



# Innovation in teaching and learning

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\With support from the Hand-On team:

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Project Number: 531086-LLP-1-2012-1-ES-KA3-KA3MP  
Agreement Number: 2012-4275 / 001-001

## **The aims of the Hands-on project include:**

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- **Provision of a holistic environment for teachers skills development in ICT**
  - **The integration of ICT tools into teacher and learning**
  - **Matching tools to pedagogical practice**
  - **Enabling collaborative strategies**
  - **Promoting learning by doing**
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- **Provision of a holistic environment for teachers skills development in ICT**
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# HANDS-ON



Partners 2013-2015

Catalonia (leaders)

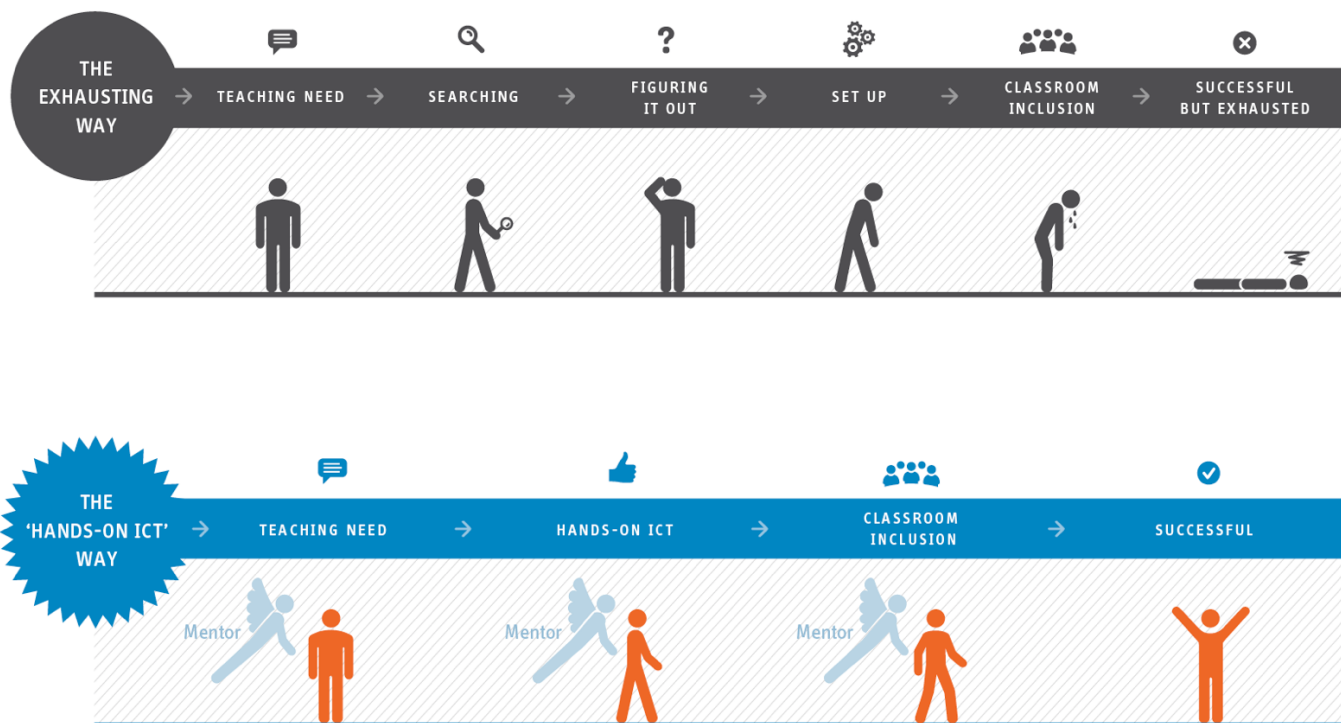
England

Greece

Slovenia

The Netherlands

*The rationale: teachers supporting each other as mentors in a community of practice*



# HANDS-ON



## Partners 2013-2015

Catalonia (leaders)

England

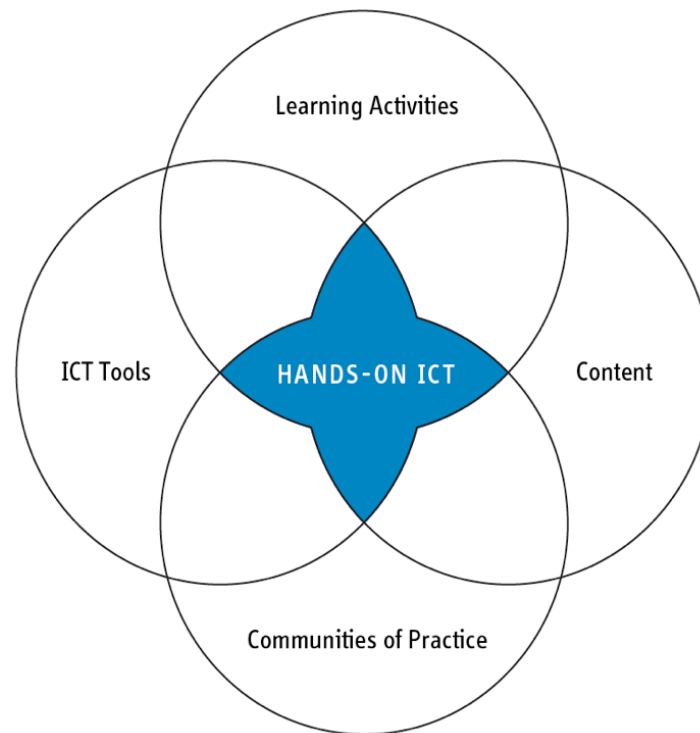
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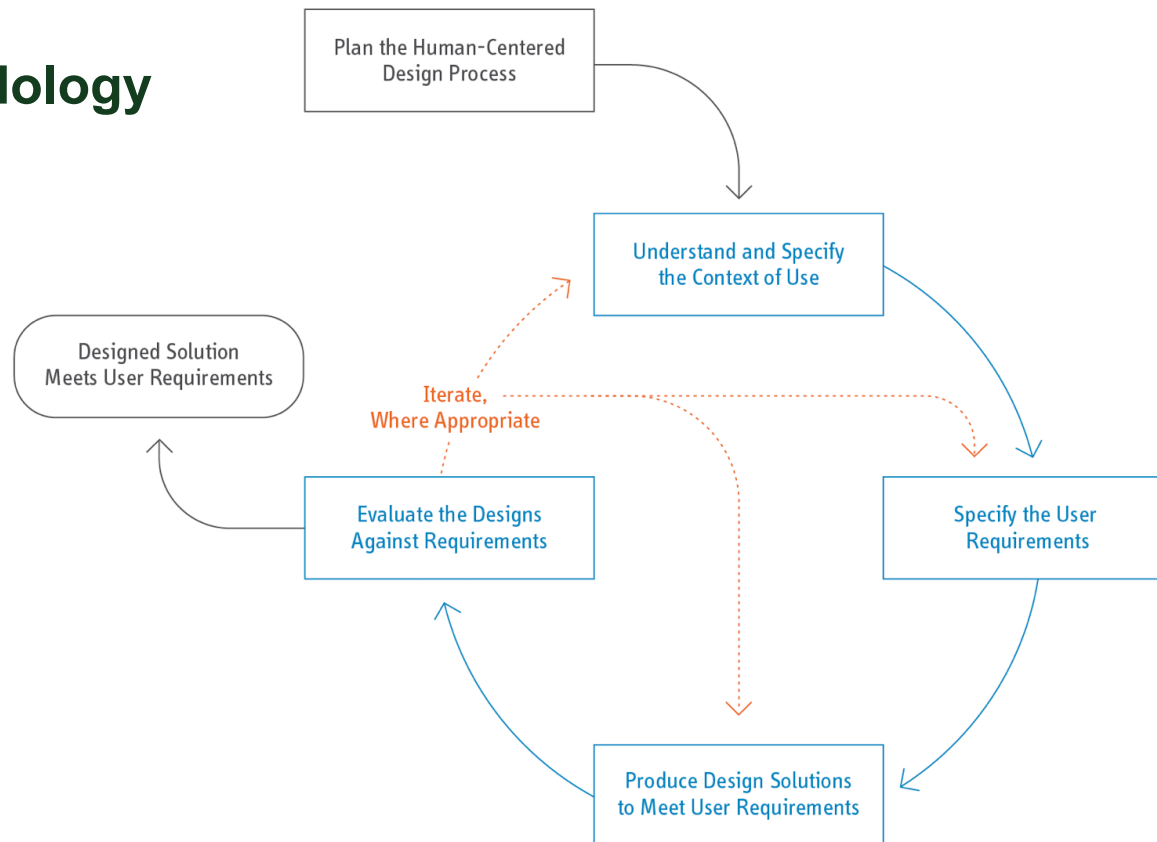
To accomplish all this, Hands-on ICT will execute the following **concrete objectives**:

- 1) to analyse the concrete needs of teachers in the context of digital competences;
- 2) to benchmark existing resources, applications, content and communities of practice;
- 3) to design a set of learning activities to learn and practice creativity techniques through ICT;
- 4) to iteratively pilot the environment with teachers and students from the three sectors targeted (SE, VET, HEI), and to evaluate and improve it; and
- 5) to facilitate the emergence of an international community around the platform, composed of teachers, trainers and educators from secondary and VET schools, HEIs and adult education that will ensure the sustainability of the platform in the long run.





## Methodology

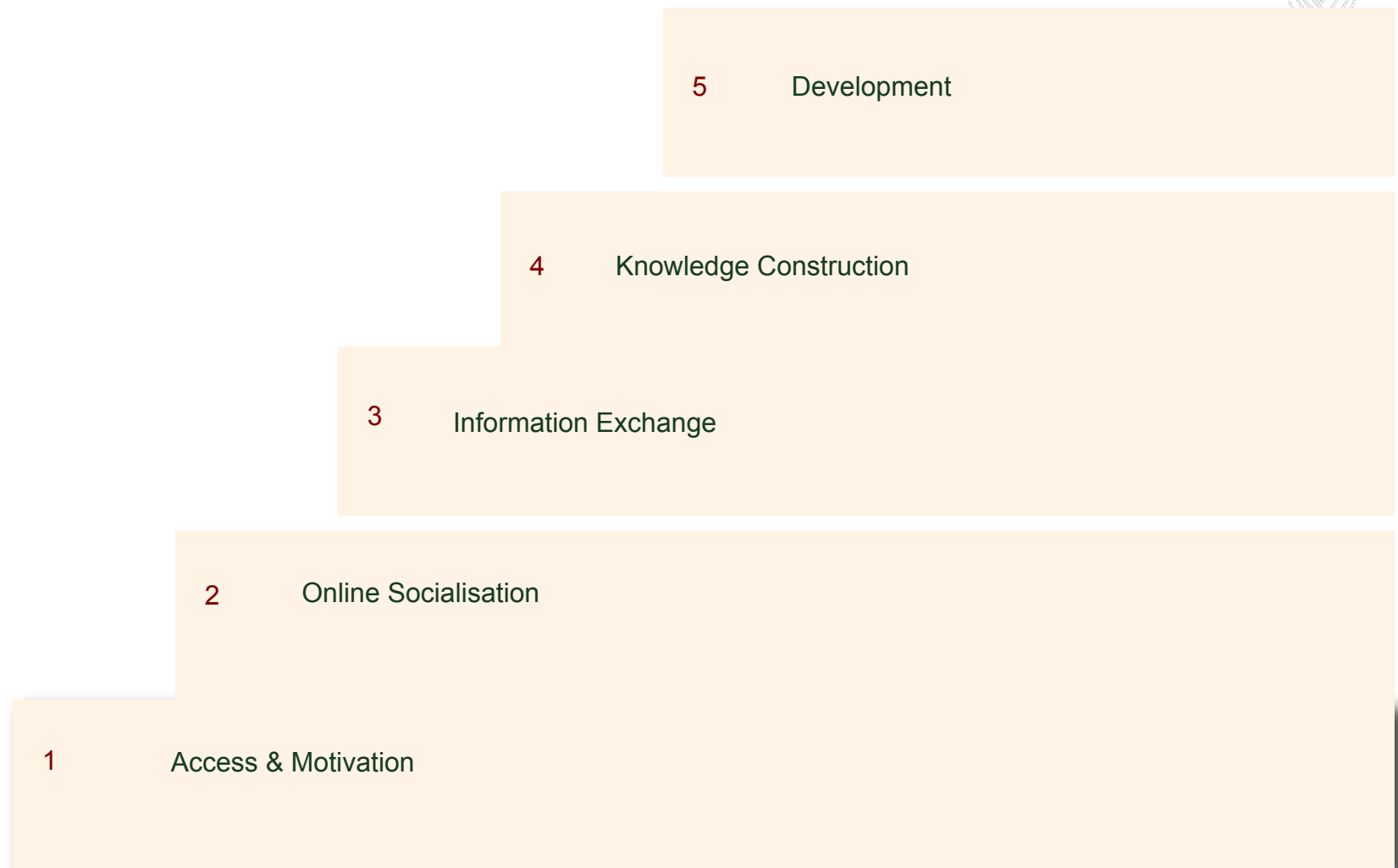


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# **Matching tools to pedagogical practice**

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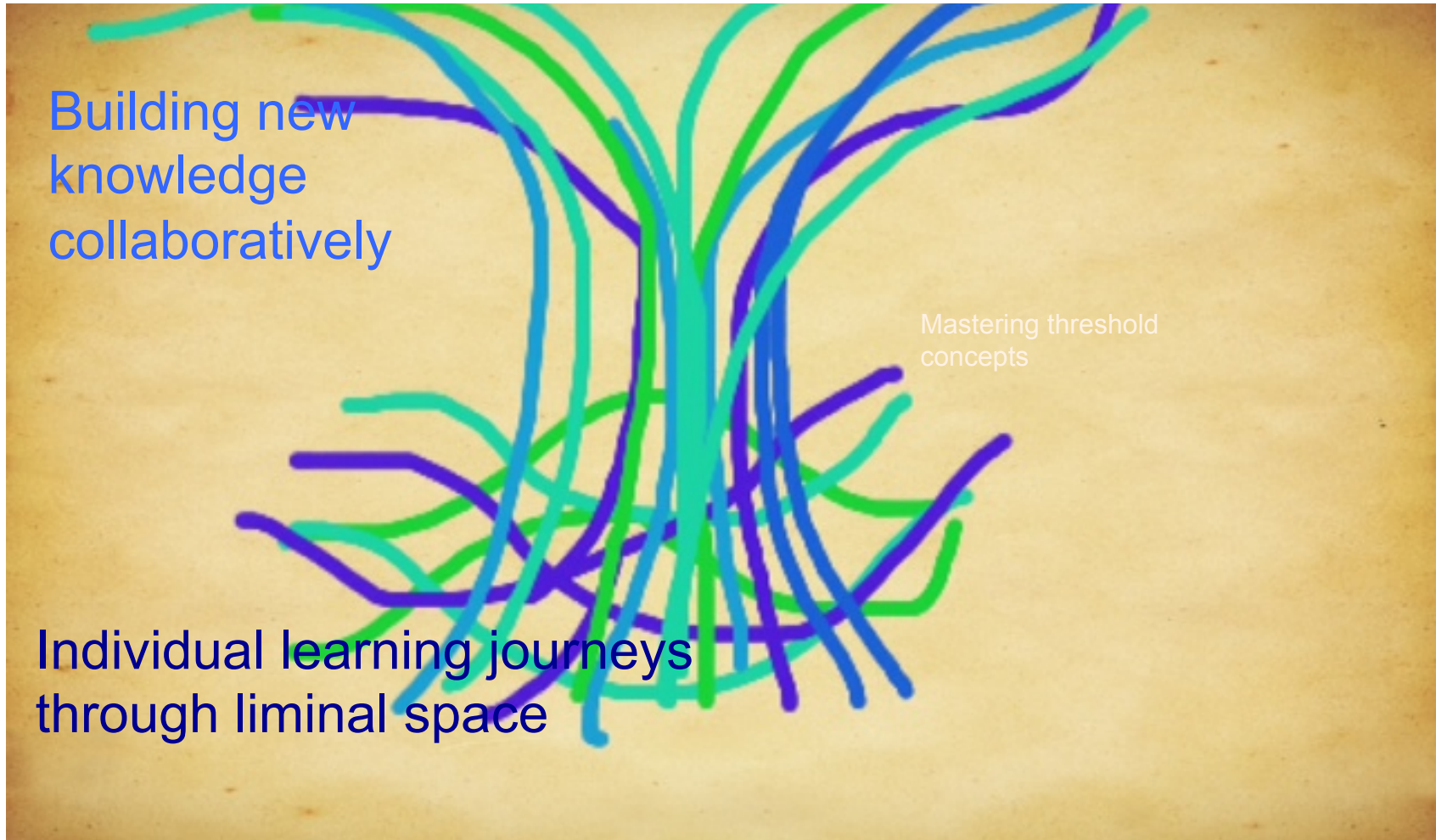
# How does learning work in an informal community of practice in contrast to a formal course ?



Innovative learning opportunities  
A new image?  
A new term?

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## Braided Learning



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# Using remotely authored concept maps for collaborative professional learning



“Groups of teachers can develop ideas instantaneously. They do the first level of analysis as co-researchers because they can argue about the value of each idea and how the concepts relate in a reasonable time scale. As they work they mentor each other”

*Leask and Preston 2010 ICT Tools for Future Teachers*

# Using remotely authored concept maps for collaborative professional learning

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## **MESH - a new form of publishing**

MESH uses online graphical flowcharts/mind maps or pathways (MESH Guides) to present complex knowledge. Each node links a summary to the underpinning research and evidence which may include text, audio or video.

## **How does MESH operate?**

MESH operates in a similar way to that used for the production of edited books or journals. But MESH Guides are regularly reviewed and improved as evidence builds.

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**<http://www.meshguides.org/>**

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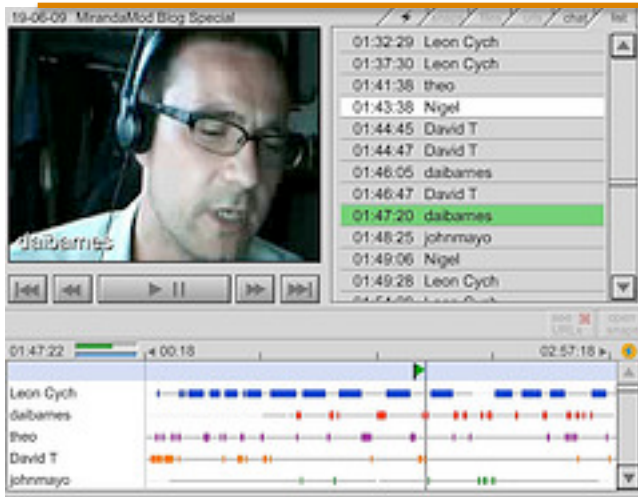
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**Enabling collaborative  
strategies**

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# Potential informal learning spaces in the Hands-On MOOC



...d on March 9th: ÆComputer games, learning and the curri...

... MirandaMod at the WLE Centre, Institute of Education 'Computer games, le...

...cieved this request from a colleague in the USA. It is interesting: ... [show d](#)

...ndalink-bo., Stephen, mirandalink

...ould recommend the World Bank's Knowledge Maps: ICT in EducationWashington

... for any educational benefit f

...The impact of ICTs



**The aims of the Hands-on project include:**

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**Promoting learning by doing**

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# **Crowd-sourcing ideas for the Hands-On MOOC**

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## **Digital Pedagogy and Creativity**

**Educators will be asked to to concentrate collaboratively on mapping the ways in which digital technologies can be used to promote creative thinking and practice**

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**Look for more details on <http://blogs1.uoc.es/handsonict/>**

# Digital Pedagogy and Creativity

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A workshop asking questions of educators

- What technologies work students in terms of enhancing teaching, learning and assessment
  - What technologies should be explored further?
  - What are the challenges for practice in using technology for educational purposes?
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Look for more details on <http://blogs1.uoc.es/handsonict/>

# Digital Pedagogy and Creativity

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The workshop is organised as a group activity based on Dr Edward De Bono's "Thinking Hats" – a creative technique that we used to get a good well-rounded perspective on creative ideas.

Colleagues take different roles and adopt different thinking styles. By mentally wearing and switching "hats", the participants focussed easily and redirected thought and ideas.

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# Thanks!



Lifelong  
Learning  
Programme

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