

Training workshops for teachers/educators: Open call

EDUMOTIVA (European Lab for Educational Technology) acting on behalf of the eCraft2Learn project consortium (<http://www.project.ecraft2learn.eu> coordinator: University of Eastern Finland) invites teachers/educators (prospective or in-service) to participate in the teacher training workshops to be held in Athens in an iterative way:

- 1st round starts in September 2017 and
- 2nd round in May 2018

During the workshops, the teachers/educators will become familiar with the eCraft2Learn ecosystem exploring in depth both the technical and pedagogical aspects.

In between, from October 2017 to January 2018, the participant teachers will actively apply the knowledge and skills gained with a small group of students (13-17 years old).

The teacher training workshops have a dual scope:

- To help you develop your technical skills in innovative card-sized computer systems (e.g. arduino, raspberry pi), 3D printers, DIY electronics, visual programming tools, cloud infrastructures, etc.
- To help you develop the pedagogical skills needed in order to carry out the eCraft2Learning intervention in real educational settings (formal and non formal)

More precisely, the workshops focus on craft- and project-based learning pedagogical approach. They intend to improve the trainees' abilities to implement/coordinate hands-on activities and to assist in orchestrating the whole process of making computer-supported artifacts along with the young learners, including the management of the resources (e.g. 3D printing, DIY electronics, visual programming tools).

More about the methodology that will be followed:

The training methodology will include face-to-face sessions (afternoon or evening hours) as well as distance training. The involvement of the participants will start with the establishment of the lab for the eCraft2Learn ecosystem with the aim of familiarizing the trainees with key technical considerations (June – July 2017).

Trainees will be involved practically in key design stages supported by the consortium partners. They will be also asked to periodically comment on the development of the eCraft2learn environment and provide the eCraft2Learn implementation team with their feedback that will inform the next stages of the training process and will be useful for the evaluation of the whole educational and research initiative.



The evaluation of the training workshop will take place through questionnaires and semi-structured interviews with trainees.

What is eCraft2Learn PROJECT unified vision?

For learners (13-17 year olds) and their teachers/instructors/coaches who want to learn by making in an engaging and rewarding environment supporting creativity, eCraft2Learn is an integrated learning ecosystem that provides tools, support and training for innovative learning, contributing to opening learning towards innovation through a craft- and project-based pedagogical approach in STEAM education.

Overwatching goal

The eCraft2Learn project will research, design, pilot, and validate a learning ecosystem for making computer-supported artifacts in both formal and informal learning contexts. This learning ecosystem is engineered through the mechanisms for personalized and adaptive learning in STEAM education for assisting the development of 21st century skills.

Focus

The learning ecosystem proposed in this project will enhance craft- and project-based pedagogies through the integration into, contribution to and taking advantage of existing implemented technical platforms such as Arduino and Raspberry Pi, DIY electronics, cloud-based 3D printer simulators, and maker community generated content.

Am I eligible to apply?

Qualifications required:

- Higher education degree in a STEAM subject or STEAM subjects (Science, Technology, Engineering, Arts and Maths)
- Computer literacy/ ICT skills
- Good command of English

Considered as an asset

- Studies in Education
- Post-graduate studies in STEAM related disciplines
- Participation in STEAM related activities (e.g. projects, conferences, exhibitions)

Application procedure

Participation is free of charge. Applicants should register their interest online using the following link: <http://edumotiva.eu/limesurvey/index.php?sid=27146&lang=en> by April 30, 2017.

Selection procedure



All the submitted applications will be considered and reviewed by an evaluation and selection board. Applicants may be invited for an interview. The selected applicants will be asked to submit their supporting documents online.

Certification

Certificates will be awarded by the project consortium, after the completion of both the 1st and the 2nd round of workshop activities. Teaching experience gained in the context of the pilots will be also documented in the certificate.

For more info please contact: D. Alimisis, info@edumotiva.eu

Project website: <http://project.ecraft2learn.eu/>

