



Sufinancirano sredstvima  
Europske unije

# Effective Pedagogies for the 21st Century Learning

Helsinki, 17.7.-22.7.



Erasmus+  
Obogaćuje živote, širi vidike.

***“If we teach **today**'s students as we taught **yesterday**'s, we rob them of **tomorrow**.”***

John Dewey  
An influential education philosopher

Self-reflection

# Where are you on this balance? Where do you want to move to?



Teacher-directed  
**Direct Instruction**  
Knowledge  
**Content**  
Basic skills  
**Facts & principles**  
Theory  
**Curriculum**  
Time-slotted  
**One-size-fits-all**  
Competitive  
**Classroom**  
Text-based  
**Summative tests**  
Learning for School



**Learner-centered**  
Interactive exchange  
**Skills**  
Process  
**Applied skills**  
Questions and problems  
**Practice**  
Projects  
**On-demand**  
Personalized  
**Collaborative**  
Global community  
**Web-based**  
Formative evaluations  
**Learning for life**



# 4 STEPS

to prepare PBL



1. Choose a topic



2. Define a driving question




3. Design the inquiry process



4. Presentations of final products to real audiences





# Component of a good DQ

“How can we plan and prepare a meal to feed people in our community?”


The incipit

The challenge

The goal

The audience





# Exercise

Think about one topic in your subject and design a good driving question for a PBL. Remember the 4 elements of a good DQ.

The incipit

The challenge

The goal

The audience



# Rundown

1. OUTLINING TOPICS, FORMING TEAMS (30 MINS)

2. 1ST PITCH (15 MINS)

3. OUTLINING INITIAL SOLUTIONS (40 MINS)

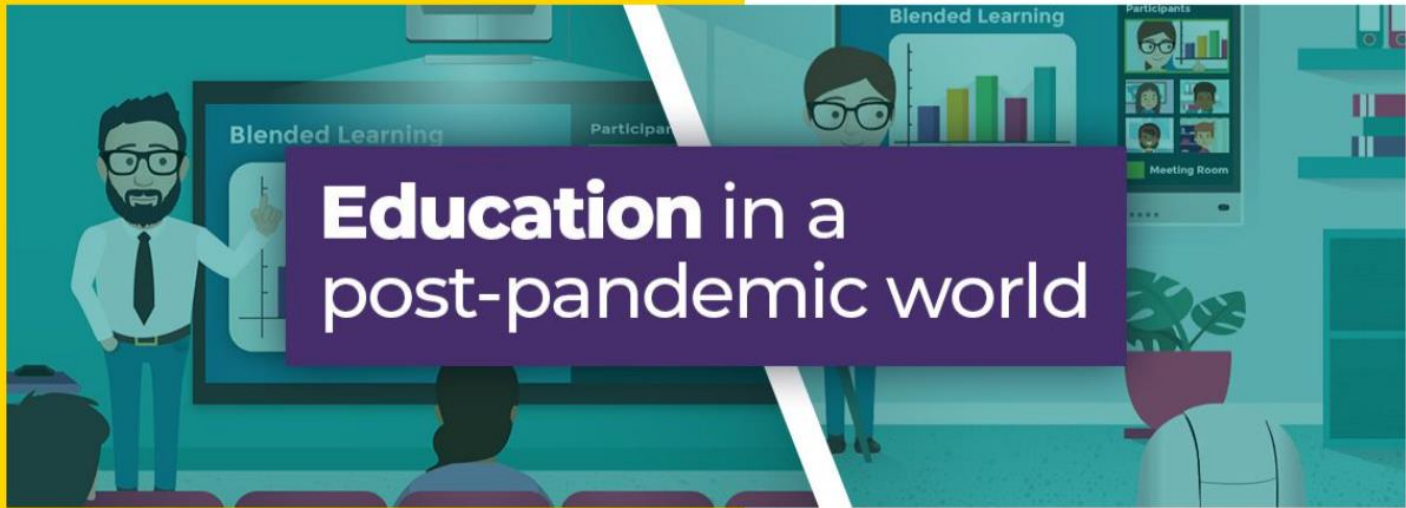
4. 2ND PITCH + FEEDBACK (15 MINS)

5. REVISION OF SOLUTION BASED ON FEEDBACK (15 MINS)

6. FINAL PITCH + PEER FEEDBACK (15 MINS)

7. SELF EVALUATION + CONCLUSION (10 MINS)


# TOPIC OF THE MINI HACKATHON





6  
6  
Think (Individually)  
Pair (2 in a group)  
Share (The whole group)

Challenges of education in  
the post pandemic world

A yellow graphic consisting of two curved arrows pointing towards each other, positioned above the first word of the main text.

**Choose a challenge that  
you want to offer a  
solution.**

*A team of 4*



1. What are the 3 golden rules for your group to collaborate.
2. What skills and strengths do you have? What can you contribute to the group?
3. What roles each of you can take?

A team of 4-5

# Possible roles

Choose your own, could be more than 1.



1

**Time keeper**



2

**Group leader**



3

**Devil's advocate**



4

**Quality controller**



5

**Spokesperson**



6

**Researcher**



7

**Team worker**



8

**Elaborator**



9

**Encourager**



10

**Innovator**



# Possible roles

Choose your own, could be more than 1.



11

**Resource manager**



12

**Facilitator**



13

**Initiator**



14

**Evaluator**



15

**Compromiser**



16

**Recorder**



17

**Reflector**



18

**Questioner**



19

**Checker**



20

**Diplomat**

# WHO ARE YOU TARGETTING?

How much do you know about their needs?

Build a persona that represent the typical needs of your target audience.

e.g. Name, age, habits, challenge, educational background, any other characteristics, etc.

## PERSONA CANVAS

**DESIGN A BETTER BUSINESS**

**NEGATIVE TRENDS**  
Negative trends from the environment

**POSITIVE TRENDS**  
Positive trends from the environment

**HEADACHES**  
Professional and work related issues

**OPPORTUNITIES**  
Professional and work related positive outcomes

**FEARS**  
Personal issues

**HOPES**  
Personal goals and hopes

**NEED**  
What does this person really want?

NAME \_\_\_\_\_

ROLE \_\_\_\_\_

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**1st pitch: what problem  
you want to offer  
solution to? To whom?  
What are their needs?**

**2 mins**



**Create products or  
services that meet your  
targets' needs**

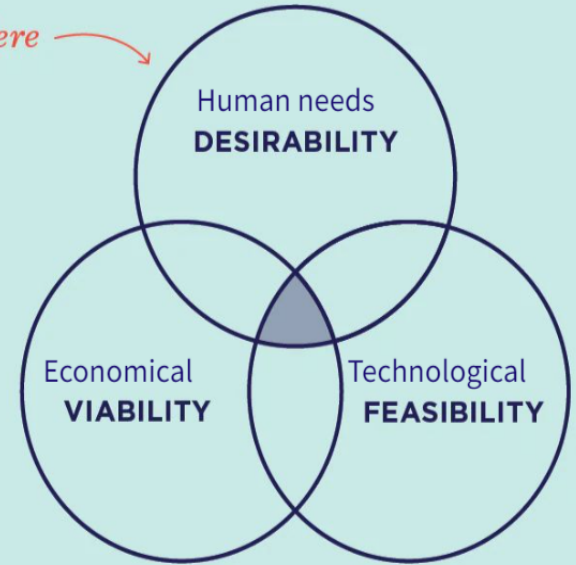
*Remember the human needs!*



# PROCESS OF FINDING POSSIBLE SOLUTIONS


1. Who will invest in this new product/service?
2. Will your targets want to use your product/ service?
3. Is this product/service technically and financially feasible and viable?

*Start Here*



66  
**Visualize your  
product/service. How  
does it look like?**

*With Lego bricks/pictures, slides, mindmaps, etc.*



**2nd pitch: What is your product or service to the problem? How does it work? What is the cost?**

**2 mins**

# Feedback from other groups:

**Give a praise.**

**Ask a question.**

**Make a suggestion.**

**Challenge.**





**Based on the feedback,  
make improvements to  
your product or service**

*Remember the human needs!*

66  
**Final pitch: What is the problem?  
Who are you targeting? What is  
the product/service? How does it  
work?**

2 mins

# Peer group evaluation

Did the team able to complete their pitch in the given time?

Did the team's pitching communicate their idea well?

Did the team's pitching catch the audience's attention?

66

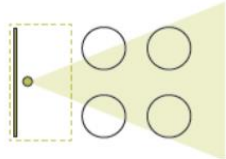
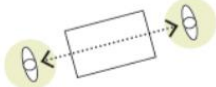
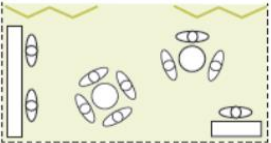
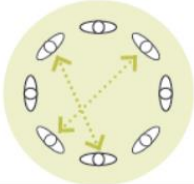
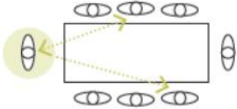
**How well did the group follow the golden rules?**

**How well did you contribute to the group work?**

**How well did everyone contribute to their role?**

**What can be done better?**

*Group self-evaluation*

pedagogical activity	pedagogical attribute	process steps	behavioural premise	spatial icon
<b>delivering</b>	Formal presentations Instructor controls presentation Focus on presentation Passive learning	Prepare & generate presentation Deliver to an audience Assess understanding	Bring information before the public Instructor lead Knowledge is in one source	
<b>applying</b>	Controlled observation One-to-one Master & apprentice alternative control Informal Active learning	Knowledge transferred via demonstration Practice by recipient Understanding achieved	Learner-centered Apprentice model	
<b>creating</b>	Multiple disciplines Leaderless Egalitarian Distributed attention Privacy Casual Active learning	Research Recognise need Divergent thinking Incubate Interpret into product / innovation	Innovation or knowledge moved from abstract to a product	
<b>communicating</b>	Knowledge is dispersed Impromptu delivery Casual Active learning	Organise information Deliver Receive & interpret Confirm	Share information Provide quick exchange	
<b>decision making</b>	Knowledge is dispersed Information is shared Leader sets final direction Situation is protected Semi-formal to Formal Passive / active learning	Review data Generate strategy Plan Implement one course of action	Make decisions	

## Harkness Discussion for Active and Deeper Learning

<https://drive.google.com/file/d/1wxwj17hci9vsH5l-A5GpJ7lJ86arcbtp/preview>





<https://www.futureme.org/>