FUTURE CLASSROOM'S LEADERSHIP- STRATEGIES AND DESIGN

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Future Classrooms` Leadership

"If you want to teach people a new way of thinking, don't bother trying to teach them. Instead, give them a tool, the use of which will lead to new ways of thinking."

(R. Buckminster Fuller, Author & Inventor)

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The project

“ Future Classrooms` Leadership” is a 24-months project, started on February 1st 2022 and it’s funded under the Erasmus+ program "Cooperation partnerships in school education” of the European Commission, by the Polish NA with the contract number 2021-1-PL01-KA220-SCH- 000032614

The partnership

The partnership consortium is made by 6 institutions from 6 countries, each one of them having a different contribution to the project:

- a public primary school (PL)- the coordinator
- an association of teachers (RO),
- a public secondary school (BG)
- a public secondary school (TR)
- a higher university (NM)

Asociatia Edulifelong

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The project - Main objectives

- Bigger involvement of teachers and students in digital education
- To increase in the usage of technology in education at the end of the project
- To improve teachers' communication and collaboration skills
- To help teachers to address the risks and opportunities of digitization
- To increase the capacity of partners' institutions by improving their digital literacy
- To provide economical, easy and fast access to educational content for students with fewer opportunities

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Need

The educational needs caused by the COVID-19 pandemic bring along the need for excellent computing and digital skills for both teachers and students.

Needs for target **Group 1: Students** Ss need a curriculum focused on ICT tools, which will require them to use FCL classrooms in following years at schools. It will also help them with the means to improve their opportunities for more success in the future.

Needs for Target **Group 2: Teachers** Teachers at high schools always need extra international support and trainings as well as in-service training to work effectively and to devote themselves for to education in the increasingly digitalized labs and classrooms "Using digital resources for continuous professional development."

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Our solution

Through the achievement of the project's objectives, the expected tangible project results and outputs will be:

- R1 The Guide for Future Classroom
- Digital Education Needs Analysis,
- Country Reports
- A Website containing information about our project itself, institutions, results, events, news etc.

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Our solution

- FCL Magazines, brochures
- 3 Multiplier Events,
- 5 Learning, teaching, training activities,
- local seminars and workshops for teachers, managers after each LTT

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R1 The Guide for Future Classroom

- School of the future 's vision
- The role of the Teacher in the Future Classroom
- Future Classroom Setting
- Create technologically smart spaces
- Future Classroom Scenarios
- Assessment in the Future Classroom

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Future Classroom's design
An experimental Future Classroom

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Future Classroom

FUTURE CALSSROOMS' LEADERSHIP

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Future Classroom

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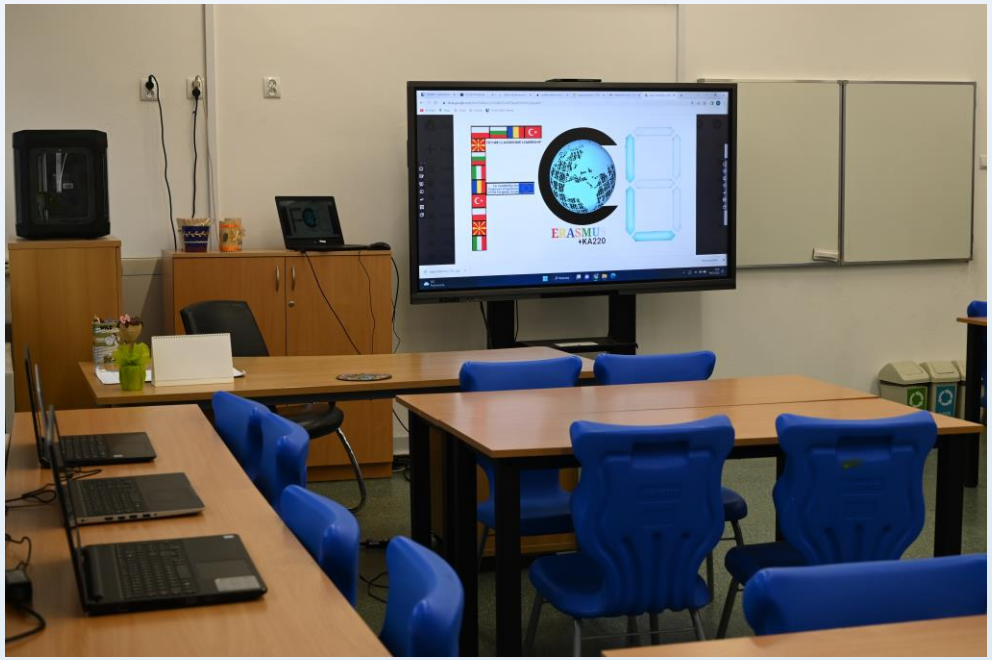

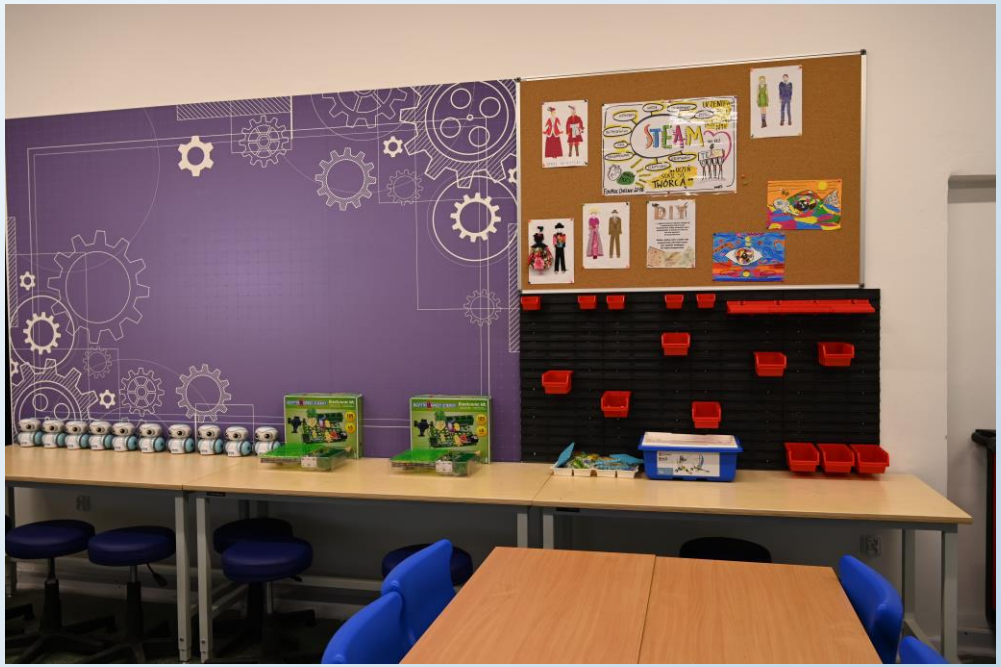

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Strategies

All partners were responsible for creating innovative, interdisciplinary lesson plans with using modern technology. The structure of the each lesson included:

- Background information: learning objectives, skills, competences, learners` roles, learning tools and resources,
- Learning activities: a warm up, collaborative work, investigation work, practice work,
- Producing work, discussions, a presentation, an assessment.

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Good Practices

Common aspects of the lessons:

- Interdisciplinary work,
- Cooperative work,
- Developing students' ICT skills,
- Performing the final productive work and present it among the others,

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Lesson plan No 1

https://docs.google.com/document/d/1trlZIUtO6SLQ4hDhk9UROskzlJA0x8xp/edit

- A virtual trip to London

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Lesson No1

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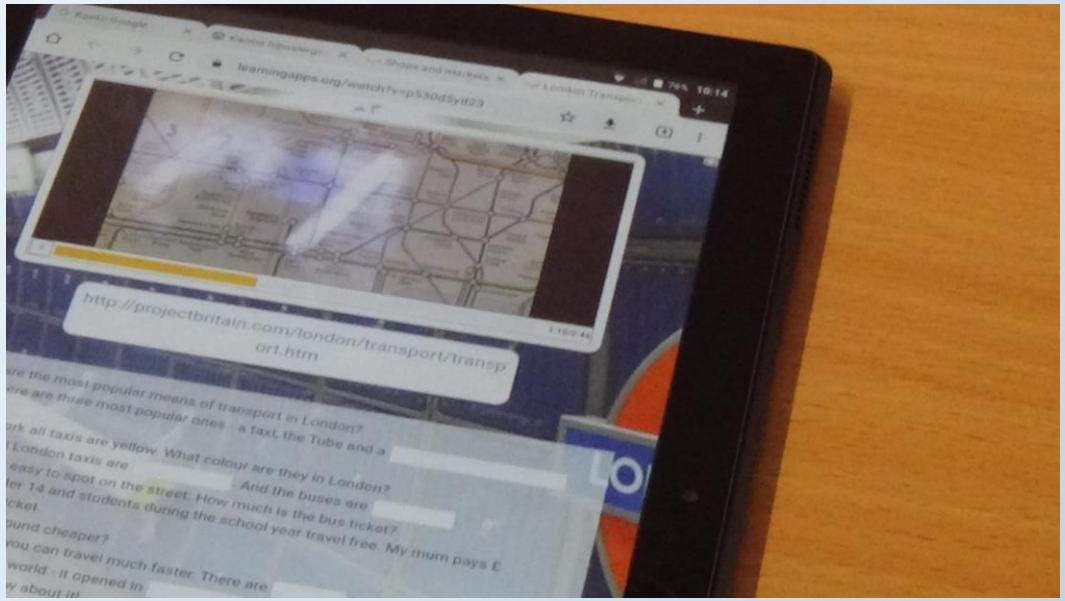
Lesson No 1



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Lesson plan No 2

- https://docs.google.com/document/d/1-1He4KFenb6SJS9fUNLAieSDcYWjYt8Z/edit
- A healthy lifestyle

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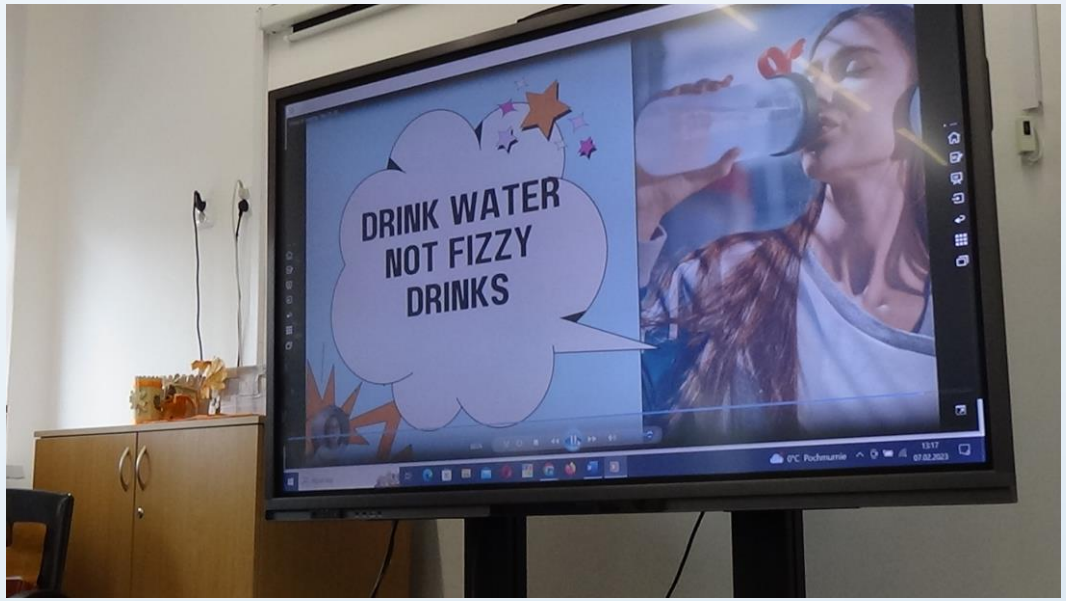
Lesson No 2



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Lesson No 2

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Lesson plan No 3

https://docs.google.com/document/d/1xBdP00Ewtgmxp0UpBNTf4na3GT6_aBKd/edit

- Thanksgiving Day

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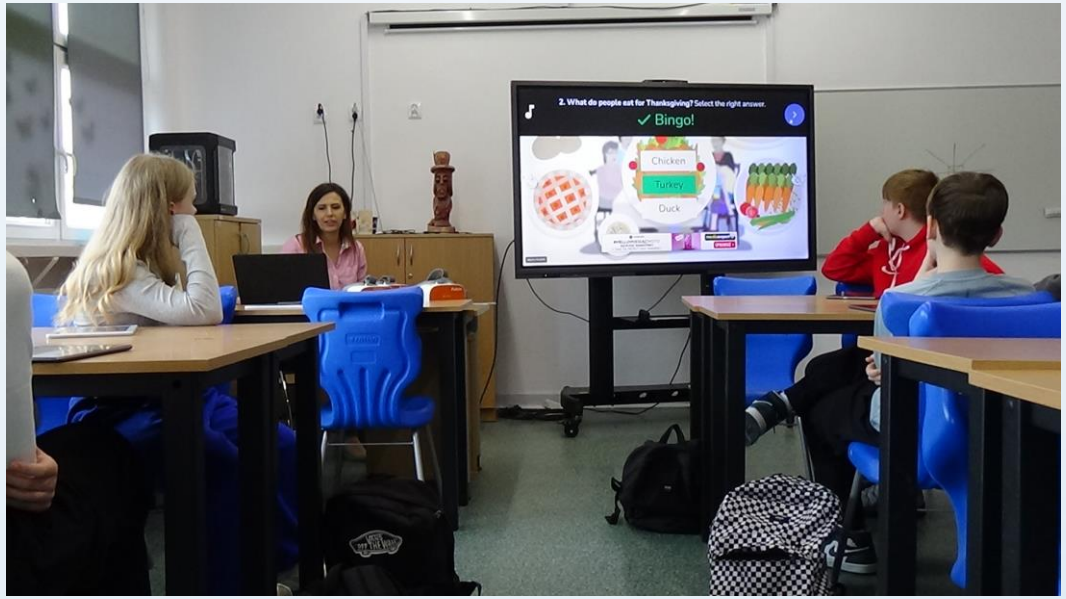
Lesson No 3



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Teachers' opinions

„From my point of view, as a teacher, the use of technology is very effective because it stimulates students to act, and this can be easily achieved by using digitalization and technology almost at every stage of the lesson" – Science teacher

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Teachers` opinions

„The use of modern technologies, such as QR codes and VR glasses, as well as Internet applications, made the students more involved in the lesson and more willing to participate" – English teacher

„From the students' feedback I observe that the students liked the most the use of VR glasses (not a common educational tool and exciting at the same time) and the Kahoot quiz as a form of competition, which is often the main source of motivation. Elements of gamification always make students active as they 'don't feel like they are learning" – IT teacher

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Students` opinions

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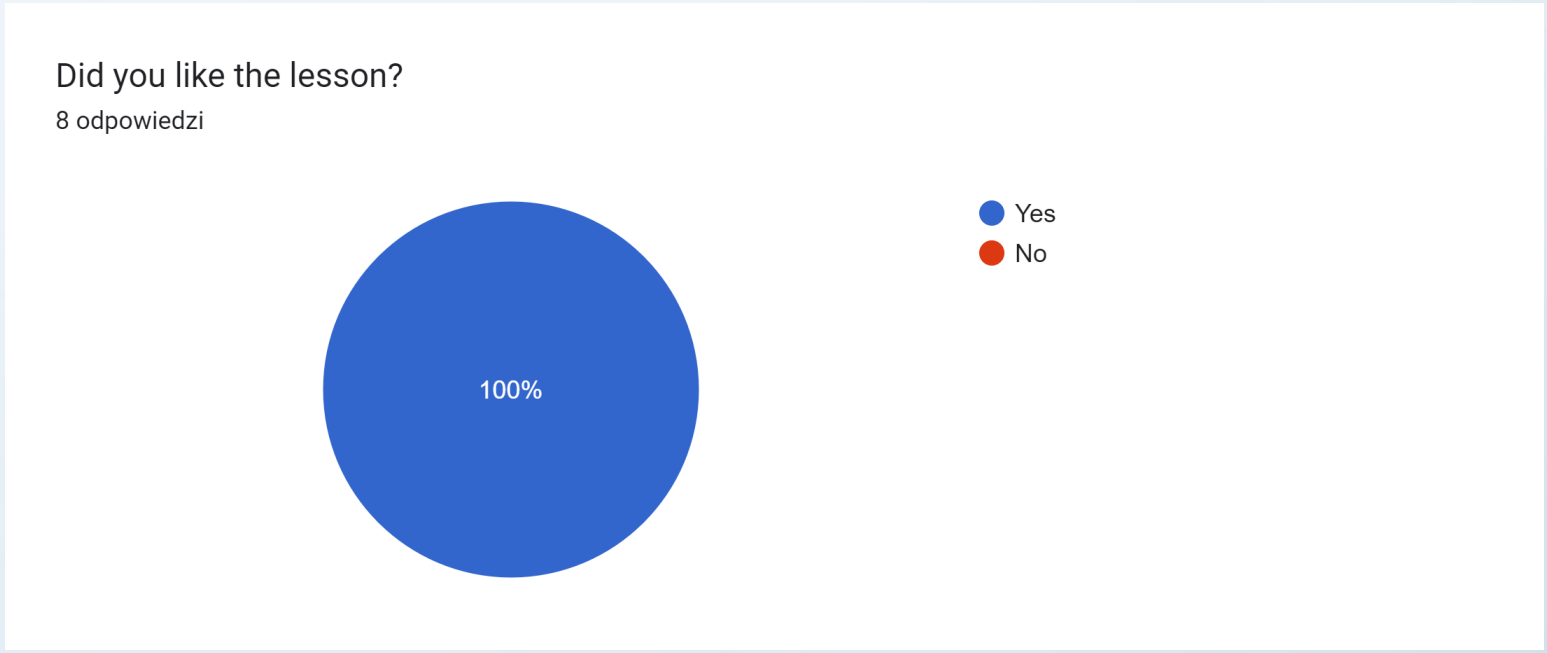
Students` opinions



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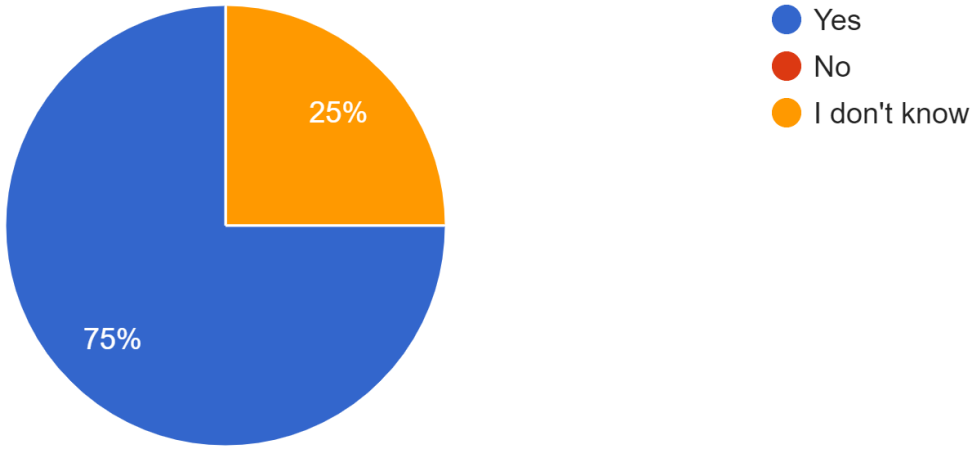
Students` opinions

Would you like to take part in a similar lesson again?

8 odpowiedzi



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Students` opinions

Pytania | Odpowiedzi 8 | Ustawienia

What did you like the most about the lesson?

8 odpowiedzi

- VR i Kahoot
- Robienie krzyżówki
- Vr
- VR glasses
- Exercises with the VR glasses
- Kahoot
- Nasze spaniałe

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Students` opinions

Pytania | Odpowiedzi 8 | Ustawienia

What would you change about the lesson?

8 odpowiedzi

- nic
- Nic
- N
- Jogging. Its great!
- Nothing :)
- Dłuższy kahoot
- Nic było super

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Thank You!
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