

PEDAGOGICAL INNOVATION FOR THE 21ST CENTURY

Teacher: Agathi Naka

Course Duration: one week, from Monday to Saturday, 30 hours

Number of Participants: Min. 6 – Max. 20

Course location: LEFKAS Island (Greece)



DESCRIPTION

This course has been created for teachers who are interested in integrating new types of learning into everyday school life. More specifically, new ways of transferring knowledge through games and gamification will be discussed.

It is a combination of methods, strategies and game design for activities that are not necessarily games. The aim is to bring play into the real world and influence other aspects of everyday life such as productivity, concentration, and student engagement. New methodologies for applying knowledge and ways of communicating with pupils will also be discussed, as well as new skills essential for the 21st century.

The main question that arises is based on how it is possible for a student to be able to learn a course with methods and ways that are considered alternative but with a high rate of success. A question that will be clarified in the process of education. In particular, the answers will be given through a course on the island of Lefkas, one of the largest islands in the Ionian Sea. Lefkas is rich in natural resources as it combines mountain and sea and some of the most famous beaches in the Mediterranean. It is also the only land island in Greece due to the bridge that connects it with the mainland.

The aim of this training is to provide teachers with new strategies and methods of knowledge transfer in and out of the classroom, that the students will be able to apply in their lives. Practical exercises and games for expressing emotions and the importance of learning outside the strict theoretical framework will be presented. All this with respect for cultural differences and the changes 21st century has brought on the surface of human existence.

LEARNING OUTCOMES

- Understanding the logic and the philosophy of different types of games
- Coming across with the topic and the methods behind game designing
- Creating a game from scratch as a means of education
- Associating the 21st century mindset with the game and the development of social and cultural values in the classroom
- Using games as a new way to transmit knowledge and adjust a current curriculum
- Applying new methodologies to the existent curriculum
- Combining the traditional way of teaching with the 21st century skills

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PROGRAM

Monday

- Introduction to the course and activities
- Presentation of each school and the teachers/ students
- Bonding and knowledge games
- Goal setting for the week
- Presentation of the 21st century skills

Tuesday

- Bonding game (outside, if possible)
- Theory about the 50 active methodologies
- Group separation and task: Ways to add new methodologies in a current school class
- Open discussion
- Creation of a vision board

Wednesday

- Knowledge game
- Introduction to gamification (presentation)
- Digital gamification: stimulating the development of multiple intelligences for 21st century skills
- Open exercise: creation of a game

Thursday

- Trip to the Acheron springs
- Discussion on active learning as an effective way to improve communication and collaboration
- Well-being as a state of mind (from theory to practice)
- Dance exercise and expression through movement
- Outdoor group dynamics

Friday

- Relaxation exercise
- Outdoor competition
- Evaluation of the week (reflection of the main view points)
- Summary of key learning points
- Certificate ceremony

Saturday

- Boat tour of local beaches/ the Ionian islands
- Open discussion on possible future collaborations and planning follow up activities
- Constructive feedback of the week and the course
- Validation of learning outcomes