

European Schoolnet

Future Classroom Lab



Who we are

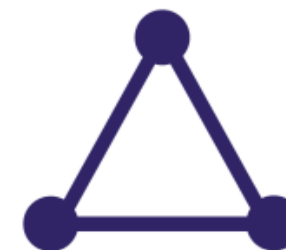
- ✓ Network of **34 European Ministries of Education**
- ✓ **Non-profit** international organisation
- ✓ **Aim:** bring innovation in teaching and learning to our key stakeholders: Ministries of Education, schools, teachers, researchers and industry partners.
- ✓ **Focus Areas:**



DIGITAL CITIZENSHIP



STEM EDUCATION



SCHOOL NETWORKING



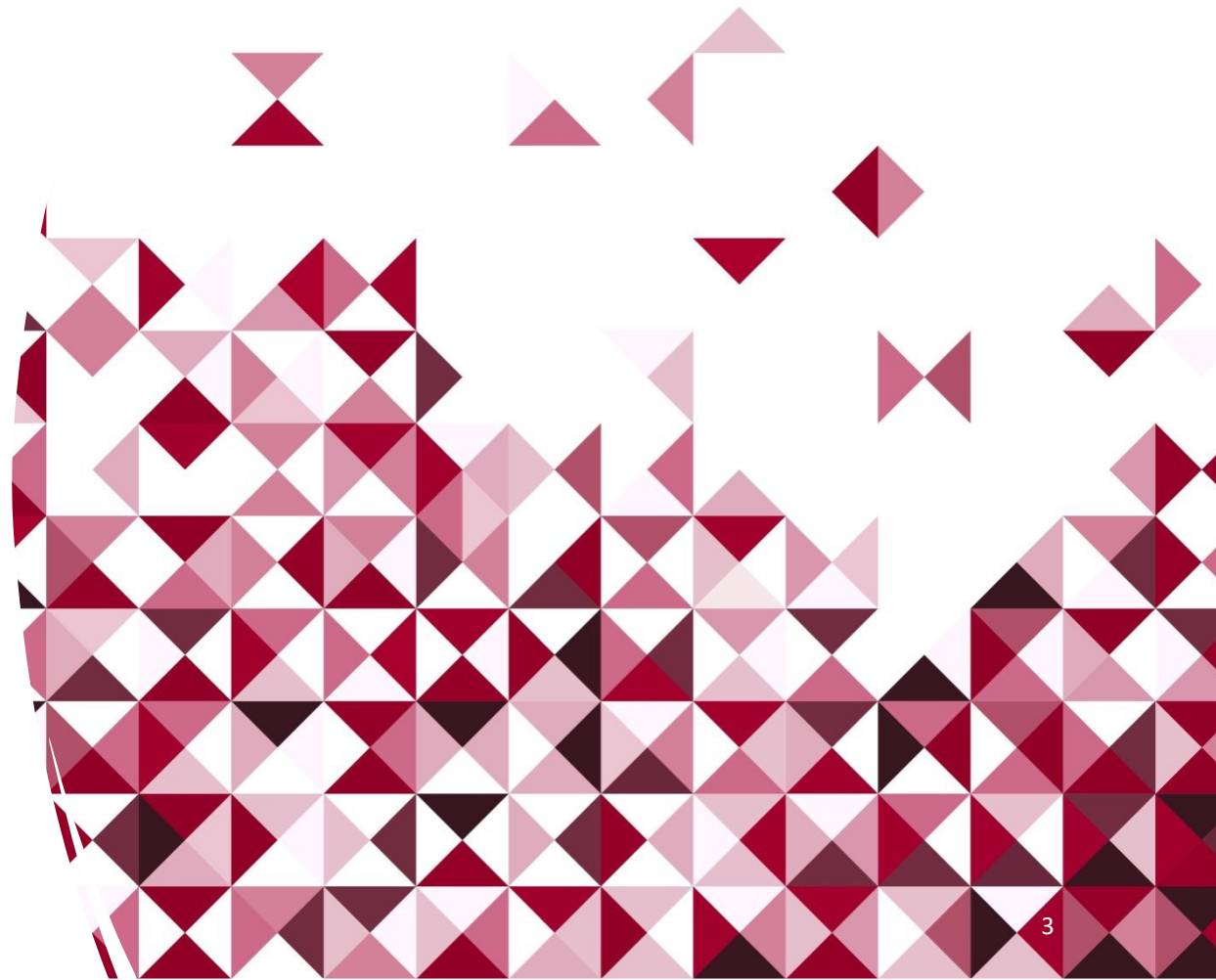
EVIDENCE FOR INNOVATION



NEW TEACHING & LEARNING MODELS

What have we planned?

- Introduction to the FCL
- Explore the different learning zones
- Design a learning activity that promotes the use of the learning zones
- Wrap-up, reflection





Sustain and mainstream results from EC-funded projects



2010-2014 FP7



2011-2013 LLP



2012-2014 FP7



2013-2015 LLP



2015-2018 E+



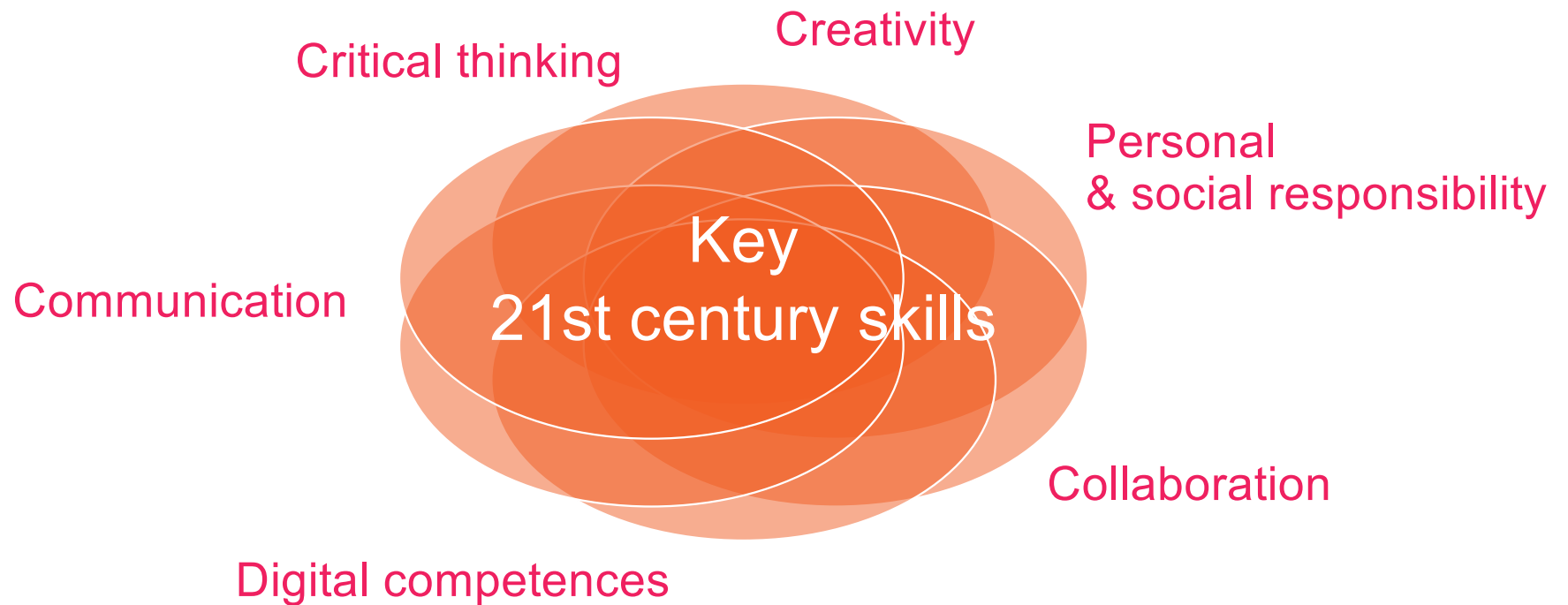
2017-2019 E+

Future Classroom Lab

An inspirational learning environment challenging visitors to rethink pedagogy, technology, learning space design and how learning spaces can be adapted.



21st Century Learning



The FCL Learning Zones



gamification
independence & ownership
digital content creation
imagination



inquiry & project-based learning
problem solving
critical thinking



communication
feedback skills
peer review
reflection



1:1 computing
differentiation
blended learning



teamwork
collaboration
debate



flipped classroom
informal learning
self-expression

Create

- Students **plan, design, and produce** their own work.
- Learning by creating: students exercise their imagination, innovate, develop their soft skills, and take ownership over their learning.
- Useful equipment: high definition video camera, video editing software, microphones, podcast, animation streaming software, 3D printers, robots, LEGO, etc.



Interact

- Learning involves both teachers' and students' active engagement.
- Rearrange physical space and break the traditional classroom paradigm of rows.
- Interact with the learning content (interactive whiteboards).
- Useful equipment: laptop, netbook, tablet, smartphones, classroom management system, learner response system and devices.



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Present

- Students **present, deliver and obtain feedback** on their work.
- Sharing the results of work is supported by a dedicated area for interactive presentations that, through its design and layout, encourages interaction and feedback.
- Keywords: share, communicate inclusively, interact.
- Useful equipment: HD projector/screen, online publication tools, flexible furniture



Investigate

- Students are encouraged to **discover learning themselves** through projects.
- Flexible furniture supports this concept and the physical zone can be reconfigured quickly to enable work in groups, pairs or individually.
- Students learn how to find quality resources, manage information, solve a challenge, research, explore, analyse understand things from multiple perspectives.
- Useful equipment: robots, microscopes, online laboratories, 3D printers.



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Exchange

- Students collaborate with their peers.
- ICT can help to create a richer way of communication and collaboration.
- Collaboration can be extended to after-school tasks with the aid of an online learning environment.
- Learning by playing: digital games and simulations for more engaging learning .
- Useful equipment: collaborative table with projector, mind-mapping software, brainstorming board/wall.



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Develop

- Informal learning and self-reflection.
- Students can work independently on homework, concentrate on their own interests.
- More relaxed-non-monitored space, use of personal devices.
- Support of motivation and self-expression.
- Useful equipment: informal furniture, study corners, portable devices, books, e-books, games (analogue and digital).



Network of Innovative Learning Labs and Spaces

Around 210 labs around Europe and beyond

We have identified roughly **three types of learning labs**:

- ❖ 'Professional' learning labs
- ❖ School-based learning labs
- ❖ Industry-based learning labs



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BUILDING LEARNING LABS AND INNOVATIVE LEARNING SPACES

Practical guidelines for school leaders and teachers



FCL Industry Partners 2023



Future Classroom Lab, Denmark

- ❑ The lab is part of the **University College Copenhagen**.
- ❑ Used by **10000 students** and a wide range of local **K12 schools**.
- ❑ Focus on **experimenting with new forms of teaching, learning spaces and approaches to technology**.



FCL Tampere, Finland



- ❑ Used by **high school students**.
- ❑ Focus on **combining F2F and online teaching** methods into hybrid teaching practices.
- ❑ Design of **new interdisciplinary modules** combined with phenomenon-based learning to increase pupils' transversal competence.
- ❑ Entirely **new ecosystem** that supports the pedagogical use of learning zones: media classroom, school library and a study hall, arts and crafts classrooms, a study lobby and a drama classroom.

Escola Secundária Campos Melo, Portugal

- ❑ Focus on **project-based learning**.
- ❑ Development of **autonomy and self-confidence** by multidisciplinary learning, programming, robotics learning and the use of multiple technologies.
- ❑ Development of **projects with other schools** (Erasmus+, eTwinning) within the field of STEAM.
- ❑ **Student trainings:** *Introduction to Programming, MBOT Robots Programming, Programming of Mobile Applications, 3D design and printing.*



Future Classroom Lab BESST, Slovakia

- ❑ Used by **year 5 pupils (10-11 year old)**.
- ❑ **Aim:** lead pupils to discover, experiment and be motivated to construct their own knowledge.
- ❑ Focus on **individual learning zones** but also **active learning**.
- ❑ All pupils of the FCL have an **iPad for educational purposes** at school (and at home) on which they have many applications that they can use to learn, revise, or create their own content.



Future Classroom Laboratory (Texas, USA)

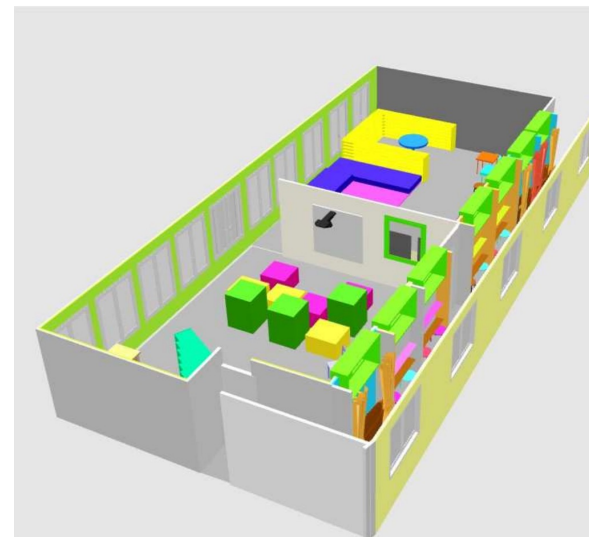


Two DHH students work together to program the Matatalab robot to draw pictures

- ❑ The **Texas Woman's University Future Classroom Laboratory (TWUFCL)** is in the university's College of Professional Education,
- ❑ Open to all individuals in **teacher training**,
- ❑ Develop activities for pre-K-12 general education and **special education classrooms**,
- ❑ Funded by Texas Woman's University.
- ❑ Latest activities: *Camp Code for Girls*, *3D printing workshops in K-12 classroom*, *Camp Minecraft*.

Forticl@sse, France

- ❑ **Pedagogical laboratory** for the **elementary** classroom of the future.
- ❑ Focus on acquiring the 21st skills (collaboration, communication, creativity, critical thinking)
- ❑ **8 zones** instead of six (relax, isolate).
- ❑ Offers **several types of seating** so that students could choose the one that allows them to be best for a given job.



Introduction to the tool

Novigado Scenario Tool

1- INTRODUCTION

fcl.eun.org/scenario-tool
NOVIGADO

fcl.eun.org/scenario-tool/support

Building a Scenario

Novigado Scenario Tool

2. BUILDING A SCENARIO

Scenario tool
NOVIGADO

fcl.eun.org/scenario-tool/support

Sharing and Managing Scenarios

Novigado Scenario Tool

3. SHARING & MANAGING SCENARIOS

Novigado Scenario Tool
NOVIGADO

fcl.eun.org/scenario-tool/support



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Thank you!



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