



Pan-European policy experimentations with tablets  
<http://creative.eun.org>

# CHARTER FOR ASSOCIATE PARTNERS

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## INTRODUCTION

The Creative Classrooms Lab (CCL) project would like to extend an invitation to suppliers of ICT software, hardware, content or services to become Associate Partners of the project.

This document outlines:

- CCL Project objectives
- The Role of Associate Partners
- How to become a CCL Associate Partner

## CCL PROJECT OBJECTIVES

The Creative Classrooms Lab project (April 2013-March 2015) is co-ordinated by European Schoolnet and includes nine Ministries of Education (MoE): AT, BE/FL, BE/FR, CZ, IT, LT, PT, SI, UK.

The project provides a pan-European, controlled experimentation involving 45 classrooms in eight countries on the use of tablets in secondary and primary schools to inform and help steer policy development related to the implementation of 1:1 pedagogical approaches. By combining resources and sharing expertise, as well as co-designing action research pilots with suppliers (as Associate Partners), the project is enabling MoE to address common policy challenges related to the rapid introduction of tablet technologies.

There is a particular focus on how practice is changed as a result of tablets being used for collaboration, personalisation and active learning, as well as on successful integration of tablets with classroom technologies already in mainstream use (e.g. interactive whiteboards, VLEs, pupil response devices...). Given the relatively small scale of the project and in order to facilitate a controlled experimentation, CCL teaching and learning scenarios will coalesce mostly around STEM topics.

The experimentations “target concrete common policy concerns” that MoE are already facing on how tablets can be integrated in schools but will also carry out some small (5-10 classrooms), explorations of tablet

integration with emerging technologies (e.g. Cloud computing). The latter experimentations can be regarded more as a ‘proof of concept’ but will ensure that MoE also begin to address future policy challenges that are likely to exist by the end of the project, as well as more immediate concerns regarding tablet integration.

The specific objectives of the project are to:

1. Develop innovative teaching/learning scenarios involving the use of tablets in and out of school by focusing on what is possible using 1:1 computing paradigms that have the potential to be mainstreamed during the project timeframe.
2. Develop a number of ‘leading-edge’ scenarios that can be validated in a smaller number of classrooms as a ‘proof of concept’ of how tablets can be integrated with emerging technologies that may be a number of years away from widespread adoption in Europe’s classrooms.
3. Design and run a number of classroom pilots in a controlled environment as “policy experimentations” based on these scenarios with a representative sample of teachers and pupils drawn from 45 classrooms in eight countries.
4. Observe, document and report on innovative use of tablets by teachers and pupils involved in these policy experimentations, with a particular focus on how tablets support collaboration, personalisation and active learning in creative classrooms.
5. Draw lessons from these policy experimentations in order:
  - 5.1 To provide guidelines, examples of good practice and a course for schools wishing to include tablets as part of their ICT strategy.
  - 5.2 To support capacity building within MoE and encourage them to introduce changes in their education systems in order to mainstream and foster large-scale implementation of the innovative practice identified in the project’s creative classrooms.

## ROLE OF ASSOCIATE PARTNERS

The CCL project enables organisations to participate as unfunded Associate Partners, although organisations invited to participate in this way do not have any voting rights or rights to participate in formal meetings of the project.

CCL project partners are particularly interested in working with ICT suppliers as Associate Partners that have a clear pedagogical vision of how the use of tablets both in and out of school can add value to 1:1 computing approaches.

As a project where MoE are involved in policy experimentations related to the deployment and use of what are still relatively new devices in schools, it is important that CCL participating classrooms are adequately equipped with tablets at the start of the project and that the technology can be updated and refreshed to keep pace with market developments. The CCL project, therefore, is looking to work with ICT suppliers that can help provide the validation pilots with access to the latest hardware, software, content and services and which can also work with MoE on some ‘proof of concept’ tablet scenarios. These more advanced tablet scenarios could include

smaller validation pilots with 5-10 schools in a small number of countries, rather than all 45 schools in the CCL network.

The benefits for CCL Associate Partners include having opportunities to:

- Work with 9 Ministries of Education to understand and assess:
  - the challenges faced by schools deploying tablets
  - the impact of tablets in a fast moving market
  - how tablets support new paradigms: 1:1 computing, flipped classroom, BYOD, etc.
  - how MoE are developing their tablet deployment strategies
- Propose specific tablet scenarios and ideas for tablet policy experimentations to Ministries of Education; these can include 'proof of concept' tablet scenarios to be validated with a small number of schools.
- Supply technology, content or services at their own expense that can be used and validated by the pan-European network of schools in the project.
- Have early access to CCL research findings.
- Contribute to the development of a training course for teachers on tablets; this will be made available under an open licence (Creative Common Attribution-ShareAlike 3.0 unported licence) that allows it to be adapted and reused.
- Participate in a Creative Classrooms Lab capacity building workshop involving Ministries of Education in month 24.
- Engage with an online teachers' community of practice.
- Be recognised as an Associate Partner on the CCL website and promotional materials.
- Co-design and run a customised pilot with some CCL schools in parallel to the project (funding for this needs to be provided by the ICT supplier).

## HOW TO BECOME A CCL ASSOCIATE PARTNER

1. To become a CCL Associate Partner, ICT suppliers must agree to abide by the EUN Partnership *Working With Sponsors: Code of Practice* and the *Ingenious code: school-industry collaboration* that are provided to interested companies along with this document.
2. ICT suppliers expressing an interest in joining the project as an unfunded Associate Partner will be provided with information on the CCL tablet scenarios and further information on the project work plan and timetable.
3. A meeting or conference call will be arranged with EUN Partnership aisbl to discuss the contribution that the company can make to the project and how it would like to participate.
4. Following this discussion, European Partnership aisbl will send the company a template (Associate Partner Contribution) summarising what has been agreed. This will include details of any hardware, software, content or services being provided to schools in the project and the terms on which this will be supplied.
5. Once this document has been reviewed and agreed by the company, it will be circulated to MoE that are partners in the CCL project in order to determine their level of interest in what the company proposes.

6. EUN partnership aisbl will then ask all CCL project partners if they agree to formally accept the company as a CCL Associate Partner and the company will be notified of this decision.
7. Once accepted as an Associate Partner, the company logo can (if the company agrees) be included on the CCL web site and in project promotional materials.

## CONTACT US

If you have any questions regarding the Creative Classroom Lab project and/or if you are interested in becoming one of our Associate Partners, please visit the website <http://creative.eun.org> and contact us at [creativeclassroom@eun.org](mailto:creativeclassroom@eun.org).

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