How to become an Open Discovery Space school

The ODS (http://www.opendiscoveryspace.eu) community will include 2,000 Primary and Secondary European schools (2012-2015) and will actively engage 10,000 teachers and 30,000 students. ODS schools get access to a broad range of resources and services, including:

- National training events that enhance teachers’ digital competences and empower them in using digital resources that promote innovative teaching practices.
- International teachers’ meetings and training activities across Europe, where teachers are invited to present their own innovative practices.
- Integrated online access to more than 1,000,000 digital educational resources from a wide range of thematic categories. This is provided in conjunction with social networking services for teachers, students and parents from all over Europe enabling interaction and content sharing beyond linguistic and cultural barriers.
- Technology solutions (applications, tools) and technical support for setting up or enhancing digital school libraries, based on the schools’ needs.
- European school innovation contests for teachers and students.
- School self-reflection digital tools that monitor school progress in adopting technology and e-learning resources.

Stages of school participation

The ODS school network will evolve in three stages:

Phase 1 (January- April 2013): Selection of 100 European pilot schools that demonstrate a high degree of ICT integration (e-mature schools).

Phase 2 (September 2013- April 2014): Involvement of 500 additional European schools.

Phase 3 (September 2014- April 2015): Involvement of 1,400 additional European schools.

In order to participate in the school ODS network, please complete the e-maturity questionnaire available here: http://e-mature.ea.gr/ or contact us at chelioti@ea.gr.

Nature of Inquiry in Inquiry of Nature

Winter School Programme

January 28th - February 1st, 2013

Vilnius, Lithuania

The winter school is organized in the framework of the COMENIUS-GRUNDTVIG In-Service Training Programme LD-Skills and is supported by the NATURAL EUROPE and OPEN DISCOVERY SPACE projects which are co-financed by the European Commission, ICT Policy Support Programme.
## PROGRAMME

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<td>28 January 2013</td>
<td>Opening Session - Ms. Urito Kurmanskyte, BG/BRG Schwechat eLearning with iPads in Science Teaching</td>
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<td>Workshop - Designing MY Pathway with colored pencils Collaborative Activity YES. AND...</td>
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<td>29 January 2013</td>
<td>Workshop - Use of OER and Digital Libraries for MY Pathway</td>
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<td>Workshop - Evaluation of the Pathway Authoring Tool Elaboration and Adaptation of MY pathway - Part 1</td>
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<td>Workshop - METADATA &amp; IPR issues - Why metadata? - add metadata to your own resources - discussion on IPR issues</td>
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### Implementation of the IBSE model in technology-enhanced educational activities
- Presentation of a pathway on the Pathway Player Demo of Pathway Authoring Tool
  - General functions
  - How to add a resource
  - How to create a pathway

### Natural History & Environmental Cultural Heritage in European Digital Libraries for Education

Natural Europe (http://www.natural-europe.eu) suggests a coordinated solution at European level to connect the digital collections of a number of European Natural History Museums. This way, the Natural Europe project aims to study prominent educational methods and deploy the necessary software tools to allow museum educators to design innovative online pathways through the Museums’ digital collections. To this end, the federation of the Natural Europe digital libraries facilitates storage, search and retrieval of Natural History-related digital content; as well as navigation through educational content related to Natural History, Environmental Education, and Biological Sciences. To achieve this, Natural Europe offers novel graphical interfaces that facilitate the navigation of educational pathways within digital collections of European Natural History Museums. It also adapts and tests innovative interactive installations at the NHMs allowing visitors to follow educational pathways through Europeans’ content on Natural History and Sciences, as part of the Museums’ exhibition.

### Open Discovery Space

A socially-powered and multilingual open learning infrastructure to boost the adoption of eLearning resources

Open Discovery Space (http://www.opendiscoveryspace.eu) aims to serve as an accelerator of the sharing, adoption, usage, and re-purposing of the already rich existing educational content base. It will demonstrate ways to involve school communities in innovative teaching and learning practices through the effective use of eLearning resources. Moreover, it will promote community building among numerous schools of Europe and empower them to use, share and exploit unique resources from a wealth of educational repositories, within meaningful educational activities. In addition, it will demonstrate the potential of eLearning resources to meet the educational needs of these communities, supported by European Web portal, a community-oriented social platform where teachers, pupils and parents will be able to discover, acquire, discuss and adopt e-learning resources on their topics of interest. Finally, it will assess the impact and document the whole process into a roadmap that will include guidelines for the design and implementation of effective resource-based educational activities that could act as a reference to be adopted by stakeholders in school education.

### Open Science Resources

Towards the Development of a Common Digital Repository for Formal and Informal Science Education

Open Science Resources (OSR) (http://www.openscienceresources.eu) aims to promote science education, by connecting in-class teaching with museum visits and field trips and by harnessing the potential of digital science education materials. To succeed in connecting formal and informal learning, a large pool of educational digital content has been created that offers teachers access to the finest science museum collections of Europe as well as numerous respective educational activities that follow the Inquiry-Based Science Education (IBSE) approach. All the educational content and the educational activities related educational pathways are gathered and organized in an easy-to-use open repository. The OSR repository includes a wealth of educational repositories, within meaningful educational activities. In addition, it will demonstrate the potential of community building between numerous schools of Europe and empower them to use, share and exploit unique resources from in innovative teaching and learning practices through the effective use of e-learning resources. Moreover, it will promote community building among numerous schools of Europe and empower them to use, share and exploit unique resources from a wealth of educational repositories, within meaningful educational activities. In addition, it will demonstrate the potential of eLearning resources to meet the educational needs of these communities, supported by European Web portal, a community-oriented social platform where teachers, pupils and parents will be able to discover, acquire, discuss and adopt e-learning resources on their topics of interest. Finally, it will assess the impact and document the whole process into a roadmap that will include guidelines for the design and implementation of effective resource-based educational activities that could act as a reference to be adopted by stakeholders in school education.

### LD-skills

Development of learning design skills for enhancing students’ key competencies

LD-skills (http://www.la.gr/rp/ld-skills/) is a pilot project that is funded by the European Commission’s Comenius Multilateral project programme. It started on January 2011 and is expected to run for 2 years. The project aims to capture a variety of pedagogical models (inquiry-based and problem-based learning) for facilitating the process of strengthening students’ key competencies. This will be achieved through the development, implementation and test of a training framework that will provide means for creating learning activities into a workflow, capture a wide variety of pedagogical models, and provide a vehicle for the sharing and re-use of learning design patterns in schools.

JOIN THE OPEN EDUCATIONAL RESOURCES COMMUNITY