

JOIN THE OPEN EDUCATIONAL RESOURCES COMMUNITY

Open Discovery Space Academy (ods.ea.gr)



The Open Discovery Space Academy for School Innovation, exploiting and expanding the outputs, experiences and heritage of the Open Discovery Space project, offers a multitude of courses to school leaders, teachers acting as change agents in their schools and teachers with a newly acquired taste for innovative practices from all over Europe. Participants will exploit the experiences and lessons learnt from the largest European network of pilot schools (2500) that participated in Open Discovery Space, together with the school innovation toolkit that was designed based on empirical research and data from actual school settings across Europe.

UDLnet (udlnet-project.eu)

The way people learn is as unique as their fingerprints. This means that curricula must be designed to meet this diversity right from the start. Universal Design for Learning is a framework for curriculum design that minimizes barriers and maximizes learning for all students by taking their diversity into account. First and foremost UDLnet collects and demonstrates ways to effectively use the UDL framework. The network promotes community building between educational institutions all over Europe and empowers them to use, share and exploit accessible learning materials from a variety of educational resources. In addition, it demonstrates the potential of eLearning resources within the context of the UDL approach.



ProsocialLearn (prosociallearn.eu)



ProsocialLearn is a 36-month (January 2015 – December 2017) project funded by the European Union's Horizon 2020 Framework Programme for Research and Innovation. ProsocialLearn is founded on the hypothesis that children at risk of social exclusion, lacking empathy and showing high levels of aggressive or anti-social behaviours, should benefit from digital games tailored to teach prosocial skills (the ability to identify the benefits of cooperation, recognise the emotions and needs of others and express trustworthiness) that can help them achieve academically, appreciate team work and recognise the value of understanding other people's needs.

C2Learn (c2learn.eu)

C2Learn is a recently completed European project positioned on the crossroads of creativity, learning, and digital games. The practices and technologies developed by C2Learn for creative play with words, images and emotions aim to foster creativity and creative thinking in formal and informal learning settings. Through C2Academy, the scheme for the organization of training activities exploiting the outcomes of C2Learn, we explore synergies of creativity, learning and digital games, co-designing innovation together with the participants and with their own professional context in mind.



Mindset (bdfprojects.wix.com/mindset)



The objective of the project is to actively support diversity management within the school environment, in order to better prepare students to become active citizens and conscientious professionals. The project facilitates communication between European countries, develops a variety of results to support school teachers and adult education trainers in managing diversity in the classroom and ends up with a diversity management course, a diversity management toolkit and an instructive manual for teachers, all of them also available in an eLearning platform.

Magellan (magellanproject.eu)

MAGELLAN is a 4 year project aiming at researching and implementing an unprecedented authoring and gaming platform, based on visual authoring principles, natural user interfaces and the latest interactive, mobile and geo-localisation technologies, for multi-player location-based experiences. MAGELLAN will deliver an authoring environment based on visual authoring principles in order to enable non-programmers, as well as more advanced users, to cost-effectively author and publish multi-participant location-based experiences.



Open Discovery Space Academy Games as a catalyst for school innovation Summer School

July 3rd- 8th, 2016 Mati, Greece



Organized by



ELLINOGERMANIKI AGOGI



The ODS Summer School 2016 is organized in the framework of the UDLnet, Prosocial, Mindset and Inspiring Science Education projects, which are co-financed by the European Commission

PROGRAMME

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
	3 July 2016	4 July 2016	5 July 2016	6 July 2016	7 July 2016	8 July 2016
09:30 to 13:30	Participants' Arrivals and Registration	Innovative self-assessment tools for the school and the teacher Setting goals for the development of our school Stefanos Cherouvis Nikos Zygouritsas Ellinogermaniki Agogi	Workshop: Practical ideas for educational design: Games for creativity, prosociality, and location-based learning experiences Lilia Dimaraki Pavlos Koulouris Anna Zoakou Nikos Zygouritsas Ellinogermaniki Agogi Despina Anastasiadou The Serious Games Institute, Coventry University	Workshop: Learning how to design, create and reflect on game-based experiences Despina Anastasiadou Lee Corrigan The Serious Games Institute, Coventry University	Activities and Games for Non-violent Communication: classroom implementation and school mediation Nikos Kypriotakis Pavlos Zarogiannis Hellenic Focusing Centre	Participants' Presentations, reflection and certificates
15:00 to 17:00	Opening Session (17:30 - 20:00) Welcome and introduction, The Open Discovery Space approach to school innovation School Innovation: games, creativity and inclusion Stefanos Cherouvis Anna Zoakou Nikos Zygouritsas Ellinogermaniki Agogi	Designing innovation: Educational and game design for innovative learning experiences Nikos Zygouritsas Pavlos Koulouris Ellinogermaniki Agogi Visit at Cape Sounio, Sanctuary of Poseidon	Workshop (continues): Practical ideas for educational design: Games for creativity, prosociality, and location-based learning experiences	Visit to the Acropolis Museum and the Acropolis Dinner	Building school communities – preparing for the future Stefanos Cherouvis Nikos Zygouritsas Ellinogermaniki Agogi Science meets Arts: (18:00 - 19:45) Hunting the Ghost Particles (Theatre Performance) Scientific monologues: Big Van, scientist on the road Farewell Dinner	Participants' departures

EVENTS

Visit to Cape Sounio, Sanctuary of Poseidon (July 4th, 18:00 – 23:00)



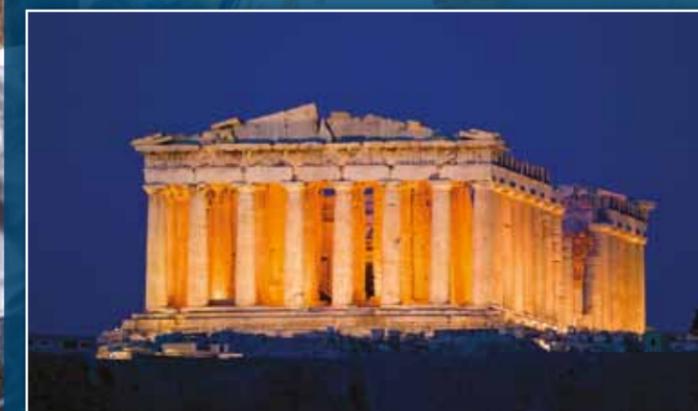
Cape Sounio is a promontory located 69 kilometres from Athens, at the southernmost tip of the Attica peninsula. According to legend, Cape Sounion is the spot where Aegeus, king of Athens, leapt to his death off the cliff, thus giving his name to the Aegean Sea. The sanctuary of Poseidon, one of the most 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, 16:00 – 18:30)



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, Propylaea-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 Propylaea, the Erechtheion and the temple of Athena Nike.