

Scenario Title: "iGroup (Collaboration and Assessment - in a group) Countries: Austria, Italy, Slovenia

Duration (no. of one hour lessons)	2 lessons	3-4 lessons	2 lessons	3-4 lessons	1 lesson	1 lesson
Learning Activities	Free thinking, sharing ideas	Explore Looking for and finding content	Structuring thoughts	Developing or practising	Interviewing	re-make Replanning
Goal (learning objectives, match to curriculum)	 Teacher: to enhance learning through collaboration among students to research and implement innovative forms of assessment within groups to introduce the design brief and the process to make students feel involved to collect feedback from students 	 Students: to look for data and information to collect information (e.g. from museums, family, internet, library) to set up a self-assessment process to select tools 	 Students: to organize ideas and data to perform different roles to generate an overview of what to produce 	 Students: to transform ideas into concrete prototypes to reflect on activities to develop assessment grids and select assessment tools 	 Teacher: to monitor students' performance to document and reflect on own activities Students: to give and receive feedback to look at the project process to ask for comments from the teacher / group leader 	 Students: to evaluate the new information with the existing work to decide which additional information to include to re-make if necessary



Students:

- to organise the presentation
- to perform an interactive show
- to express feedback
- to assess and evaluate
- to conclude and note lessons learnt



	 Students: to form teams and organize group work to define learning methodologies to define learning objectives and agree on assessment criteria 	Teacher	Students ·	Teacher -	Students:	Students ·	
Description of each learning activity	 introduces the design brief stimulates students' involvement in the specific subject collects students' feedback and revises the design brief assigns roles Students: give their feedback to the proposal choose their own role within the micro-group; select and assign roles choose the data collection format (video, text, visuals, audio) plan how to use their tablets brainstorm the selection of different apps according to the proposal negotiate activities and targets with the teacher 	 moderates gives support to the students gives feedback Students: work individually and/or collaboratively onsite and online collect information, take notes and pictures or surf videos – e.g. in a museum interview and record experts (audio records - cut, fade, music,) 	 create a conceptual map and a storyboard of the product (e.g. video) they would like to produce refine assessment and self assessment criteria develop an individual learning diary / portfolio 	 guides the students through the process of creation Students: discuss and create prototypes use technology start to create the first prototype of the product (e.g. video), according to the map and storyboard, shared in the coordinator has created prepare assessment /self assessment grids 	 create questions if learning activity is on goal involve an external expert to get original and sound data to insert into the video generate an online survey and send it to the people involved in the project 	 evaluate their work, results and new information agree on information they are going to additionally include in their work 	

Students :

- organise their input/role in the presentation
- prepare the equipment needed
- present
- other students actively participate in the show
- Teachers:
- assess according to the established criteria



Learning Environment(s) (physical or virtual settings in which learning takes place)	 classroom historical places (museum, archive, library) virtual journey through Google map 	 historical places library classroom home 	 at school at home 	at school, library, home, VLE (synchronous and asynchronous) The school setting should be organised in a way to facilitate 2.0 processes (i.e. peer/group/plenary/ areas)	• online	 at school or outs online
Digital technologies and tools	 Brainstorming tools Team up Tablets & apps mind mapping tools Evernote IWB 	 Communication tools (blog, twitter, snapchat, skype, googledocs) media channels repositories 	 mind mapping tools in order to create the conceptual map (but other software can be used as well) Google docs to share and work on the same storyboard Google hangouts to discuss online 	 Tablet and apps: Video (Animoto) Audio (Voxopop, Spreaker) Makers Mapping tools (Popplet) Timelines (Dipity) 	 Online tools: Google Docs Poll generators, etc. Tablets 	 already used tools
Specific use of tablets	 They enable students to collect, write and draw ideas easily They are digital hubs for collecting data (notes, pictures, voices, sounds, videos,) Tablets are close to hand for students to capture and record their progress They enable the students to be mobile in their learning 	 students can capture and record all information gathered in one place, wherever they are; they can collect data to be observed 	 for creating mindmaps Using blogs to share and collaborate 	 making audio, video recordings and presentations with the tablet 	 portability of tablets to gather, store, retrieve and reflect on feedback, wherever students are 	 as in Make, plus explore and use new apps to improve the product

- at school as a public event
- online for parents, and as
- a record or achievement

 tools for feedback and assessment (e.g. online questionnaire, online response systems)

 use for presentations, and for students to record progress and contribution to the group's work



	<u>Teacher:</u>	<u>Teacher:</u>	<u>Teacher:</u>	<u>Teacher:</u>	<u>Teacher:</u>	<u>Teacher:</u>	
Roles (teacher, students, parents,	 prepares, inspires, coaches, questions and listens <u>Students</u>: listen, discuss, negotiate, 	 prepares, supports and monitors <u>Students</u>: explore, observe, collect and share 	 listens, questions, supports <u>Students</u>: listen, discuss, create according to 	 tutors and monitors differentiated groups <u>Students</u>: 	 mentors, supervises listens, observes, coaches <u>Students</u>: act, discuss, share 	 mentors, supervises listens, observes, coaches, gives feedback <u>Students</u>: 	
experts, etc.)	organize Consider the needs of students with disabilities and special needs: are the tasks adapted for them? How do they contribute to group work?		their specific role	 observe, question, share act 		 discuss and plan 	
	Collaboration, team work,	Team and individual	Team and individual	Team and individual	Team work to present	Team work to re-	٦
	class work	work	work	work (e.g. Jigsaw,	the project, analyse	design	C
Collaboration, team work Individual work, personalisation	 Students: organize themselves into groups/teams discuss the challenge the teacher is setting to them and negotiate plan how to shape their team tasks. question and improve given tasks personalize tasks according to their needs, style, time. 	 Students: work at home or at school alone and/or in teams share findings in a virtual environment 	 Students: map their findings in teams create mind maps collaboratively and share them online engage in an open dialogue, eg share interim results with peers 	circle times)	feedback and re-design		
Reflection (reflecting upon one's learning and	 Self-assessment Peer-assessment Teacher assessment 	 Self-assessment Peer-assessment Teacher assessment 	Assessment Teacher: • gives feedback on the conceptual map	 Observation and reflection Self and peer evaluation Peer feedback 	The person/expert who is asked by the students is also asked to provide a feedback on the prototype and on the	The students, after remaking the video, ask the teacher to evaluate the second version	

<u>Teacher:</u>

- observes and assesses
- throughout the project) assesses and notes the added value of tablets

Students:

 observe, take part and assess

Team work to disseminate results

• Self, peer-to-peer assessment

- Peer evaluation within groups
 Teacher evaluates the
- contribution each one has given to the work



	1		1	1		1
reporting activity	 <u>What</u>: process and 	 <u>What</u>: process and 	and storyboard the	<u>Assessment</u>	improvements the group	and some mates as
status and progress)	product	product	group has created	To a share	has agreed upon for the	"external
status and progress,	• <u>Who:</u> group and individual	 <u>Who:</u> group and 	and provides	<u>reacher:</u>	second prototype.	evaluators" (the
	work	individual work	each student in the	• assesses how		coordinator has the
Assessment (type,			group could do in	students 'prepare		role to ask some
instruments)			order to improve	the class', take	Accorcment	peers to give a look
mstrumentsj	Assessment	<u>Assessment</u>	the design of the	part in the	Assessment.	at the work and to
	Teacher:	Teacher	group.	discussion and	Teacher:	fill in a grid that the
		<u>reastern</u>	 assesses how 	perform lab work.		group has created)
	assesses how students react	assesses the work of each	students take part	Students:	 assesses students' 	
	and take part in the discussion,	student and team	in the discussion,	 neer feedback as 	ability to be in	
	their ability to question the	according to the	relationships	the work	charge of a	Assessment
	task (especially if they add	identified resources, in	between their	progresses	workshop, to work	Assessment
	value and positive change to	terms of relevance,	findings and analyse	P0. 19000	(contact, ask for	Teacher:
	the proposal), and their ability	efficacy and breadth	them.		collaboration,	
	to choose and define their own		individual	<u>Reflection (students</u>	discuss and	 assesses the
	role	<u>Students:</u>	participation in the	<u>only)</u>	negotiate), to	work of team
		neer feedback	man		explain and present	students to re-
	<u>Reflection (students only)</u>		map.	record	have not followed	project.
	 record feedback on 			observations	the project	p. 0)000
	the design brief	<u>Reflection (students only)</u>	<u>Students :</u>		progression, receive	Students:
			с н. I		'criticism' and	
		 observe, record and 	peer feedback		incorporate expert	- Peer feedback
		share reflections	• student		views into the	and self-
			coordinator		project.	assessment
			records all the			Peflection
			steps the group		Students:	(students only)
			go through so			<u>Istudents omyr</u>
			that the process		 Self-assessment 	 record
			cantured		Peer feedback: after	observations
			captureu.		the prototype, each	
					product on 2 levels:	
			Reflection (students			
			<u>only)</u>		1. What should be	
					improved (i.e. the music	
			 record 		is not adequate, it is	
			observations		copyrighted; some	
					shooting is not well	

and on the work as whole

<u>Assessment</u>

<u>Teacher:</u>

 assesses students' multimedia editing skills, students' collaboration on the project, students' ability to document, communicate and summarize learning processes and present prototypes and results to others

Students:

- Peer feedback and selfassessment

Reflection (students only)

• record their observations



			done; the story misses some crucial explanation; some facts need to be added etc.) 2. What each one should do in order to improve the product (this is a self assessment process)
Outcomes	 teacher is ready to introduce new forms of assessment topic of study agreed and expected learning outcomes understood groups formed and roles within them agreed Assessment criteria agreed for group and individuals students understand how they and the teacher will record their progress and contribution to group 	 self-assessment process in place Information collected from a range of sources, and shared sources, and shared tits together to meet the learning objective learning progress and contribution to the group's work is recorded by all students 	Reflection (students only)• record observations• prototype product (e.g. video) is created, based on a plan or storyboard collaboratively• process to obtain feedback agreed and implemented• the product is improved, making use of the feedback received, and developing a range of students and their reflective observations are recorded• the product is improved, making use of the feedback received, and developing a range of student students and their reflective observations are recorded
	work		goals for the next stages of the project

- the product is disseminated, e.g. via a live event
- a statement is produced and agreed by students of their contribution to the end product, what they have learnt and how they intend to go further
- teacher and students are able to provide evidence of any added value of tablets