ITELab – Innovating ITE curricula

Key Action 2 - Knowledge Alliance project

ITE Forum: 19 September 2019

Returns to Innovative Teaching : from the schools and teaching perspective

Discussion question: "What are REALLY the benefits for schools & teachers in being innovative?"
ITELAB OVERVIEW: THREE MAIN STRANDS OF ACTIVITY

1) KNOWLEDGE EXCHANGE

ITE Forum - Universities, Industry, MoE/Regions + Student Voice

2) CO-DESIGN CONTENT & PILOTS

Cycle 1: SPRING 2018 pilot

MODULE A F2F

Student teacher MOOC

Cycle 1 Evaluation Update

3) MONITORING: annual monitoring report, case studies, teacher trainer competences

http://itelab.eun.org
THE ITELAB UNIVERSITY INDUSTRY FORUM

ITE FORUM

Characteristics:

U + I
Knowledge-sharing
Multiple voices
Contemporary topics
Monthly

What is it?
A Forum to foster innovation and knowledge exchange in initial/pre-service education (ITE).

Who should join?
Initial teacher training institutions, industry, policy-makers, student teachers.

How to join?
Take part in the webinar discussions and blogs, exchange resources, join the University pilots. More info here.

ite.lab.eun.org
fcl.eun.org

The place to discuss Initial Teacher Education brought to you by ITELab in collaboration with the Future Classroom Lab and Next-Lab • ite-forum.eun.org
ITE FORUM: TODAY’S AGENDA

1. **Welcome** by co-chairs Dr Conor Galvin (UCD) & Peter Claxton (SMART)

2. **Returns to Innovative Teaching - schools and teaching perspective**
   
   Professor Kevin Burden (Hull Univ), Assoc. Prof Matthew Keamey (Univ of Technology, Sydney) *Deimp* (university perspective)
   
   Niall O’Connor, Deputy Head Ardgillan CC (school perspective)
   
   Peter Claxton, SMART Technologies (industry perspective)

3. **Open Forum:** “What really are the benefits for schools & teachers in being innovative?”
REFLECTION VIDEO

Flipped Learning
“What are REALLY the benefits for schools & teachers in being innovative?"

NIALL O'CONNOR
ARDGILLAN COLLEGE
Students driving their own learning
- ownership
- responsibility
- life long skills
- resilience

Students acquiring new skills

Student creativity

Student engagement

Student created content

Positive learning culture

\[
\frac{2x+4}{3} - \frac{5x-7}{2} = \frac{5}{7}
\]

HCF 3, 2, 1 = 6

\[
\frac{2x+4+2(5x-7)}{6} = 6\left(\frac{5}{1}\right)
\]
Student, teacher & parent collaboration
- Build better communication
- Share learning
- Help others
- Personal fulfilment
- Positive learning culture
Trial new teaching methodologies
Plan for incomplete understanding
Build better relationships
Maximise 1:1 time

Community of practice—continually strive to improve
Background

http://www.mobilelearningtoolkit.com/
Designing and Evaluating Innovative Mobile Pedagogies

http://www.deimpeu.com/
Investigating the use of innovative mobile pedagogies for school-aged students: A systematic literature review

Kevin Burden\textsuperscript{a,}\textsuperscript{*}, Matthew Kearney\textsuperscript{b}, Sandra Schuck\textsuperscript{b}, Tony Hall\textsuperscript{c}

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\textsuperscript{c} School of Education, National University of Ireland, Galway, Ireland
Criteria for Scoring Innovative Mobile Pedagogies

<table>
<thead>
<tr>
<th>The purpose of learning</th>
<th>The role of the teacher/educators</th>
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<tr>
<td>The context of the learning</td>
<td>The role of the learner</td>
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Based on Laws et al (2005)
What principles underpin innovative mobile pedagogies?

**Collaboration**
- Peer review
- Intergenerational learning
  - learners review each other
  - different generations work together

**Co-construction**
- collaborative authoring
- Co-design for mobile learning
  - students and teachers work together

**Data sharing**
- share digital artefacts

**Authenticity**
- Artefact construction
  - make digital objects
  - uses apps as tools
- Role-play
  - learners enact roles

- Real-world tools
  - Authentic environment
  - Real-world processes

**Adaptive**
- Simulation
  - realistic virtual task
- Gamification
  - game elements
- Customisation
  - adapted to individual

**Context-awareness**
- adapts to environmental stimuli

**Community-based**
- community activity

**Mobility**
- Seamless learning
  - across settings
- Bridging
  - across formal and informal contexts

**Student Choice**
- Student agency
  - choice of how to do activity
- Student autonomy
  - determine the activity

**Reflection**
- reflect in multimodal ways

**Digital play**
- explorations without curriculum goal

Current developments in the DEIMP project

Piloted the online course – a new amended course will be offered in Autumn 2019 (from October 1st).


The app will also be available to assist in sharing innovative practice.
Sites
DEIMP Project: http://www.deimpeu.com/
iPAC website: https://www.ipacmobilepedagogy.com

Key References


"WHAT ARE REALLY THE BENEFITS FOR SCHOOLS & TEACHERS IN BEING INNOVATIVE?"

"We only have two demands! Why don't people just give us what we want?"

William Butler Yeats once said:

Education should not be the filling of a pail, but the lighting of a fire.

Innovation is defined as “the process of making changes to something established by introducing something new.” It applies to “…radical or incremental changes to products, processes or services.” Over the years there have been many changes in the way education is designed and delivered in parts of the world.
Beware the chasm!
"WHAT ARE REALLY THE BENEFITS FOR SCHOOLS & TEACHERS IN BEING INNOVATIVE?"

to a positive forward thinking teacher (or school) innovation brings change and provides fresh agile teaching, **it removes boredom** and new learning for both teacher and student **inspirational**. Teaching new ideas with different and possibly improved and new pedagogies **engages students** who become more **motivated** to learn and bounce off the inferred positivity **enhancing outcomes**.

However, **depending** upon the teachers outlook and the amount of support for innovation through a positive change management and implementation process some teachers may experience **apprehension** and lead to a negative and slow adoption of innovation. The innovation may therefore not have the positive effects as experienced before.
"WHAT ARE REALLY THE BENEFITS FOR SCHOOLS & TEACHERS IN BEING INNOVATIVE?"

Schools are businesses and require pupils, to ensure they are economically viable. Innovation can be seen a positive step that can be marketed to potential parents and pupils their customers.

Pedagogical as well as cognitive science and Neuroscience research shows that innovation has nothing to do with learning. It is an enabler.

When we think of innovation nowadays, we usually think of technology. However, in a field such as education, it's just as important to focus on innovations in areas such as child psychology, learning theories, and teaching methods.

, for many teachers, ICTs are associated with what could be described as “logistical” benefits rather than “intellectual” benefits. As mentioned, this emphasis on functional learning rather than exploration and participatory culture is being challenged in some schools and by some teachers, but such challenges are not supported either by local or national structures.
"WHAT ARE REALLY THE BENEFITS FOR SCHOOLS & TEACHERS IN BEING INNOVATIVE?"

The real benefits to schools and teachers of being innovative would therefore be that what they do, be it original, creative or similar is to increase the efficiency of their overall objectives.

These objectives of the school/teachers/children must be at the forefront, with the tools/innovations supporting those.
“What really are the benefits for schools & teachers in being innovative?”
ITE FORUM - AUTUMN 2019

- series of monthly thematic seminars
  - Short reflective video/podcast posted in advance
  - In conversation sharing views on the theme from different perspectives: university, industry, schools, policy and student teachers
  - Open discussion

2019 programme:
- Feb 21st: Hearing the Learner - engaging the student teacher voice (part 1)
- Mar 21st: Hearing the Learner - engaging the student teacher voice (part 2)
- May 16th: Designing Teaching Resources - including ‘soft skills’ with inclusive aims
- June 20th/21st: Schools Innovation Forum at the FCL, BXL - Spaces for Learning
- Sept 19th: Returns to Innovative Teaching - from schools and teaching perspective
- Oct 17th: Returns to Innovative Teaching - a focus on Artificial Intelligence (AI)
- Dec 12th: Learning through doing - a focus on VR and video

Sustainable forum - Schools Innovation Forum - linked to the Future Classroom Lab [http://fcl.eun.org]
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