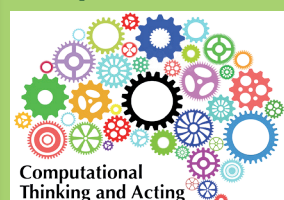


Learning from the Extremes

Learning from the Extremes aims at addressing inequalities in access to digital education by enhancing inclusion and reducing the digital gap suffered by school communities in remote areas with low connectivity, limited or no access to devices and digital educational tools and content. Learning from the Extremes aims to offer a vision of what can be achieved through adequate investment in ICT infrastructure, tools and content, along with a detailed Rural School Innovation Roadmap on how to achieve that vision – a plan with clear targets, clear priorities, and a management process that will ensure continuous feedback and reflection.

Learning from the Extremes adopts a multi-level approach to thinking about and planning for the future of technology-enhanced rural school education. <https://learningfromtheextremes.eu/>

Computational Thinking and Acting

The aim of Computational Thinking and Acting (CoTA) Erasmus+ project is to develop and validate new learning and teaching ICT solutions regarding Computational Thinking and problem solving in primary schools. The CoTA team explored the concept of Physical Computing and created a competence framework of Physical Computing linked to existing national curricula in Finland, Estonia, Germany and Greece. Furthermore, 120 learning scenarios were developed which were translated in five languages (Greek, English, Finnish, Estonian, German) and more than 500 open educational resources were collected. The CoTA methodology has been tested in a number of schools in Finland, Greece, Estonia and Germany and validated positively by classroom teachers.

<https://cotaproject.wordpress.com/>

Open Teach

Educators are at the heart of the digital transformation! The Open Teach project aims to empower teachers develop their digital competences profiles and become implementers and promoters of Open Educational Resources and Practices (OER and OEP). Open Teach offers online courses on digital education and working with OER, including finding, selecting, modifying, re-purposing and evaluating resources. The courses include practical activities, where teachers collect and evaluate

OER simultaneously, resulting in a repository of quality assured OER.

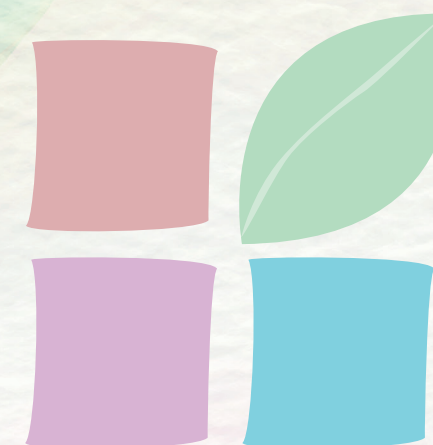
<https://open-teach.eu>

Design-CT

The Design-CT project supports teachers of all grade levels and digital competences profiles become creators and designers of their own digital and blended learning lessons. The Design-CT ecosystem offers a smart authoring tool supported with integrated didactical kits including, pedagogical templates, learning scenarios, apps, tools and resources to help teachers easily create their digital lessons and activities. The ecosystem offers design support and recommends learning content, so that teachers focus their time and effort on what they do best... guide their students' learning journey.

<https://design-ct.eu>

School Innovation Summer School 2022



Schools as innovation incubators and accelerators

Programme

July 3rd – July 8th, 2022

Marathon, Attica, Greece

PROGRAMME					
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
3 July 2022	4 July 2022	5 July 2022	6 July 2022	7 July 2022	8 July 2022
<p>Participants' arrival</p> <p>18.00-20.00 Keynote Talks Open schooling for deeper learning in science Dr. Sofoklis Sotiriou <i>Ellinogermaniki Agogi</i></p> <p>Creativity at its best: Making science by making art Dr. Pierluigi Paolucci <i>Istituto Nazionale di Fisica Nucleare and CERN</i></p> <p>GS04SCHOOL - Leverage students participation and engagement in science through art practices Associate Professor Janne Robberstad <i>Western Norway University of Applied Sciences</i></p> <p>The inner workings of an international multi-actor collaboration towards food system transition: FoodSHIFT 2030 in action Luke Schafer <i>University of Copenhagen</i></p>	<p>09:30 - 13:00 The Open Schooling Approach Nikos Zygouritsas <i>Ellinogermaniki Agogi</i></p> <p>Identifying the real needs of your school Nikos Zygouritsas <i>Ellinogermaniki Agogi</i></p> <p>Self-Reflection Tools and School Development Plan Nikos Zygouritsas <i>Ellinogermaniki Agogi</i></p>	<p>09:30 - 13:00 Workshop: Transforming School Education with Quality Assured Open Educational Resources and Practices</p> <p>Workshop: Developing innovative school projects that fit the needs of the society</p>	<p>09:30 - 13:00 Workshop: Computational Thinking Computational Thinking and Acting Dr.Kati Clemens <i>University of Jyväskylä, Finland</i></p> <p>Computational Thinking Framework Dr. Jan Pawlowski <i>Hochschule Ruhr West, Germany</i></p> <p>Pilot Testing in Greek schools Dimitra Dimitrakopoulou <i>Ellinogermaniki Agogi, Greece</i></p> <p>Pilot testing in Estonian Schools Mihkel Pilv <i>Miksike, Estonia</i></p> <p>Developing Students' AI literacy skills in Primary and Secondary Education Dr. Iro Voulgari <i>Institute of Digital Games, University of Malta</i></p> <p>Computational Thinking Examples Dr Sarantos Psyharis <i>School of Pedagogical and Technological Education (ASPETE)</i></p>	<p>09:30 - 13:00 Workshop: Supporting teachers of all grade levels and digital competences profiles to become creators and designers of their own digital and blended learning lessons.</p> <p>Building synergies between schools Sofoklis Sotiriou <i>Ellinogermaniki Agogi</i></p>	<p>09:30 - 13:00 Participants' Presentations, Reflection & Certificates</p>
13:00 - 15:00 LUNCH BREAK					
	<p>15:00 - 17:00 The conceptual model for a 'highly equipped and connected classroom' (HECC) Nikos Zygouritsas <i>Ellinogermaniki Agogi</i></p> <p>Introducing RRI Priniciples in your school projects Nikos Zygouritsas <i>Ellinogermaniki Agogi</i></p> <p>18:00 - 24:00 Visit to Cape Sounio, Sanctuary of Poseidon - Dinner</p>	<p>15:00 - 17:00 Workshop: Developing innovative school projects that fit the needs of the society</p>	<p>15:30 - 24:00 Visit to the Acropolis Museum and the Acropolis - Dinner</p>	<p>15:00 - 17:00 Workshop: Digital skills for internet safety Dimitra Dimitrakopoulou <i>Ellinogermaniki Agogi</i></p> <p>20:00 - 22:00 Farewell Dinner</p>	<p>Participants' Departures</p>

Visit to Cape Sounio, Sanctuary of Poseidon (July 4th, 18:00 – 24:00)



Cape Sounio is a promontory located 69 kilometres from Athens, at the southernmost tip of the Attica peninsula. According to legend, Cape Sounion is the spot where Aegeus, king of Athens, leapt to his death off the cliff, thus giving his name to the Aegean Sea. The sanctuary of Poseidon, one of the most important sanctuaries in Attica, is also located at Sounio. Archaeological finds on the site date from as early as 700 BC. Herodotus tells us that in the sixth century BC, the Athenians celebrated a quadrennial festival at Sounion, which involved Athens’ leaders sailing to the cape in a sacred boat. The later temple at Sounion, whose columns still stand today, was probably constructed in 450-440 BC. over the ruins of a temple dating from the Archaic Period. Poseidon, the “God of the Sea” was considered to be a powerful god, second only to Zeus (Jupiter). The temple at Cape Sounion, was a venue where mariners, and also entire cities or states, could propitiate Poseidon, by making animal sacrifice, or leaving gifts.

Visit to the Acropolis Museum (July 6th, 15:30 – 19:00)



The New Acropolis Museum under the Acropolis of Athens “came to life” when at 2000, the Organization for the Construction of the New Acropolis Museum announced an invitation to a new tender, which came to fruition with the awarding of the design tender to Bernard Tschumi with Michael Photiadis and their associates and the completion of construction in 2007. The Museum has a total area of 25,000 square meters, with exhibition space of over 14,000 square meters, ten times more than that of the old museum on the Hill of the Acropolis. The new Museum offers all the amenities expected in an international museum of the 21st century. Permanent exhibitions: The Gallery of the Slopes of the Acropolis, The Archaic Gallery, The Parthenon Gallery, Propylaia-Athena Nike-Erechtheion, from 5th century BC to 5th century AC.

Visit to the Acropolis of Athens (July 6th, 19:00 – 20:30)



The greatest and finest sanctuary of ancient Athens, dedicated to the goddess Athena, dominates the centre of Athens from the rocky crag of the Acropolis. The most celebrated myths; religious festivals; earliest cults are all connected to this sacred precinct. These unique masterpieces of ancient architecture combine different orders and styles of Classical art in a most innovative manner and have influenced art and culture for many centuries. The Acropolis of the 5th century BC is the most accurate reflection of the splendour, power and wealth of Athens at its greatest peak, the Golden Age of Pericles. In the mid-fifth century BC, when the Acropolis became the seat of the Athenian League, Pericles initiated an ambitious building project which lasted the entire second half of the fifth century BC. The architects, Ictinos and Callicrates, began the erection of this unique monument at 447 BC and the building was substantially completed by 432 BC. The most important buildings visible on the Acropolis are the Parthenon, the Propylaia, the Erechtheion and the temple of Athena Nike.