



Erasmus+



Creative Class

# Introducing Inquiry-Based Learning to Estonian Teachers: Experiences from the Creative Classroom Project

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# CONTENT

- „Creative classroom” project
- „Creative classroom” workshops
- The 3<sup>rd</sup> workshop and inquiry–based learning
  - E-tivity WebQuest
- Future plans



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# CREATIVE CLASSROOM PROJECT

# “CREATIVE CLASSROOM” PROJECT

Program: Erasmus+ *Key Action 2: Strategic Partnerships in the field of education, training and youth*

Consortium:

- BCS Koolitus, Tallinn, Estonian ICT training company
- Tallinn University (TLU), Estonia
- University of Ljubljana (UL), Slovenia
- University of Rijeka (UNIRI), Croatia
- Helsinki Metropolia University of Applied Sciences (MA), Finland

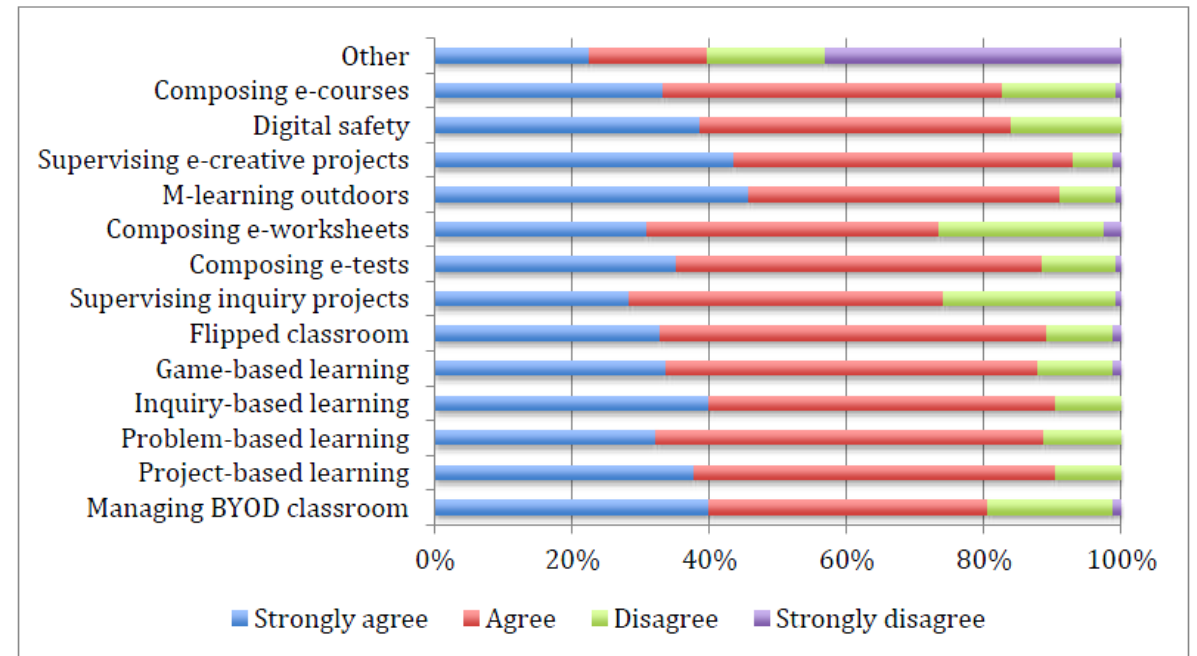
September 2014 – August 2016

# THE MAIN TASKS OF THE PROJECT

- Gathering and interpreting evidence of readiness of the shift to innovative education from the aspect of teachers, students and schools in Estonia
- Designing and delivering up-skilling workshops for Estonian teachers with the combined knowledge from Estonia, Croatia, Slovenia and Finland
- Developing an electronic guidebook of innovative ICT learning and teaching methodologies and tools for an open use in schools Europe-wide
- Organizing dissemination events to showcase and propagate the developed guidebook

# A SURVAY IN ESTONIAN SCHOOLS

- One of the first activities in the project
- Questions about the current status of digital infrastructure, ICT teaching practices, digital competences, and training needs of teachers in Estonian schools
- Respondents gave their opinions regarding the needs for teacher training in line with some topics relevant for the aims of the “Creative Classroom” project



Perceived teacher training needs



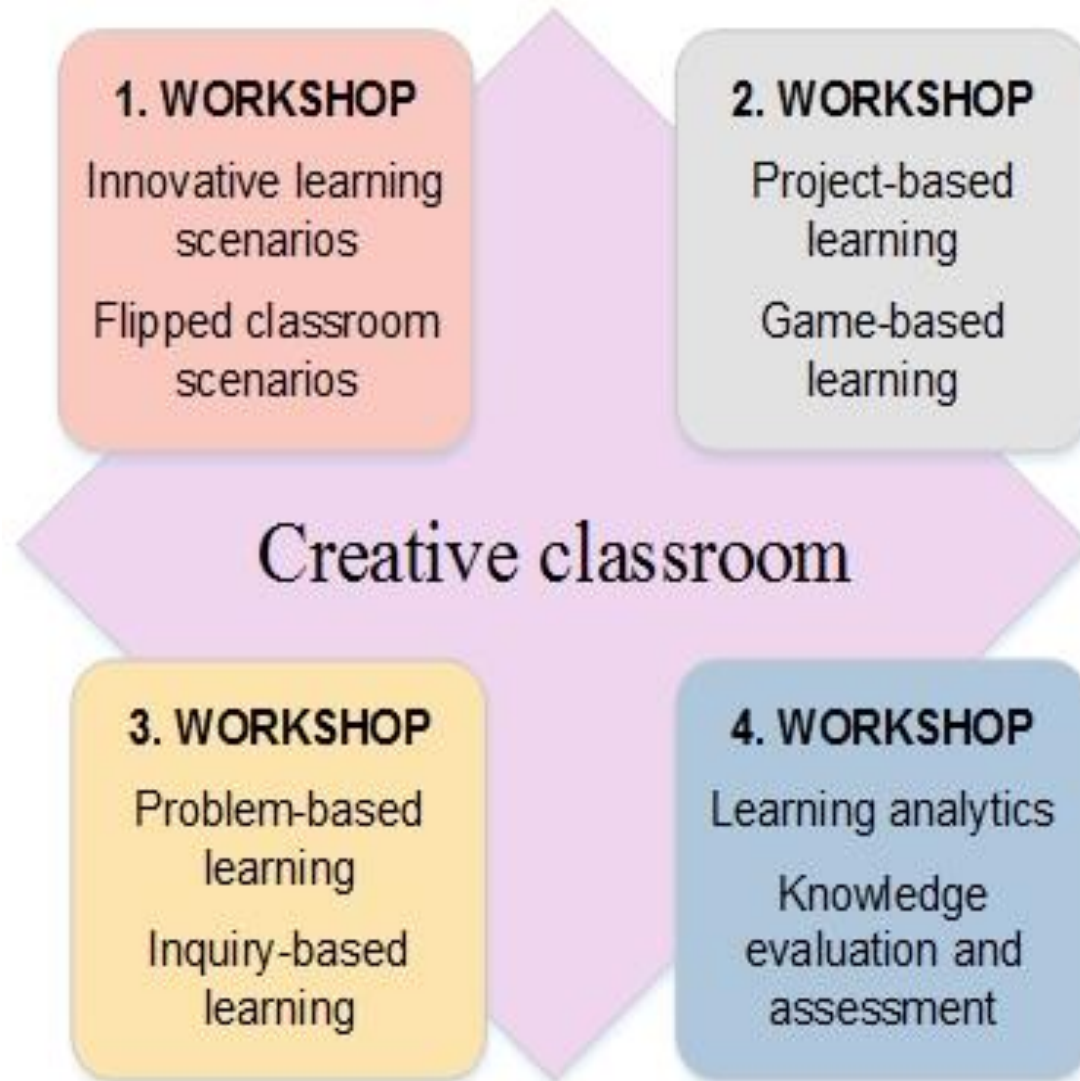
# “CREATIVE CLASSROOM” WORKSHOPS

# “CREATIVE CLASSROOM” WORKSHOPS

- Workshops for the focus group of 20 Estonian teachers selected from schools all over Estonia
- The focus group meets four times on two-day workshops to learn and collaborate on the topic of innovative ICT methods and tools in education
- In every workshop two methodologies are introduced with the related ICT tools, methods, and examples of best practice
- Teachers start preparing the lesson guide and continue working on it as homework



# WORKSHOPS' METHODOLOGIES



# “DIGIDIDAKTIKA” COURSE

- „Digididaktika” was created in Eliademy tool
- Eliademy is a platform for instructors to create, share and teach online courses

The screenshot shows the Eliademy platform interface. At the top, there's a navigation bar with 'Eliademy', 'My Courses', 'Calendar', and 'Catalog'. A 'Go Premium' button and a user profile icon are on the right. Below the navigation is a course banner for 'Digididaktika' featuring the Erasmus+ logo and the text 'Creative Class'. The course is taught by Kai Pata, an instructor with 50 students and a 5-star rating. Below the banner, there are tabs for 'Content', 'Webinars', 'Tasks', 'Gradebook', 'Discussions', 'Participants', 'Certificate', and 'Settings'. The 'Content' tab is active, showing a list of topics on the left and a detailed view of 'Teema 5: Uurimuslikud õpistsenaariumid komplekssete probleemidega' on the right. The detailed view includes the instructor's name (Nataša Hoic-Božić, Ivona Franković), the lecture time (9:30 - 10:45), and a description of the lecture. Below the text is a video player showing a session titled 'Session 5: INQUIRY BASED LEARNING (IBL) & E-TIVITIES' by Natasa Hoic-Bozic & Ivona Frankovic, UNIRI.



# THE 3<sup>rd</sup> WORKSHOP AND IBL

# THE 3<sup>rd</sup> WORKSHOP

- Problem-based learning (PBL) → experts from the Helsinki Metropolia University of Applied Sciences
- Inquiry-based learning approach and e-tivities → experts from the University of Rijeka, Department of Informatics
- Lesson scenario building tool LePlanner → experts from University of Tallinn

# WHAT IS INQUIRY BASED LEARNING?

- IBL is **question-** or **problem-**driven approach to learning based on seeking new knowledge and understanding
- Involves students' performing **investigations** of some sort to address questions or solve problems
- **student-centred** and student-directed approach with **teachers** acting as **facilitators**

# E-TIVITY - E-LEARNING ACTIVITY

- a term used to describe a framework for facilitating **active learning** in an **online** environment
- involves learners interacting with one another and with the teacher (e-moderator) in an online environment in order to complete a particular task
- **'spark'** - small piece of information, stimulus or challenge provided by teacher at the beginning of e-tivity
- students take part in the e-tivity by responding to the 'spark'
- E-tivities can be designed in line with the IBL approach
- E-tivities use **Web 2.0 tools**

# E-TIVITES AND WEB 2.0 TOOLS

- [Wikispace](#) for creating wikis
- [Diigo](#) for collecting and organizing bookmarks and other resources
- [MindMeister](#) for online mind mapping and brainstorming

# E-TIVITY IBL EXAMPLE


- Webquest: a group of students would explore Web resources to find out „what is X” and write a summary with definitions and examples
  - X = “inquiry based learning”
  - X = „fruit decomposition”
  - X = „World War II”
  - X = „Estonian history”
  - X = „Croatia”
  - ...



# WEBQUEST: Learning about Croatia

- an IBL example e-tivity
- Group work:
  1. Choose collaborators (groups of 3-4 participants)
  2. Look the „spark” – video
  3. Formulate up to 3 inquiry questions
  4. Investigate web resources, use mindmap tool and Diigo
  5. Create wiki
  6. Create blog (follow-up activity)

# E-TIVITY DESCRIPTION FORM

Name of IBL e-tivity	WebQuest – Learning about Croatia
Subject and grade	Geography, history, (or general knowledge) ... Could be adapted to different learners
Purpose/Learning outcomes	<p>WebQuest activity engages learners in the use of the WWW in order to complete a task related to the course or some topics. As a collaborative learning activity, WebQuests can be used to focus groups of learners on task while providing a variety of online resources necessary for completing their assignments.</p> <p>Goals:</p> <ul style="list-style-type: none"> <li>• Learners will utilize Web resources to complete a task</li> <li>• Learners will work with their peers to complete a course-related task</li> <li>• Learners will build skills for interacting with other learners in course</li> <li>• Learners will get familiar with several Web 2.0 tools.</li> </ul> <p>During this specific WebQuest, learners will try to found out some facts about Croatia having in mind Croatia as a popular touristic destination.</p>
Collaborative Learning	Groups of 3-5 students
Time required	3 to 5 days (simple version: 1 day)
Tools	<p>- Access to the World Wide Web</p> <p>- Web 2.0 tools:</p> <ul style="list-style-type: none"> <li>• MindMaster or similar tool for brainstorming</li> <li>• Diigo for collecting and organizing bookmarks and other resources</li> <li>• Wikispace for creating wikis as summary</li> <li>• Blog for keeping learning diary with reflections to the learning process</li> </ul>
Spark	<p>Popular short video about Croatia</p> <p><a href="https://www.dropbox.com/s/dkir4n6xd53yt8w/croatia.mp4?dl=0">https://www.dropbox.com/s/dkir4n6xd53yt8w/croatia.mp4?dl=0</a></p> 
Structure/actions	<b>1. Ask</b>

# EVALUATION OF THE WORKSHOP

- an anonymous survey at the end of the workshop with a goal to establish in which measure participants were satisfied with the workshop content and instructors
- completed by 14 participants (70% teachers who were enrolled in the project)
- teachers were mostly rather happy or very happy with relevance of the workshop topics, learning materials, e-learning environment Eliademy, competence of lecturers, and training facilities

# FUTURE PLANS

- The main result of the project will be the developed electronic lesson guide book in Estonian and in English, developed in the LePlanner environment
- The project will provide teachers with a community to exchange ideas and experiences on innovative ICT in teaching practices
- The project's consortium is hoping that the project will be a Europe-wide encouragement for the shift to the 21<sup>st</sup> century education



# Creative Classroom

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THANK YOU!



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