

Teacher training

This Program Labs online event focusses on explaining in an interactive way what 'design thinking' is and how 'creative thinking' can take place in a classroom.

The event is open for teachers from all EU member states and is specifically interesting to Secondary school and Vocational school teachers who are not yet involved in makerspace activities. We anticipate a group of 16 participants in total.

All materials that will be used during this event, together with additional content on the three main topics will be published on www.programlabs.nl and will form Intellectual Output 3.

Monday November 30th 2020 – DESIGN THINKING

Content and focus:	Design Thinking pressure cooker	
Learning objective:	Understand the concept of Design Thinking and being able to apply it in practise.	
Deliverable:	A gift made with everyday utensils from participants home offices.	
Sources of content:	www.programlabs.nl	
Online tools:	<ul style="list-style-type: none"> Zoom (Zoom Meeting link https://us02web.zoom.us/j/88137161596?pwd=S3dXb09MTFFjQTBnek11TnJlK0xnQT09 (Meeting ID: 881 3716 1596 / Passcode: program) Miro (https://miro.com/app/board/o9J_lLzUr0=/) for co-creation on canvasses. Mentimeter for interaction and feedback. 	
Preparation required:	Prepare a set of everyday utensils from your home that you can use to make something. Think: colour markers, pencils, paper, pens, scissors, glue, lollipop sticks, aluminium foil, toilet paper rolls, tape, etc. Also think about stuff laying around in the house.	
14.30	Welcome and introduction of the agenda for the week, the training methodology and the Program Labs project.	Erna
14.45	Brainstorm warming ups using Brainfuel methods. During the Brainstorm warming up we explain Miro and how we will use it during the week.	Erna
15.00	An Introduction to Design Thinking Introduction to the activity "Gift-Giving" using Miro canvasses Break-out sessions in couples of two in <u>MS teams</u> . Multiple times evaluation and feedback in the plenary Zoom meeting	Frank
16.45	Wrap up of the day. Go to www.programlabs.nl and prepare for the technical sessions on Wednesday. Based on what you find on the portal, decide on the sessions you want to follow on Wednesday and subscribe to the necessary platforms.	Erna

Tuesday December 1st 2020 – self-study:

Selfstudy via www.programlabs.nl and send to erna@learninghubfriesland.nl and F.kroondijk@fcroc.nl which session you will participate in on Wednesday.

Wednesday December 2nd 2020 – Converting to 2D and 3D

Content and focus:	The technical skills in makerspaces	
Learning objective:	Understand how maker-education works, what makerspaces have to offer and understanding and being able to apply the basic technical skills.	
Deliverable:	Design resulting from Mondays assignment 'Gift-Giving' transferred into a file for 3D printing or 2D lasercutting.	
Sources of content:	www.programlabs.nl	
Online tools:	<ul style="list-style-type: none">Zoom Meeting link https://us02web.zoom.us/j/83071950813?pwd=c1lVTOYzWUpNUmVBVfYR284UjVmUT09 (Meeting ID: 830 7195 0813 / Passcode: program)Mentimeter for interaction and feedback.	
Preparation required:	Subscribing to one of the breakout sessions via to erna@learninghubfriesland.nl and registering to the applicable online software platforms	

14.30	Welcome and introduction Reflection on Monday and Tuesday and recap of the agenda for the week	Erna
14.40	Introduction to maker-education and the Makerspace with examples, clips, short video's van the makerspaces of the ProgramLabs project, etc.	Delia and Mickael
14.45	Introduction of assignment: <i>Transfer the 'Gift-giving' design of Monday to a file that is ready to send to a makerspace for 3D cutting or 3D printing.</i>	Frank
15.15	Break-out sessions in 4 MS teams meetings. <ul style="list-style-type: none">Breakout session 1: Illustrator (Payed software for people interested in making their product with 2D) Ieva Marija DautartaiteBreakout session 2: Incscape (Open Source software for people interested in making their product with 2D) MillánBreakout session 3: Tinkercad (Online software for beginners and children for people interested in making their product in 3D) Mickael PitarresiBreakout session 4: Onshape (Online software for professionals for people interested in making their product in 3D) Frank Kroondijk	Ieva, Delia, Mickael, Frank
16.45	Wrap up of the day. Transfer the design into a file ready for digital fabrication and send to D'Lab (f.kroondijk@fcroc.nl) / Maaklab (elke.denys@vives.be) / FablabCuenca (fablabcuenca@gmail.com) and MLab (giedrius@meskenai.lt) so it can be made in the makerspaces. Go to www.programlabs.nl for more information and training	Erna

Thursday December 4th 2020 - self-study

Selfstudy via www.programlabs.nl

Friday December 5th 2020 – Growth / fixed mindset

Content and focus:	Circular skills in makerspaces
Learning objective:	Understand what circular soft skills are involved in maker education and understand how to apply maker education in different contexts.
Deliverable:	The design of a makers lesson that is relevant for the participating teachers field of education.
Sources of content:	www.programlabs.nl
Online tools:	<ul style="list-style-type: none">• Zoom Meeting link: https://us02web.zoom.us/j/84851741562?pwd=Q3lxQlI5QjNyZ3g3TFdtNENVZ1ZRUT09 (Meeting ID: 848 5174 1562 / Passcode: program)• Mentimeter for interaction and feedback

14.30	Welcome in <u>Zoom</u> and introduction of the day Reflection on Wednesday and Thursday and recap of the agenda for today.	Erna
14.45	Introduction to Fixed / growth mindset .	Mauro
15.30	Interactive session using Mentimeter.	Mauro
15.45	Introduction of the assignment. Breakout sessions on the central questions: 'as a teacher, how can you react to students from a growth mindset?'	Mauro
16.45	Wrap up of the week. Feedback Mentimeter on this teacher training.	Erna & Mauro

