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/

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

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

POSITIVE LEARN



POSITIVE LEARN aims to support school professionals and modernize teacher education through curriculum innovations to support the effective adoption of digital technologies and innovative pedagogies in online education. During the recent pandemic, school education has massively shifted to online-only learning. However, many teachers and students were unable to use new technologies

in a healthy way, leading to various psychological effects such as anxiety and stress. This project will address this key challenge by (a) developing teachers' competencies to ensure well-being and health; (b) providing learning scenarios and materials to mainstream wellbeing; and (c) creating a unique open exchange platform to foster skills development and collaboration across Europe.

https://positive-learn.eu/

DiSTARS Students as Digital Storytellers: a STEAM approach to Space Exploration



Distance aims to test a synchronised integration of Art and STEM in the primary curriculum, simulating the ways in which subjects naturally connect in the real world. Combining scientific inquiry with artistic expression (e.g. visual and performing arts), storytelling, and by using existing digital tools (such as the Distance storytelling platform) along with AR and VR technology, the project aims to capture the imagination of young students and provide them with one of their early opportunities for digital creative expression.

https://www.distars.eu/

Co-funded by the European Union

School Innovation Summer School 2023



Programme

July 2nd – July 7th, 2023 Marathon, Attica, Greece

2 July 2023 Participants'

arrival

Sunday

15:00-17:30 **Pre-Conference Event: Bringing** Citizen Science into your classroom!

> 16:00-18:00 Registration

18:00-20:30 **Keynote Talks**

Learning from the Extremes: A community for Innovation

Dr. Sofia Cholidi Institute for Educational Policy, Ministry of Éducation

Learning in a **Multigrade School**

Prof. Franz Bogner University of Bayreuth **Multi-actor network**

towards food system transformation Luke Schafer University of Copenhager

Developing a Sustainable Colony

on other worlds Dr. Angelos Lazoudis Ellinogermaniki Agogi

Digital competences for schools in times of Disruption

Dr. Jan Pawlowski Hochschule Ruhr West University of Applied

Asteroid Discovery for all: Students in remote areas discovering new asteroids

Dr. Patrick Miller International Astronomical Search Collaboration

AstroNASABRASIL: Transforming lives of studentsin remote areas, a belt of opportunities

Silvana Copceski Leader of the Technology Visit to Cape Sounio, Policy in the School Environment - SEDUC-MT (Mato Grosso - Brazil)

Monday 3 July 2023

09:30 - 11:30

The Open Schooling

Approach

Nikos Zygouritsas

Ellinogermaniki Agogi

Dr Sofoklis Sotiriou

Ellinogermaniki Agogi

Tuesday

Wednesday

Thursday

Friday

5 July 2023

6 July 2023

7 July 2023

Workshop: **Distance learning** positification: technostress relief and wellbeing **Development of** teachers' competencies

4 July 2023

09:30 - 11:30

to ensure well-being and health Ellinogermaniki Agog

POSI IVE

09:30 - 11:30 Workshop: The sound of Earth

Manolis Chaniotakis Ellinogermaniki Agogi



09:30 - 11:30 Workshop: Teachers as creators of their own digital learning lessons Nikos Zygouritsas Ellinogermaniki Agog

Dr Rosa Doran

DESIGN

09:30 - 13:00 Participants' Presentations. **Reflection & Certificates**

11:30 - 11:45 COFFEE BREAK

11:45 - 13:00 Innovative pedagogy in action. Design thinking and **Universal Design** for Learning

Dr Rosa Doran Nuclio Nikos Zygouritsas Ellinogermaniki Agogi

11:45 - 13:00 Workshop: Creating a Makers Space in our School Priscila Doran

Nuclio

15:00 - 17:00

Workshop:

Transforming School

Education with

Open Educational

Resources and Practices

Nikos Zygouritsas

Ellinogermaniki Agogi

Dr Rosa Doran

11:45 - 13:00 Workshop: Adventure in Artificial Intelligence Ellinogermaniki Agogi

11:45 - 13:00 Workshop: Virtual visit to the **AOUDA Spacesuit Lab** in Innsbruck Dr. Gernot Groemer

15:00 - 17:00

Workshop: Students as digital

storytellers

STEAM in Space

Ellinogermaniki Agogi

Dr Angelos Lazoudis

DISTARS

0eWF

13:00 - 15:00 LUNCH BREAK

15:00 - 17:00 Developing

innovative school projects that fit the needs of the society Nikos Zygouritsas Ellinogermaniki Agogi

17:30 - 24:00

Sanctuary of

Poseidon - Dinner

(Cpen TEACH

18:00 - 18:30

QUHOMA -

a tool for Digital

Transformation

of the Agrifood

sector

Harris Moysiadis

Future Intelligence

Museum and the

Visit to the Acropolis **Acropolis - Dinner**

15:00 - 24:00

Option1: **Building synergies with** common projects Dr Angelos Lazoudis nogermaniki Agogi Option2: **Funding opportunities** for my school Ellinogermaniki Agog

17:30 - 18:30

20:30 - 23:00 **Farewell Dinner** Participants' **Departures** Visit to Cape Sounio, Sanctuary of Poseidon (July 3rd, 17:30 - 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 guadrennial 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 5th, 15:00 - 24:00)



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 5th, 15:00 – 24:00)



The greatest and finest sanctuary of ancient Athens, dedicated to the goddess Athena, dominates the centre of Athens from the rocky craq 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.