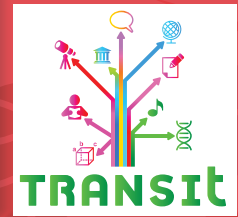


## Relevant EU Projects

### TRANSit

#### TRANSversal key competences for lifelong learning: Training teachers in competence based education



The TRANSit project (<http://www.transit-project.eu/>) aims to have a positive impact on the development of students' key competencies through building teachers capacity on competence oriented education. To achieve this, a pilot teachers training methodology will be developed on the didactics and e-assessment of key transversal competences, which could be adopted by interested stakeholders promoting educational change. The methods of the project are founded on a holistic view of students learning, personal and social development, going beyond subject boundaries and finding application in a wide spectrum of curriculum subjects. The TRANSit approach aims to contribute to the development of creativity, adaptation to the rapidly changing circumstances, intercultural and multilingual competences, social development, "learning to learn" competences and an improved perception of one's own capacity to solve problems.

### C2Learn

#### Creative Emotional Reasoning Computational Tools Fostering Co-Creativity in Learning Processes

The C2Learn project (<http://www.c2learn.eu>) combines our understanding of creativity in education and creative thinking, on the one hand, and technology-enhanced learning tools and digital games, on the other hand, to provide young learners and their teachers with opportunities for creative learning. The project designs an innovative digital gaming and social networking environment incorporating diverse computational tools, the use of which can foster co-creativity in learning processes in the context of both formal and informal educational settings. In this virtual space learners freely explore ideas, concepts, and the 'shared' knowledge available on the semantic web and the communities that they are part of. A diverse project consortium is co-designing and implementing the proposed innovation in systematic interaction and exchange with stakeholders and particularly school communities, following participatory design and participative evaluation principles. The designed innovation covers the spectrum from upper primary education to the end of secondary education and beyond (learner ages from 10 to 18+ years).



### Open Discovery Space

#### A socially-powered and multilingual open learning infrastructure to boost the adoption of eLearning resources

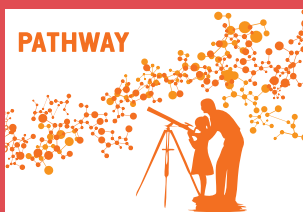


Open Discovery Space (ODS) (<http://www.opendiscoveryspace.eu>) is a European initiative that supports schools and teachers so that they systematically adopt and benefit from New Technologies and e-learning resources in everyday school practices and across the curriculum. The Open Discovery Space community spreads in 25 European countries, connecting schools, teachers, students and parents through a state-of-the-art web-portal, which gives them access to a wide range of high-quality digital content that promotes innovative teaching and learning. The Open Discovery Space platform empowers teachers by providing: Access to Resources: lessons plans and exercises to use in the planning of various activities; Access to Support: Teachers can join a lively online community of peers and exchange advice, share best practices and connect with fellow teachers in other countries; Access to Training: Teachers can benefit from a wide range of training activities, including courses in the use of eLearning resources, online collaboration with students and parents and new ways to develop innovative teaching materials.

### Pathway

#### The Pathway to Inquiry Based Science Teaching

The "PATHWAY" project (<http://www.pathway-project.eu/>) aspires to set the pathway towards a more widely uptake of inquiry-based science education, following the recommendations of the EU Rocard report "Science Education Now: A renewed Pedagogy for the Future of Europe". Towards this end it provides teachers with: a standard-based approach to teaching science by inquiry that outlines instructional models that can help them organise their instruction effectively; a number of best practices in inquiry-based science education, which they can use and adapt to their needs; a large number of training activities that can support them in implementing the inquiry instructional models and best practices in their science classrooms; and a community of practitioners of inquiry, who can help them sustain and further develop the new practices.



**Practices Fostering  
Competences**

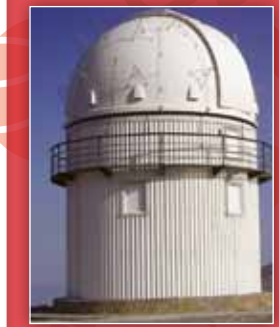
**Summer School Programme**  
**June 30 – July 5, 2013**  
**Panormo, Crete, Greece**

# PROGRAMME

# ACTIVITIES

	Sunday 30 June 2013	Monday 1 July 2013	Tuesday 2 July 2013	Wednesday 3 July 2013	Thursday 4 July 2013	Friday 5 July 2013	
<b>Morning Sessions</b>	Arrivals	<p><b>09:00 – 13:00</b> <b>Introductory Activities</b> Panormo</p> <p>Competence Based Learning (CBL) - Best practices</p> <p>Silvia Alcaraz-Dominguez, <i>University of Barcelona, Spain</i></p> <p>Katerina Riviou, <i>Ellinogemaniki Agogi, Greece</i></p> <p>Group work: development of a CBL scenario</p> <p>Wouter Vollenbroek, <i>University of Twente, Netherlands</i></p>	<p><b>09:00 – 12:00</b> <b>Workshop 3</b> Knossos A</p> <p>Exploring creativity in education</p> <p>Christopher Walsh, <i>Open University, UK</i></p>	<p><b>09:30 – 13:30</b> <b>Field trip</b></p> <p>Knossos Archaeological site and Herakleion Archaeological Museum</p> <p>or</p> <p>Natural History Museum of Crete</p>	<p><b>09:00 – 12:00</b> <b>Workshop 6</b> Panormo</p> <p>Developing my CBL scenario</p> <p>Part B</p>	<p><b>09:00 – 12:00</b> <b>Achievements</b> Panormo</p> <p>Presentation of the developed scenarios</p> <p>Summer school participants</p>	<p><b>12:15 – 13:00</b> <b>Plenary Session</b> Knossos A</p> <p>Taking a stand on creativity</p> <p>Prof. Anna Craft <i>Open University, UK</i></p>
<b>Afternoon &amp; Evening Sessions</b>	<p><b>18:00 – 20:00</b> <b>Opening session</b> Knossos A</p> <p>Chair</p> <p>Prof. George Neofotistos <i>University of Crete</i></p> <p>Shaping dynamics of transformed learning: Inclusive Education</p> <p>Dr Alan Bruce, <i>Universal Learning Systems, Ireland</i></p> <p>Enabling creativity and inquiry through science in early years education</p> <p>Dr Esmé Glauert, <i>Institute of Education-University of London, UK</i></p> <p>Strategies for developing scientific literacy</p> <p>Prof. Rodger W. Bybee, <i>Biological Sciences Curriculum Study, USA</i></p>	<p><b>16:00 – 17:30</b> <b>Workshop 1</b> Panormo</p> <p>Organising the digital library of my school/ Building digital communities of teachers</p> <p>Nektarios Moutmoutzis, <i>Technical University of Crete, Greece</i></p> <p><b>17:30 – 19:00</b> <b>Workshop 2</b> Panormo</p> <p>Hands-on session on Block Magic</p> <p>Anna Trifonova, <i>University of Barcelona, Spain</i></p>	<p><b>15:00 – 18:00</b> <b>Workshop 4</b> Knossos A</p> <p>Designing educational games: reflections</p> <p>Maria Saridakis, <i>University of Athens, Greece</i></p> <p>Pavlos Koulouris &amp; Lilia Dimaraki, <i>Ellinogemaniki Agogi, Greece</i></p> <p><b>18:15</b> <b>Field Trip</b></p> <p>Skinakas Observatory &amp; Traditional dinner</p>	<p><b>17:00 – 19:00</b> <b>Workshop 5</b> Panormo</p> <p>Developing my CBL scenario</p> <p>Part A</p>	<p><b>15:00-18:00</b> <b>Workshop 7</b> Panormo</p> <p>Assessing competences with ICT tools</p> <p>Katerina Riviou, <i>Ellinogemaniki Agogi, Greece</i></p>	Departures	Departures

## Visit to the Skinakas Observatory (July 2)



The Skinakas Observatory is located on mountain Ida in central Crete, at an altitude of 1750m, 57km by road from the Iberostar Creta Panorama Hotel. Participants will have the opportunity to learn about the Skinakas telescope and use it in order to make observations. Besides scientific research, Skinakas is also used for astronomy education and is the main observatory of the DISCOVERY SPACE Network (<http://www.discoveryspace.net>).

### Programme:

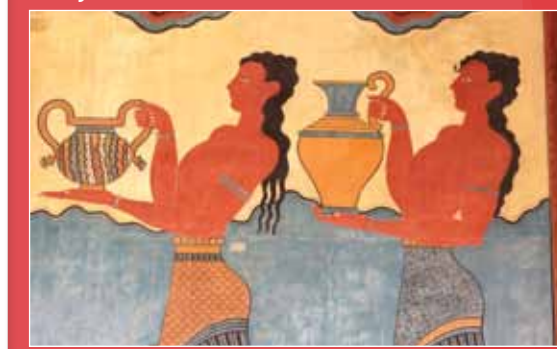
18:15	Departure from Iberostar Creta Panorama Hotel
20:00 - 22:00	Arrival at Anogia village - Dinner
22:30 - 00:30	Arrival at Skinakas Observatory Presentation of the Observatory by Prof. Ioannis Papamastorakis - Observations
00:30 - 02:00	Departure from Skinakas Observatory - Arrival at Iberostar Creta Panorama Hotel

## Visit to the traditional Cretan village of Anogia (July 2)

On our way to the Skinakas Observatory, we will make a stop for dinner at Anogia, a well-known traditional Cretan village in the mountainous area of the district of Rethymnon. Anogia has played a significant role in recent Cretan history, having heroically contributed to all of Crete's struggles for liberty. At the same time, the village offers its visitor a rich experience of Cretan culture, notably through its culinary and music traditions.



## Visit to Knossos archaeological site and Herakleion Archaeological Museum (July 3)



Participants will first visit Knossos, which is the largest Bronze Age archaeological site on Crete and considered as Europe's oldest city. The Palace of Knossos, the ceremonial and political centre of the Minoan civilization and culture, is the largest of the preserved Minoan palatial centres. The field trip will continue with a visit to the Herakleion Archaeological Museum, one of the largest museums in Greece and among the most important museums in Europe. It houses representative artefacts from all the periods of Cretan prehistory and history, covering a chronological span of over 5,500 years. The singularly important Minoan collection contains unique examples of Minoan art, many of them true masterpieces. In environments like these, which excite imagination about life in the past, participants will explore ways of enhancing formal and informal learning experiences through playful and creative approaches, considering opportunities offered by ICT and the new media for engagement with cultural content.

## Visit to Natural History Museum of Crete and the "Dinos of Patagonia" exhibition (July 3)

During the visit to the Natural History Museum of Crete (<http://www.nhmc.uoc.gr/en>) a do-it-yourself method for interacting with museum collections and online exhibit catalogues will be presented. Participants will be involved in playful learning smartphone-based activities to comprehend the links between actual museum exhibits and virtual/online information. This way, they will also have the opportunity to present their own thoughts and ideas by adding social tags to characterize exhibit-related digital educational content, and to play interactive quiz games. Our trip to the museum will finish with a visit to the 'Dinos of Patagonia' exhibition, displaying big and small carnivore dinosaurs, Cretaceous birds that could not fly, dinosaurs that would learn to fly, models for people with visual problems and many more amazing exhibits. Finally, visitors will be given the opportunity to engage in inspiring activities in "Dinopedia" through interactive electronic games and 3D displays, painting areas, virtual excavation, photo-studio, and much more. This activity is organized by the Natural History Museum of Crete and Ellinogemaniki Agogi.

