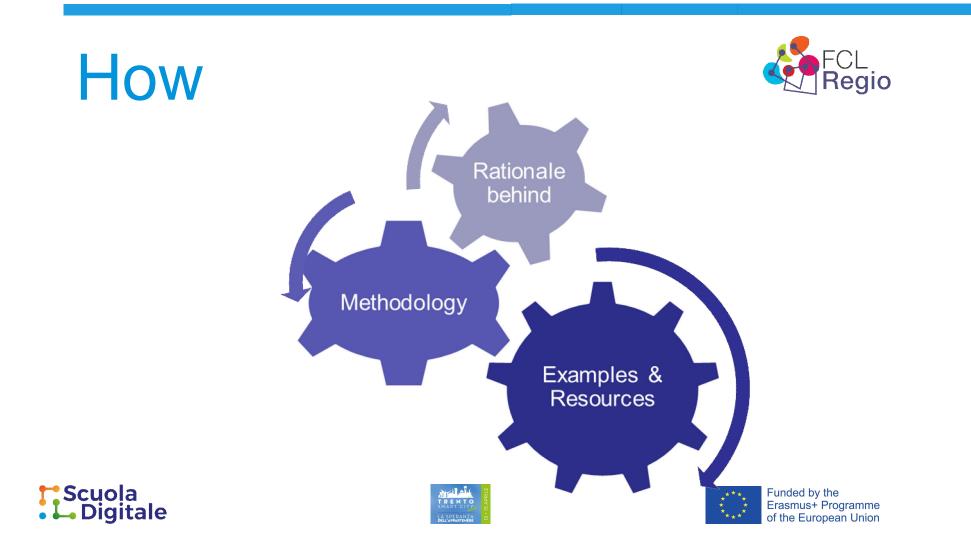


Micro professional development opportunity for teachers to digest and get encouraged to try and use technology in an innovative pedagogical way.













http://fcl.eun.org/it/fcl-regio









"International teamwork is a great source of inspiration to bring innovation into the classroom" (Marina Rosset)



"Dare". Before the activity I was worried that I could succeed and now I am so proud of my students and myself! They did a gret job!



"When left to their own devices, learners manage to learn very effectively even through alternative means" (Emma Ronza)









We NEED to give our EDUCATORS the freedom to innovate themselves













www.fcl.eun.org/fcl-regio www.vivoscuola.it







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