



Pan-European policy experimentations with tablets
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SUMMARY CCL SCENARIOS 1ST PROJECT CYCLE

COLLABORATION

AIM OF THE SCENARIO

This scenario brings to the fore learning through working together, an essential 21st century skill that encompasses teamwork, collective problem-solving, social learning, peer-to-peer interactions, and extends to communication and interpersonal skills.

WHAT IT IS ALL ABOUT

The scenario works well if teachers set a controversial topic that students find motivating, so that they are willing and excited to collect information and work independently. The topic in this scenario is *A Healthy School*. The selected theme should be part of the curriculum and its relation to different subjects should be made clear.

The topic and the activities designed should emphasise the added value of working in teams, but not all tasks should be cooperative; there is still scope for working individually. There are seven learning activities of varying duration, in common with other scenarios: Dream, Explore, Map, Make, Ask, Re-make, Show. Some lend themselves more than others to collaborative approaches.

ROLE OF THE STUDENTS

Students may need guidance in forming teams and allocating roles so that everyone contributes. Students should work out their tasks either individually or collaboratively. Each role in the working groups should be well defined for each element. It helps if the physical environment is designed and reconfigured to make it conducive to working together.

ROLE OF THE TEACHER

Teachers should act as motivator, animator, tutor, time-keeper, observer – roles which are quite different from the traditional one. They should therefore observe, advise, and have regular meetings with each group. At these meetings students should be encouraged to self-assess and reflect on what they have achieved so far.

USE OF ICT

All work will be done in the home environment or school, often using the internet. There should be an educational rationale for using digital tools in this scenario, notably tablets and tools and services that support collaboration. This could involve the use of cloud services, such as Box, Dropbox, Google Drive, Skydrive, to encourage collaborative work, as well as online calendars, blogs, Twitter, webinars and Skype.

FINAL OUTPUT

The final product may be, for example, a webinar within the theme "*A Healthy School*". The final output should be submitted to the school, parents and the school community.

WHAT WOULD A GOOD COLLABORATION WORK BASED ON THE SCENARIO LOOK LIKE?

Features of a successfully implemented collaborative learning scenario might be:

- Engaged students, actively contributing to tasks and more confident in working in groups
- A wide variety of purposeful activities that extend and challenge all students
- Appropriate, value-added and educationally justified use of tablets
- Effective use of collaborative tools and services, some not used previously
- Good relationships between students; students helping – teaching – each other, and supporting strugglers and stragglers
- Evidence gathered of achievement both of the group and individuals in it
- Spread of collaboration beyond the project and to other teachers

Parents understand and support the collaborative approach.

The work presented on this document is supported by the European Commission's Lifelong Learning Programme - project Creative Classrooms Lab (Grant agreement 2012-5124/005-001). The content of this document is the sole responsibility of the consortium members and it does not represent the opinion of the European Commission and the Commission is not responsible for any use that might be made of information contained herein.

