ЕВГЕНИЯ КОВАЧЕВА

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НАПРЕД ЗА ПРОМЯНА НА ОБРАЗОВАТЕЛНИТЕ РЕАЛНОСТИ В ДИГИТАЛНАТА ЕРА

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INTERNATIONAL SUMMIT ON ICT IN EDUCATION

EDUSUMMIT 2022-23

THEMATIC WORK GROUPS

TWG 1: AI and big data for teaching and learning: implications for school leaders, teachers, policy makers and learners.

TWG 2: Special Needs: addressing challenges and opportunities using IT.

TWG 3: Inclusion of excluded populations: access and learning optimization via IT in the post-pandemic era.

TWG 4: Fostering self-regulatory skills in learners: challenges and opportunities for assessment.

TWG 5: Learning beyond formal schooling: human-computer-human interactions in a digital inter-connected era.

TWG 6: Aligning Educational Policies with the New Realities of Schooling.

TWG 7: Post pandemic online learning: Sharing the lessons learned on digital teaching for future education.

TWG 8: Pedagogical reasoning and reflective practice: Teacher's Professional Development (TPD) in online education.

TWG 9: Social Emotional aspects in new modes of learning.

PERSONALIZED AND FLEXIBLE LEARNING

- Extend the boundaries of formal education to include teaching and learning in informal and non-formal contexts using diverse technologies, in order to foster self-directed learning of students and teachers.
- Promote organizational flexibility and funding for the design and development of innovative teaching and learning environments.
- Create mechanisms to credit non-formal and informal learning practices in formal education systems.
- Construct communi1es of prac1ce consis1ng of various stakeholders in order to co-design innova1ve teaching and learning environments.
- Promote the creation of digital spaces where practitioners, researchers and policymakers work together to leverage co-crea1on of ideas and sustainable innova1ons.
- Design digital learning environments for students that support SRL (self-regulated learning) development, and acknowledge the opportunities and limitations of these environments.
- Include SRL and ways to support SRL by technology in existing competency frameworks for teachers, and incorporate this into teacher education.
- Initate research that clarifies the role of technology in SRL, both theoretically and empirically.
- Initate new multidisciplinary research methods that are design-based and embedded in practice to inform infusion and sustainability of technology in innovative teaching and learning environments.

TEACHER PROFESSIONAL LEARNING AND DEVELOPMENT

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EDUSUMMIT 2022-23

- Ensure that practitioners participate in the development and evaluation of data-based
- approaches to modeling teaching and learning that they can trust, thereby promoting teacher agency.
- Develop participatory research and implementation of adaptable, context-based systems for making informed decisions, to foster a culture for professional learning and development, rather than evaluation.
- Develop theories of teacher professional learning, pedagogical reasoning, and effective practice that consider new global educational realities involving new data, new practices and also considering new roles and identities of teachers.

EQUITY AND INCLUSION

- Focus the learning ecosystem towards inclusion of excluded populations: develop digital competence and adopt critical approaches towards technology bias and opportunities.
- Encourage agile policymaking framed within values and a vision of education in the digital era, respecting diversity and leading to inclusion and equity.
- Promote research-based policies to fund effectively-tailored ICT resources and assistive technologies that support students with special needs.
- Call on practitioners to hear the voices of special needs students about their experiences using ICT (including assistive technologies), in order to make informed adjustments to teaching and learning in the digital era.
- Enable policies that sustain digital technology accessibility and usability for the marginalized. communities and individuals and promote regulation and accountability of EdTech developers and providers.
- Encourage research and develop tools to measure and monitor digital equity in educational contexts.

ARTIFICIAL INTELLIGENCE

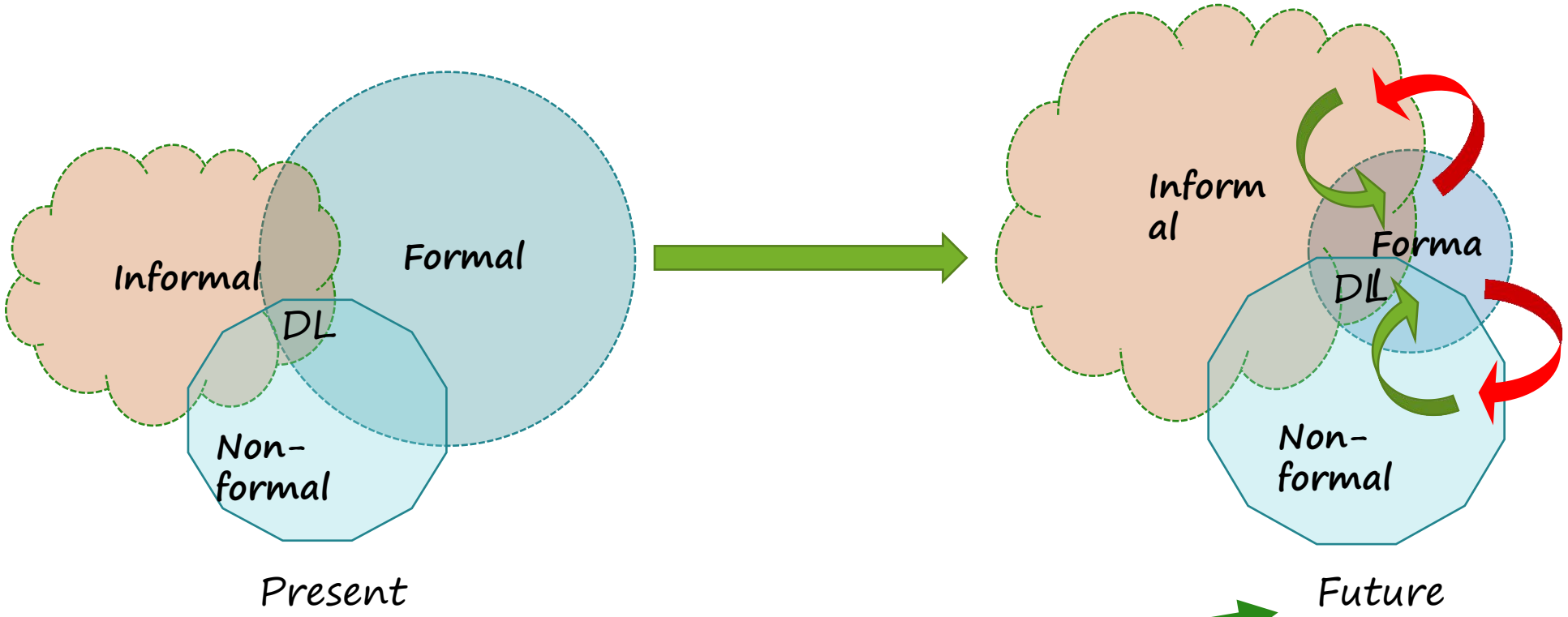
- Identify and support new roles of educational stakeholders, pedagogical practices and policies for AI and data literacies in educational contexts.
- Foster Human-AI-Alliance in education through institutional strategies and actions to support teachers' agency and to avoid deprofessionalisation of educators.
- Build and use a rigorous body of open knowledge and evidence about AI in education to support evidence-informed development of AI applications and pedagogical practices.
- Prioritize privacy and ethical considerations through a multiperspective and interdisciplinary approach as the core of AI in education.

SOCIAL EMOTIONAL LEARNING

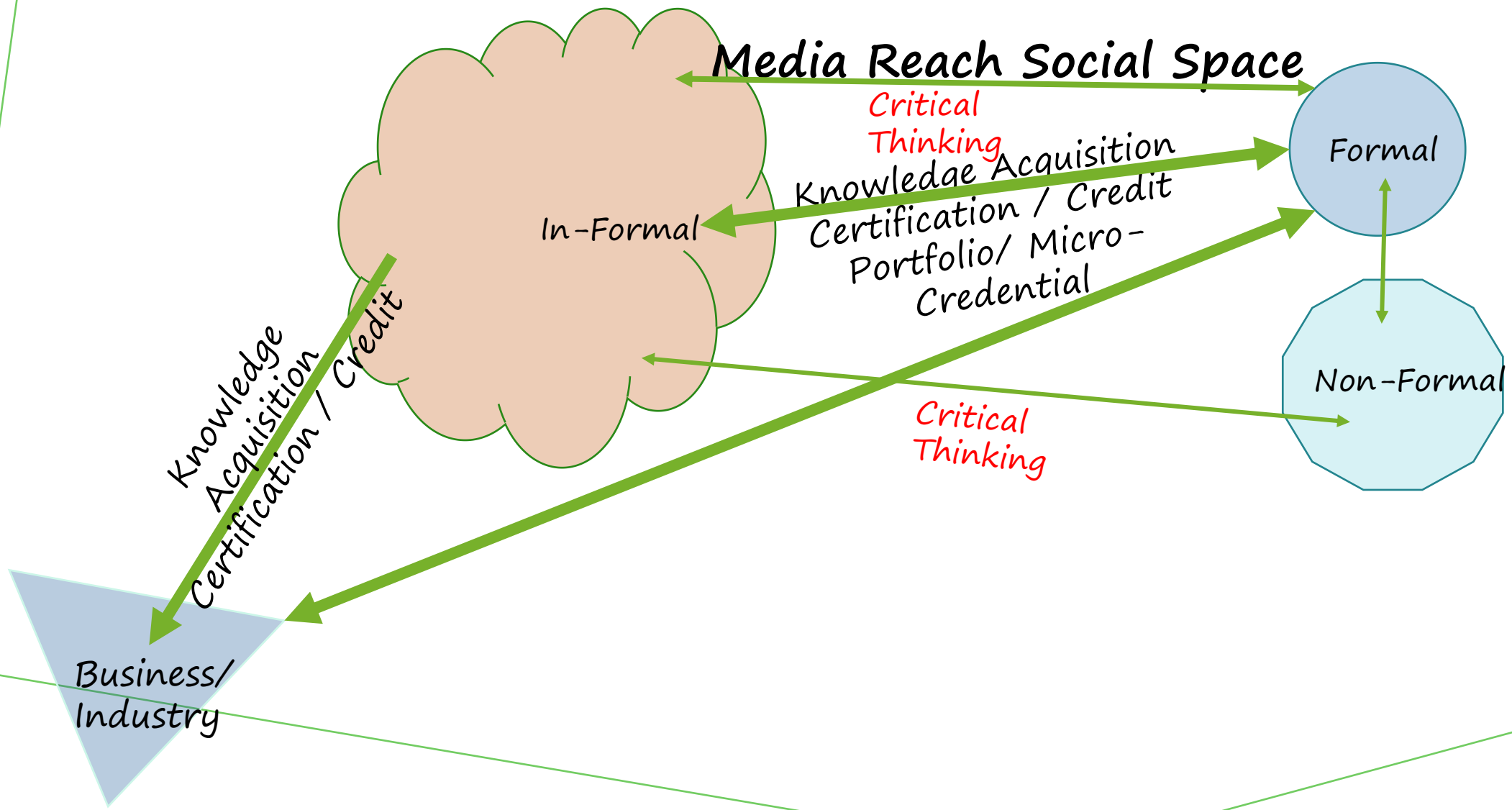
- Develop a taxonomy for SEL (social-emotional learning) in digital contexts to be used by practitioners, taking into account ethical principles in teaching practices.
- Construct communities of practice using online technologies to solve key problems related to SEL.
- Integrate SEL in digital educational contexts in pre- and in-service teacher training programs.
- Conduct research across different countries and cultures to understand the role of technology in development of SEL competencies and their impact on the learning and flourishing of students.

DL = Digital Learning
Critical Thinking / Creativity
Credit / Competency

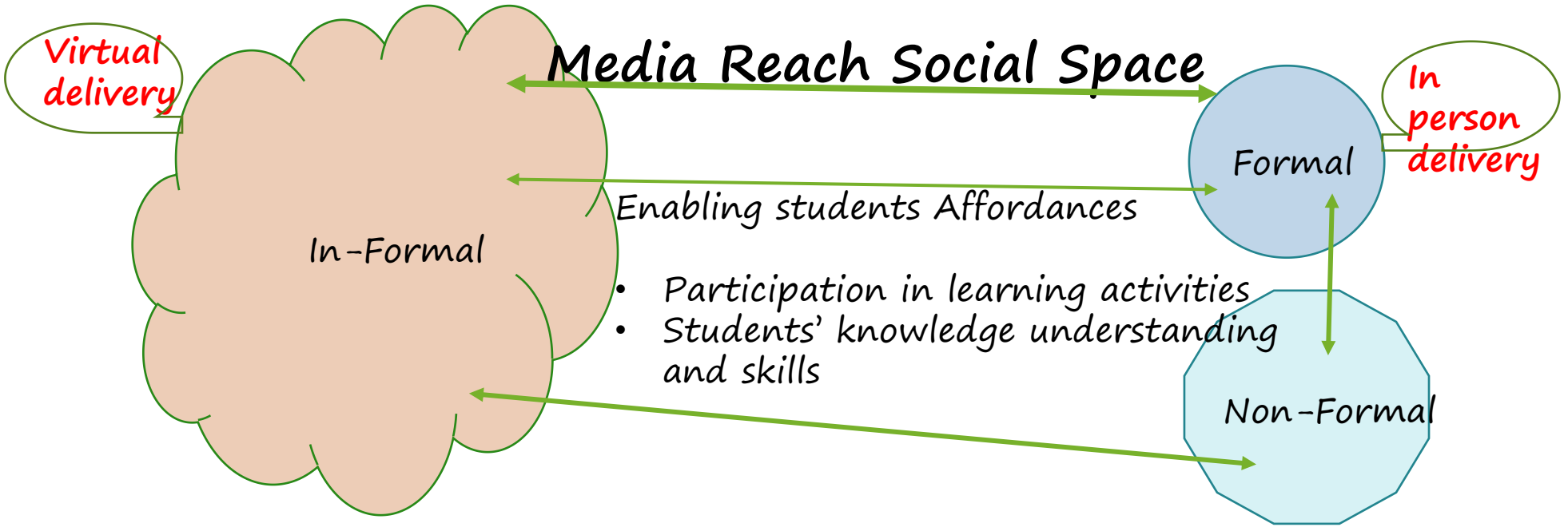
EVOLVING LEARNING ECOSYSTEM



STUDENTS' POSITION IN THE DIGITAL LEARNING ECOSYSTEM



TEACHERS' POSITION IN THE DIGITAL LEARNING ECOSYSTEM



DIGITAL TRANSFORMATION

Integration of Digital Technologies in all Areas

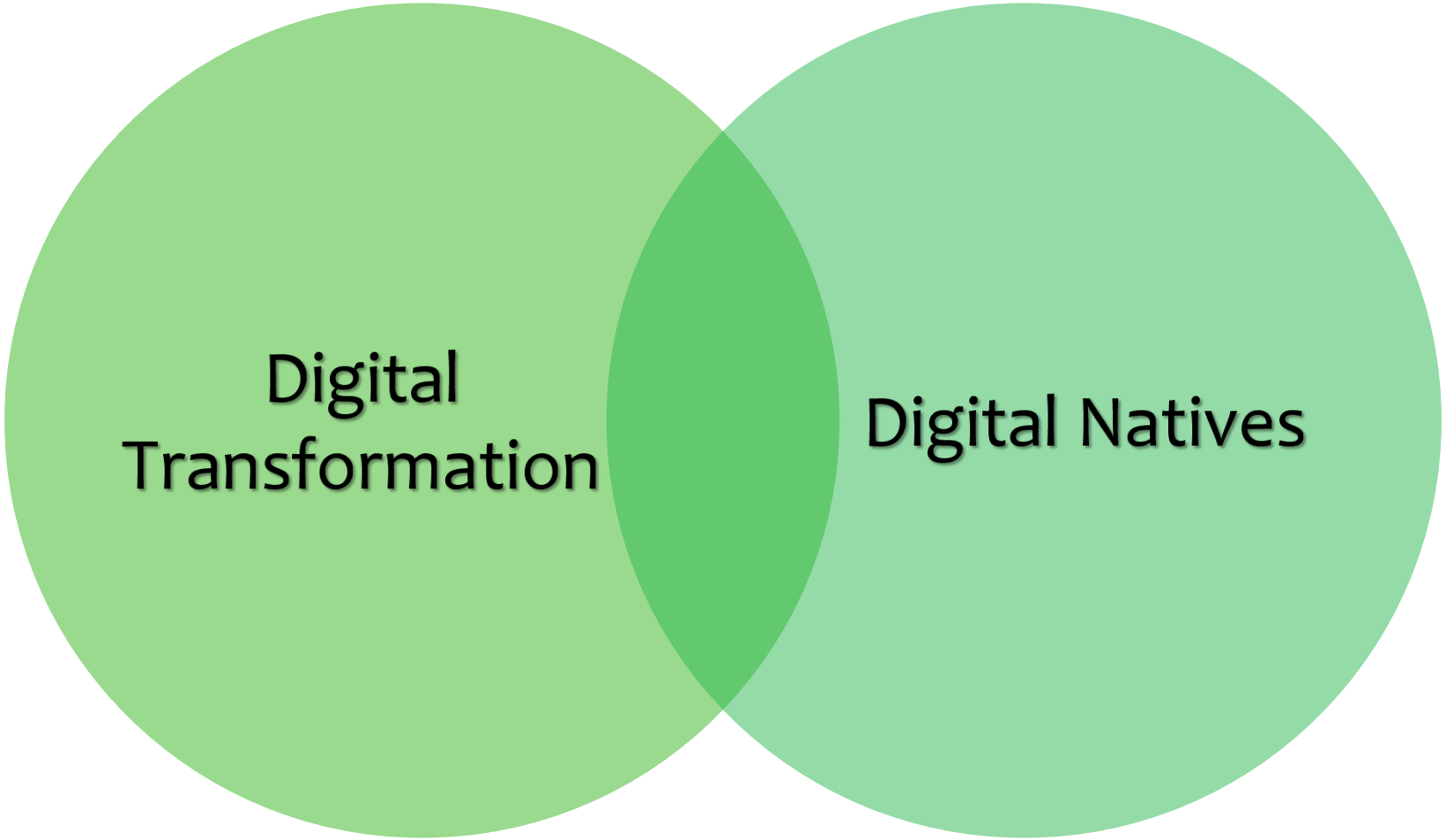
Change …

Fundamental Change in the Workplace

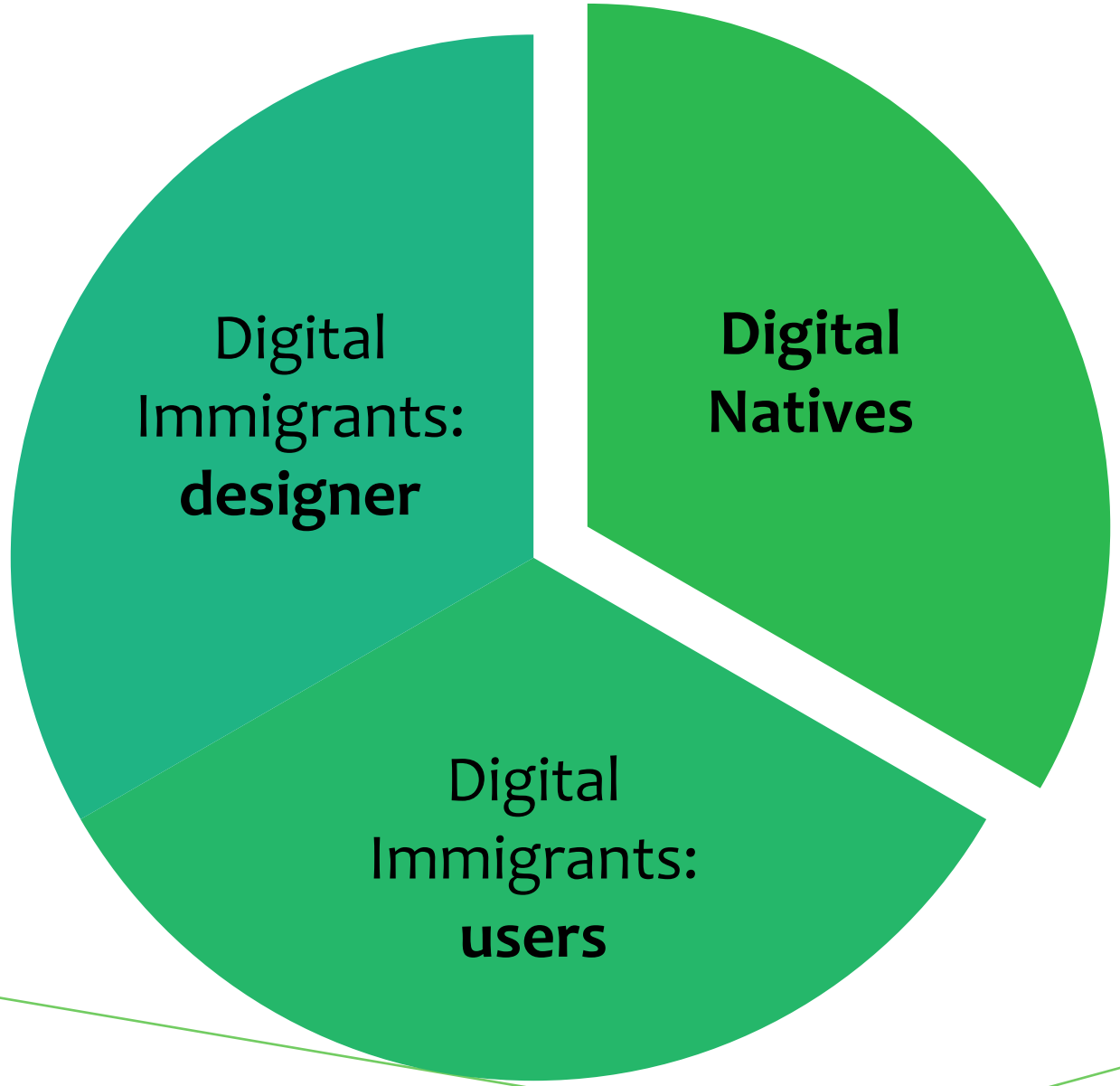
Change in the Way of Communication

Change in Everyday Life

Cultural Change


Digital
Transformation
Digital Natives

DIGITAL NATIVES



PHONE TIMELINE

1876

1892

1970

Digital Natives

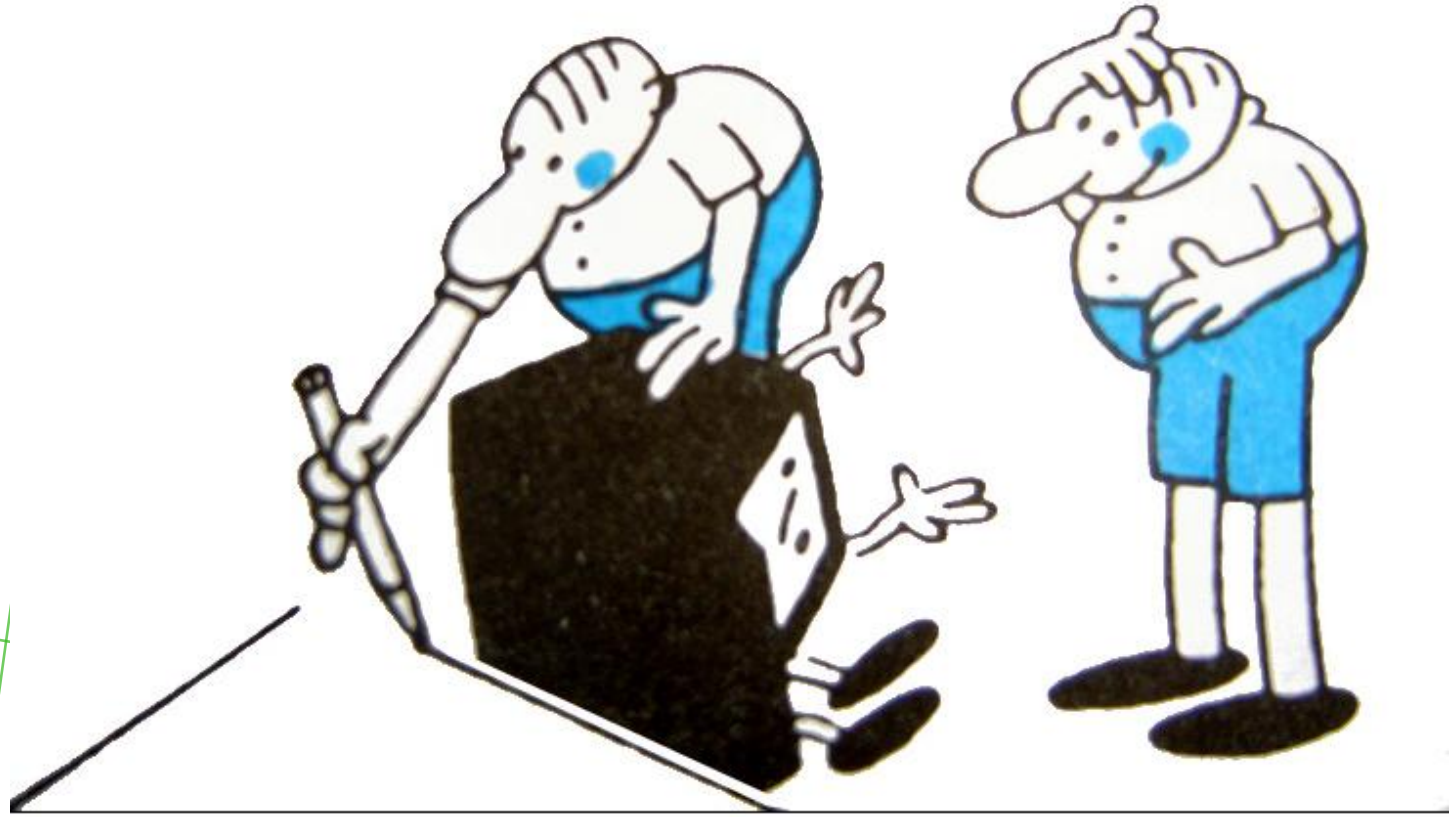
1983 – mobile phone
1992 – touch screen
1996 – foldable phone
2007 iPhone 1
2013 Google Glass

Digital Immigrants

FOCUSING ATTENTION FOR 5 MINUTES 20 YEARS AGO - 20 MINUTES

1982

How to draw a line with a computer?



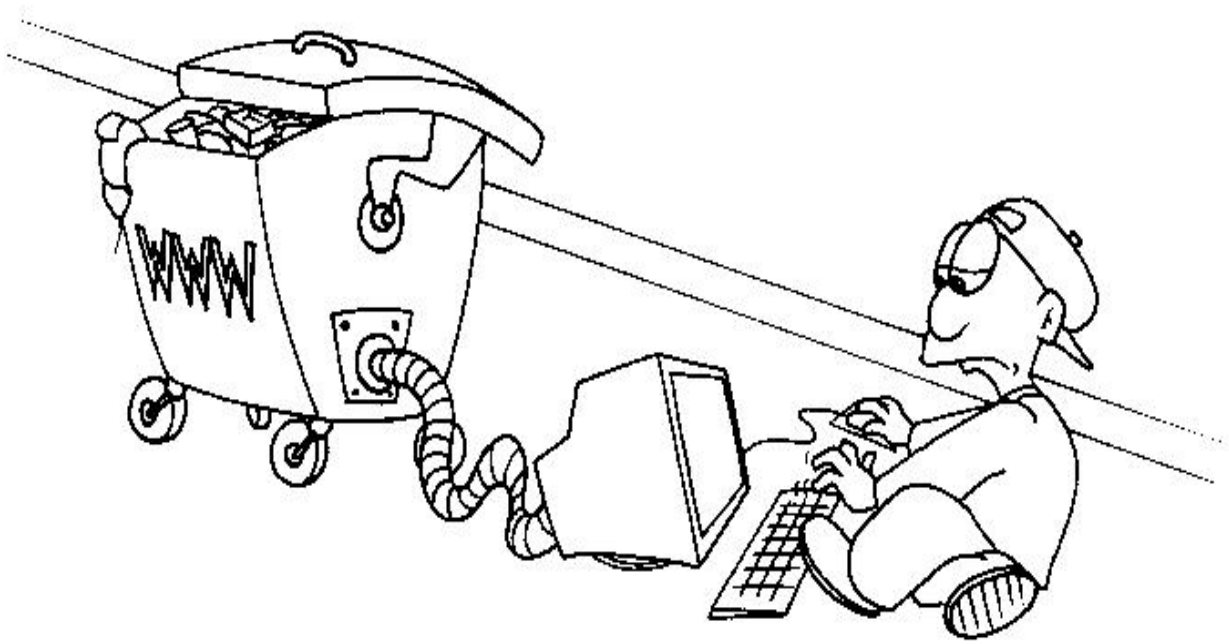
Доню Донев

The computer can be seen as an extension of the human brain - if a person is smart, it becomes smarter, if a person is stupid - it becomes stupider.

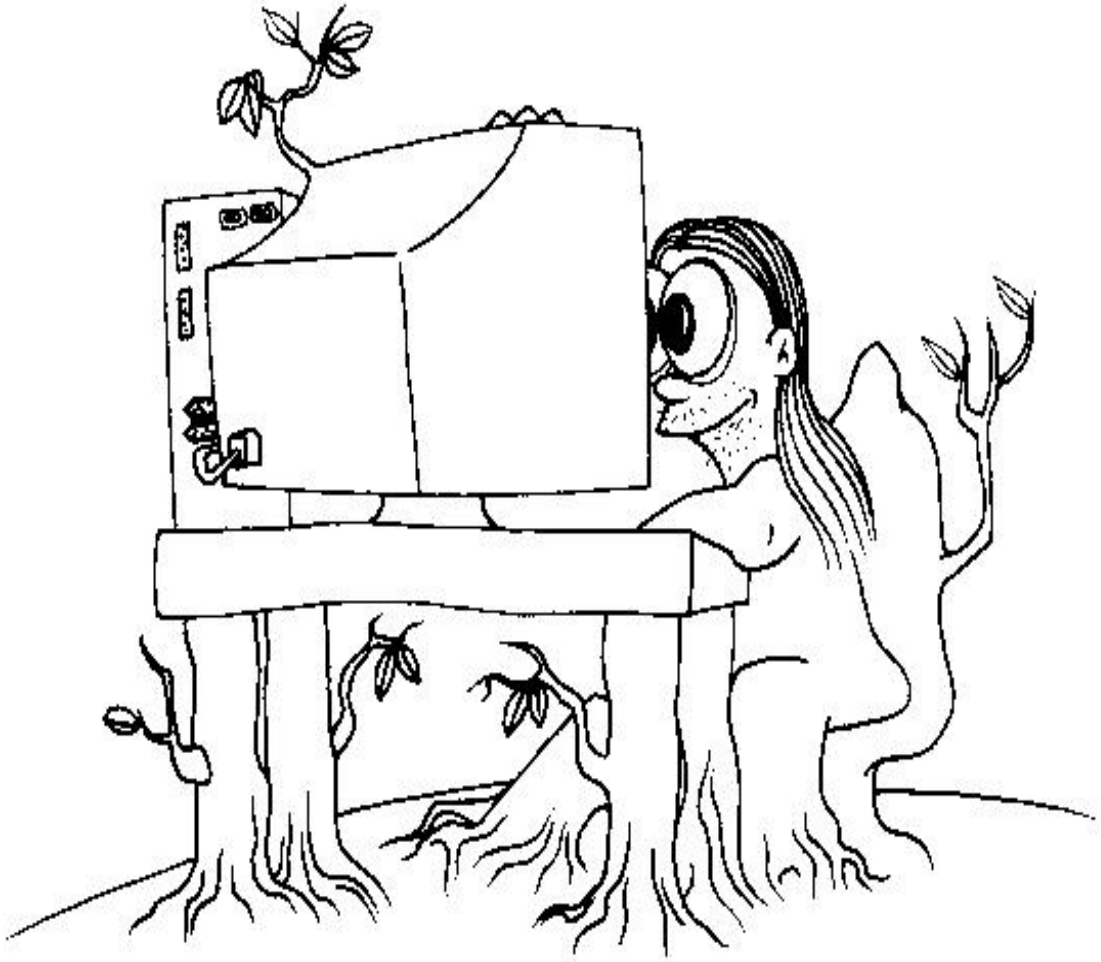
Academician Blagovest Sendov, 1979

2002

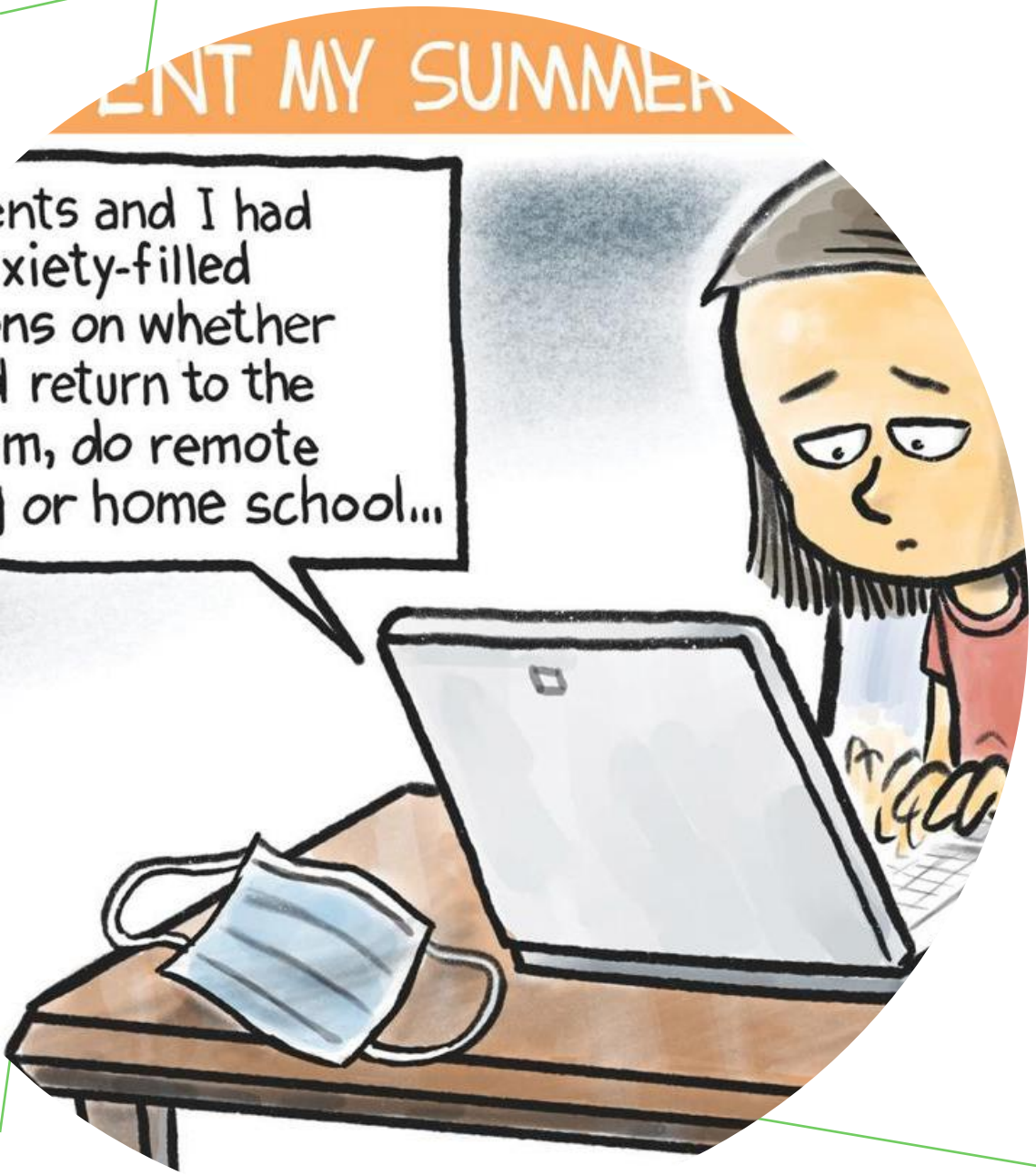
Some envisioned e-learning as…



… and fear that the teacher will probably look like this…



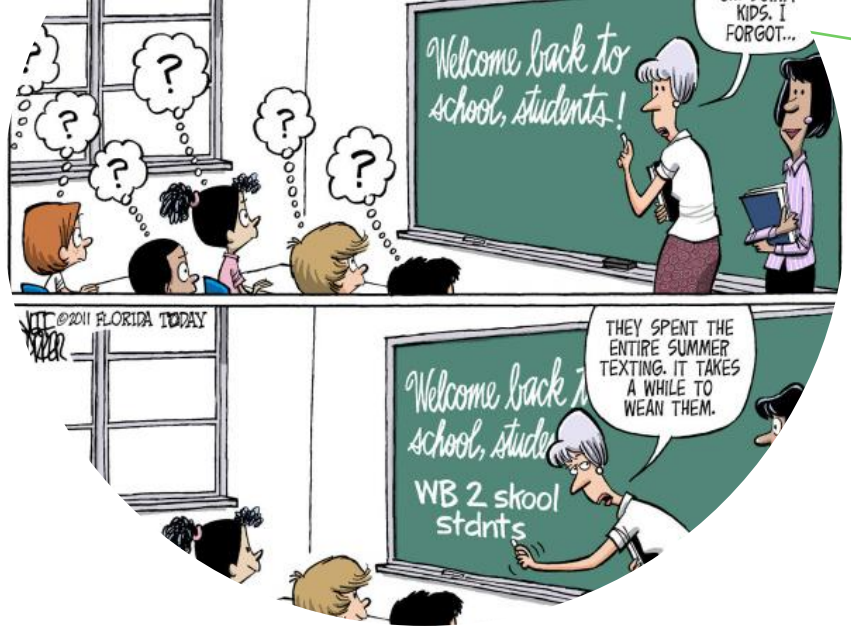
2020 TEACHERS


ENT MY SUMMER
nts and I had
xiety-filled
ns on whether
l return to the
m, do remote
or home school...

WHEN WORKING FROM HOME AND REMOTE LEARNING TAKE A TOLL...
OKAY... I'VE SENT YOUR HISTORY REPORT TO MY BOSS AND NOW LET'S GO OVER MY TEAM'S MARKETING PLAN WITH YOUR CLASS

2021 FAMILY

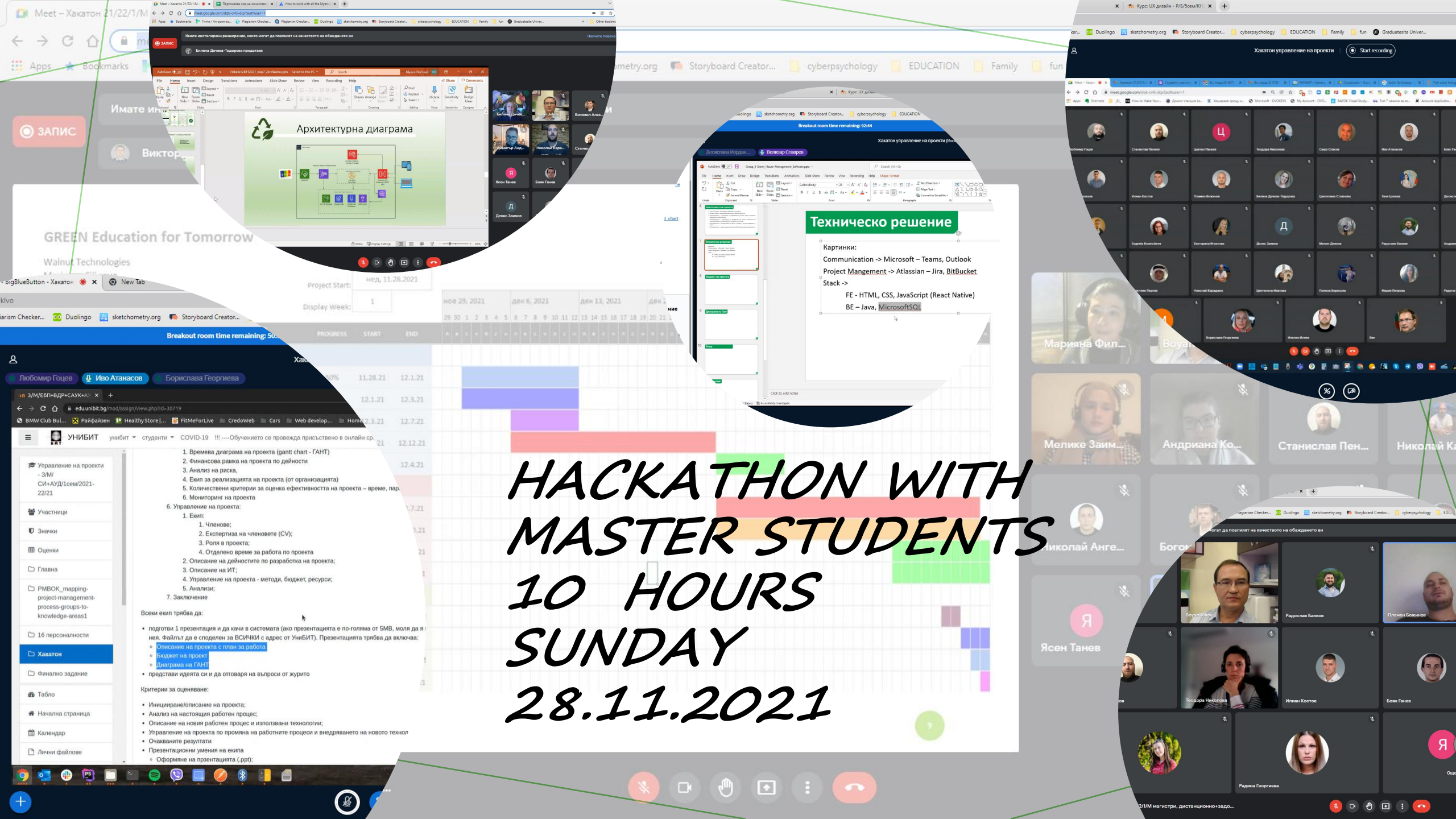
2022 SCHOOL


Welcome back to school, students!
KIDS. I FORGOT...
©2011 FLORIDA TODAY
THEY SPENT THE ENTIRE SUMMER TEXTING. IT TAKES A WHILE TO WEAN THEM.
WB 2 skool stdnts

H YOUR MOBILE DEVICE, TWEET IN 140 CHARA
OR LESS, HOW WAS YOUR SUMMER VACATIO
Miss Smith
Grade 4
Todays assignment:
•iPad •Android
•iphone
TRENDI
#SummerVa
I HAVE NO WIFI CONNECTION...
MY BA
IS D
I'M NOT SYNCED!
ESUMES TODAY AROUND THE COUNT
S TRANSITION CHILDREN SLOWLY.

IS THERE SOMEONE BEHIND THE SCREEN?

GOOD NOISE IS A SIGN OF COMMITMENT


Архитектурна диаграма
Техническо решение
Картинки:
Communication -> Microsoft – Teams, Outlook
Project Mangement -> Atlassian – Jira, BitBucket
Stack ->
FE - HTML, CSS, JavaScript (React Native)
BE – Java, MicrosoftSQL
Хакатон управление на проекти
Start recording
Breakout room time remaining: 92:44
Breakout room time remaining: 50:
Любомир Гоцев
Иво Атанасов
Борислава Георгиева
Ясен Танев
Николай Анге...
Богомил Алек...
Мелике Заим...
Андриана Ко...
Станислав Пен...
Николай Ка...
Марияна Фил...
Радослав Банков
Пламен Божинов
Теодора Николова
Илиян Костов
Боян Ганев
Радина Георгиева
УНИБИТ
1. Времева диаграма на проекта (gantt chart - ГАНТ)
2. Финансова рамка на проекта по дейности
3. Анализ на риска,
4. Екип за реализацията на проекта (от организацията)
5. Количествени критерии за оценка ефективността на проекта – време, пар
6. Мониторинг на проекта
6. Управление на проекта:
1. Екип:
1. Членове;
2. Експертиза на членовете (CV);
3. Роля в проекта;
4. Отделено време за работа по проекта
2. Описание на дейностите по разработка на проекта;
3. Описание на ИТ;
4. Управление на проекта - методи, бюджет, ресурси;
5. Анализи;
7. Заключение
Всеки екип трябва да:
подготви 1 презентация и да качи в системата (ако презентацията е по-голяма от 5MB, моля да я
нея. Файлът да е споделен за ВСИЧКИ с адрес от УниБИТ). Презентацията трябва да включва:
Описание на проекта с план за работа
Бюджет на проект
Диаграма на ГАНТ
представи идеята си и да отговаря на въпроси от журито
Критерии за оценяване:
Инициране/описание на проекта;
Анализ на настоящия работен процес;
Описание на новия работен процес и използвани технологии;
Управление на проекта по промяна на работните процеси и внедряването на новото технол
Очакваните резултати
Презентационни умения на екипа
Оформяне на пзентацията (.ppt);
HACKATHON WITH
MASTER STUDENTS
10 HOURS
SUNDAY
28.11.2021

High5: Transdisciplinary methodology for Integrated Design 2019-1-PL01-KA203-065784

Co-funded by the
Erasmus+ Programme
of the European Union

September 2021

HIGH 5

HIGH 5

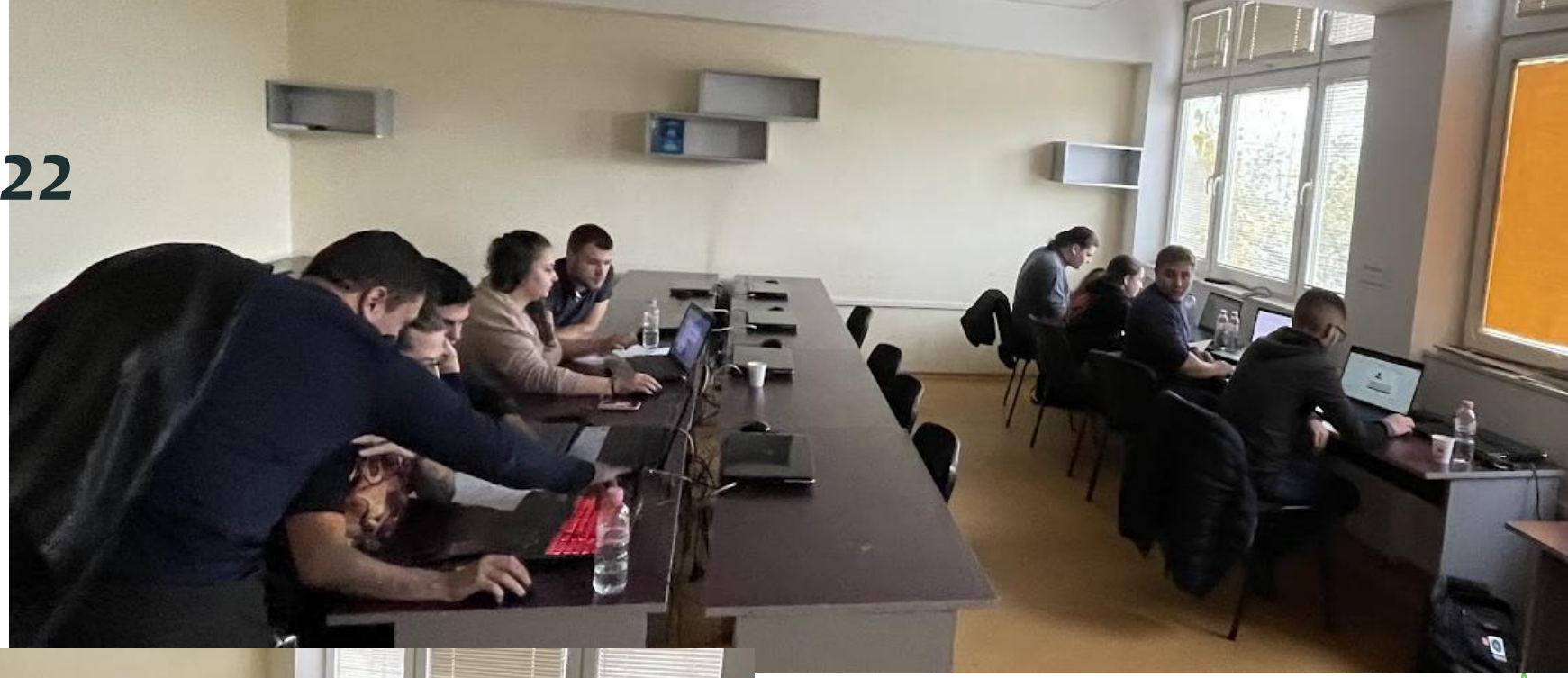
Co-funded by the
Erasmus+ Programme
of the European Union

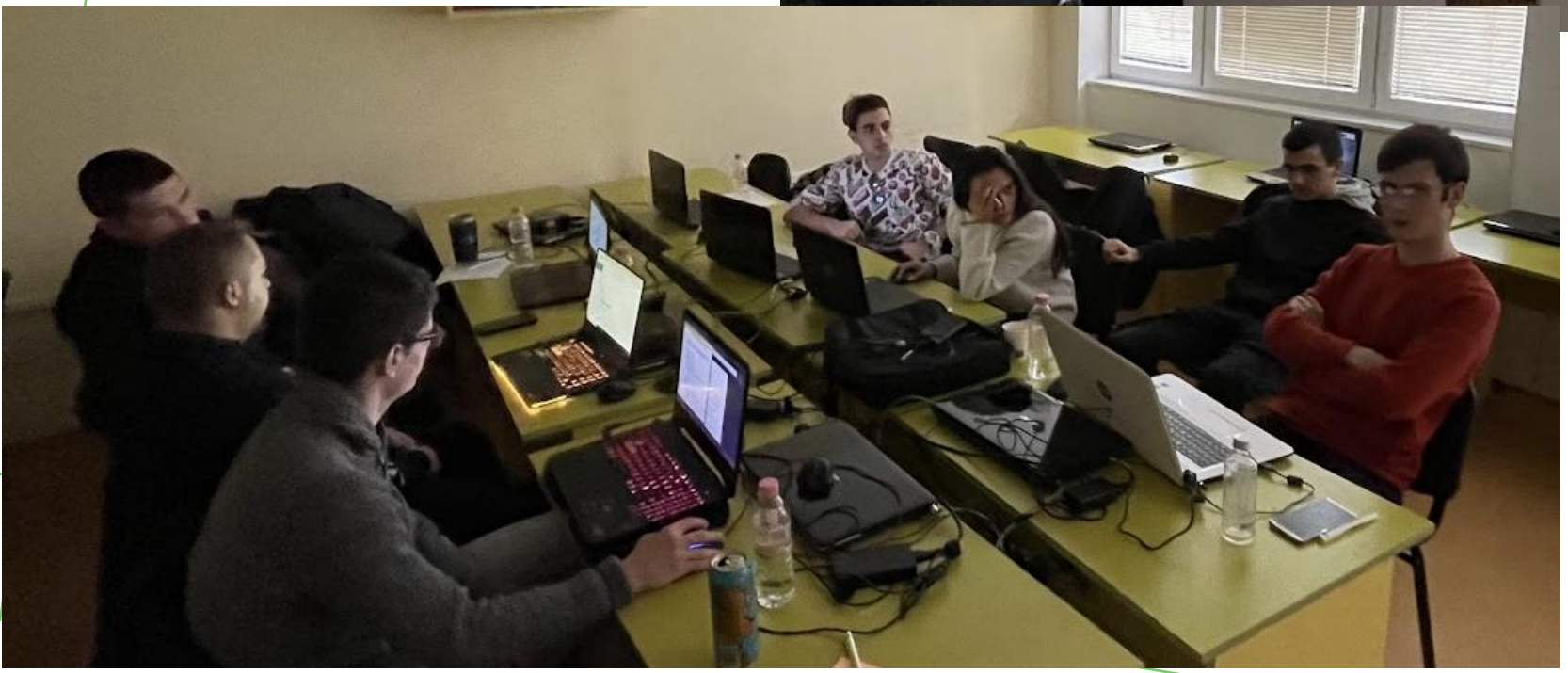
High5: Transdisciplinary methodology for Integrated Design 2019-1-PL01-KA203-065784

May 2022

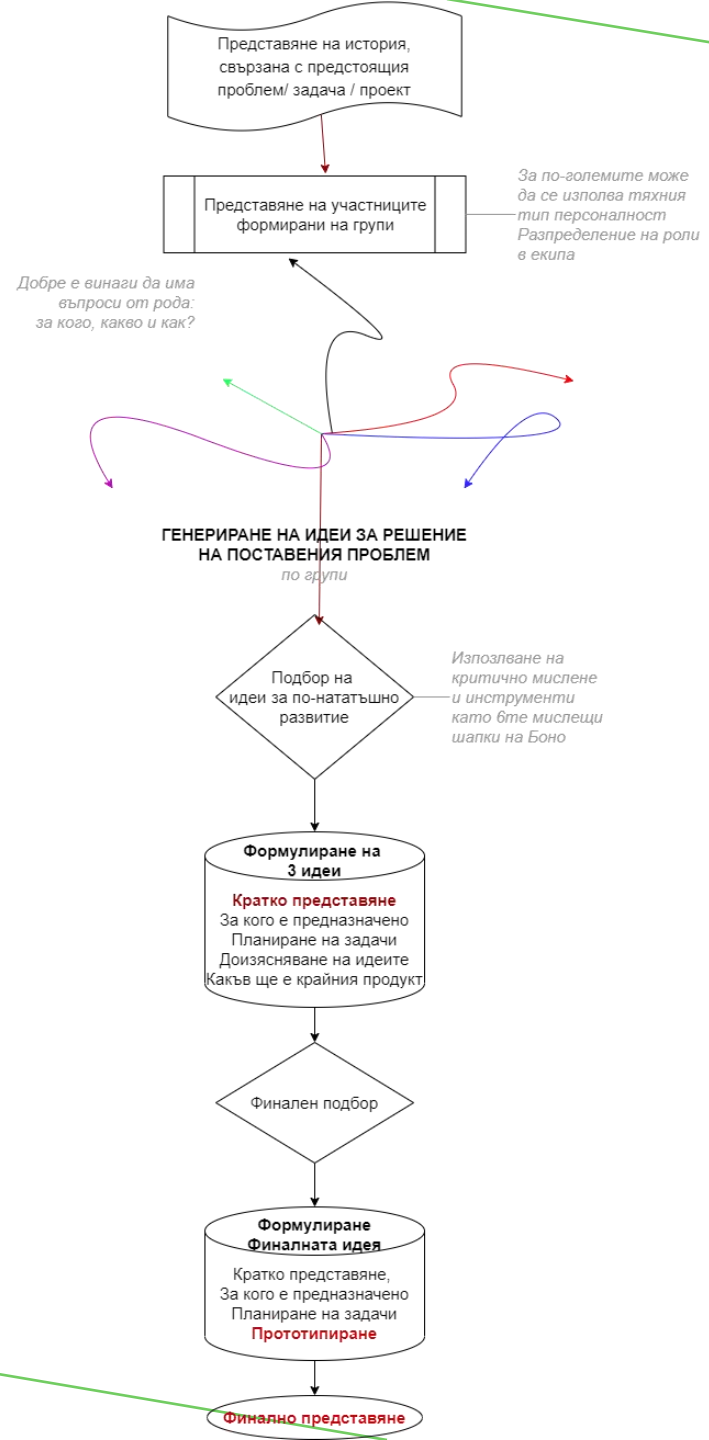
INTRODUCTION
OBJECTIVES
Reduce food waste
Providing a place for people to start composting
Achieve sustainable and efficient food consumption and use of natural resources.
30% of all food produced
14m km²
250km²
GANT
HESTIA
Problem
Commuting by car is convenient and it represents an achievement in life.
People want to minimize the travel time and believe that a car can provide greater flexibility on their routine.
As the higher number of cars is not sustainable, we approached the topic on the perspective of people who intend to buy their first car.
27 responses to problem questionnaire
AMERICAN OUTDOOR
SPEED

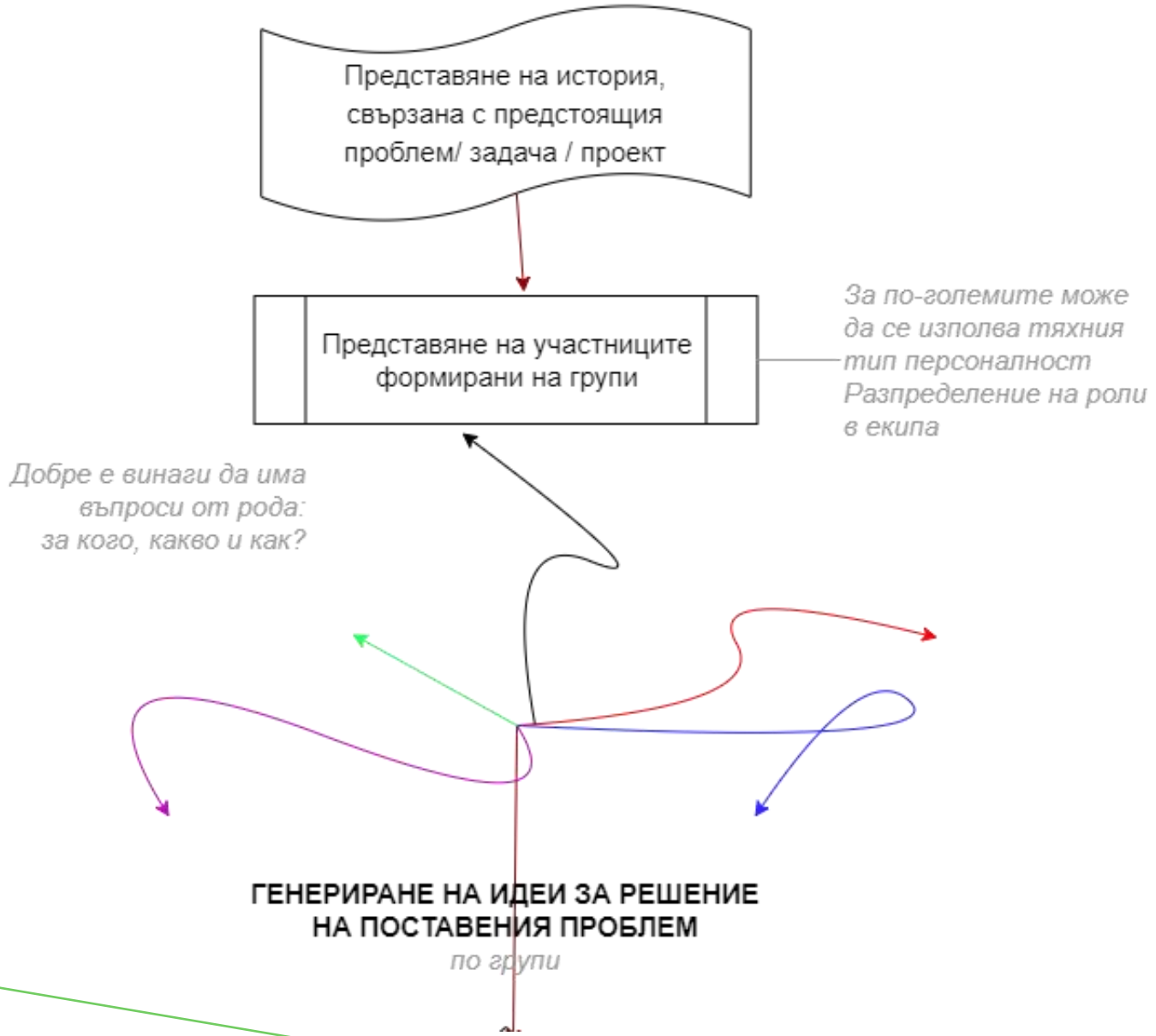
DECEMBER 2022





Платформа за обучение на
Търсене


Представяне на история, свързана с предстоящия проблем/ задача / проект
Представяне на участниците формирани на групи
За по-големите може да се използва тяхния тип персоналност Разпределение на роли в екипа
Добре е винаги да има въпроси от рода: за кого, какво и как?
ГЕНЕРИРАНЕ НА ИДЕИ ЗА РЕШЕНИЕ НА ПОСТАВЕНИЯ ПРОБЛЕМ
по групи
Подбор на идеи за по-нататъшно развитие
Използване на критично мислене и инструменти като 6те мислещи шапки на Боно
Формулиране на 3 идеи
Кратко представяне
За кого е предназначено
Планиране на задачи
Доизясняване на идеите
Какъв ще е крайния продукт
Финален подбор
Формулиране Финалната идея
Кратко представяне,
За кого е предназначено
Планиране на задачи
Прототипиране
Финално представяне



Tell a story related to the problem / case / task

Group forming

Ideation

Ideas selection

Set of 3 ideas
short presentation

Final selection

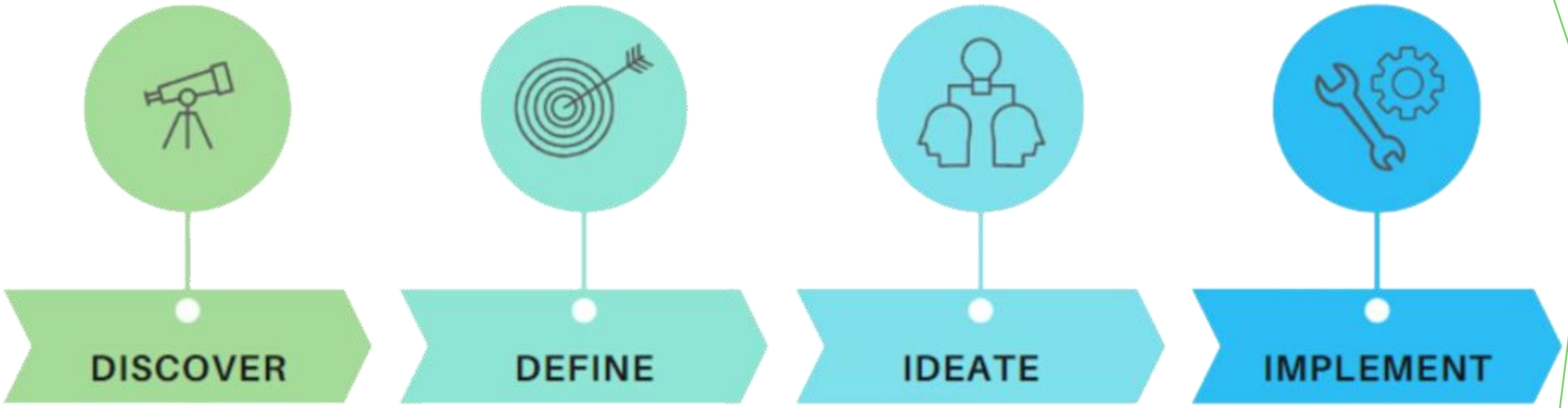
Development

Final presentation

APPROACHES & TOOLS

DESIGN THINKING

THE STAGES OF INTEGRATED DESIGN



CREATIVITY

Ideas, alternatives,

possibilities

Lateral thinking

PROCESS

Thinking about thinking

Planning for action

FACTS

Information and data

Neutral and objective

What do I know?

How will I get the information I need?

De Bono Thinking hats

CAUTION

Caution, critical thinking

Why something may not work

FEELINGS

Intuition, hunches

My feelings right now

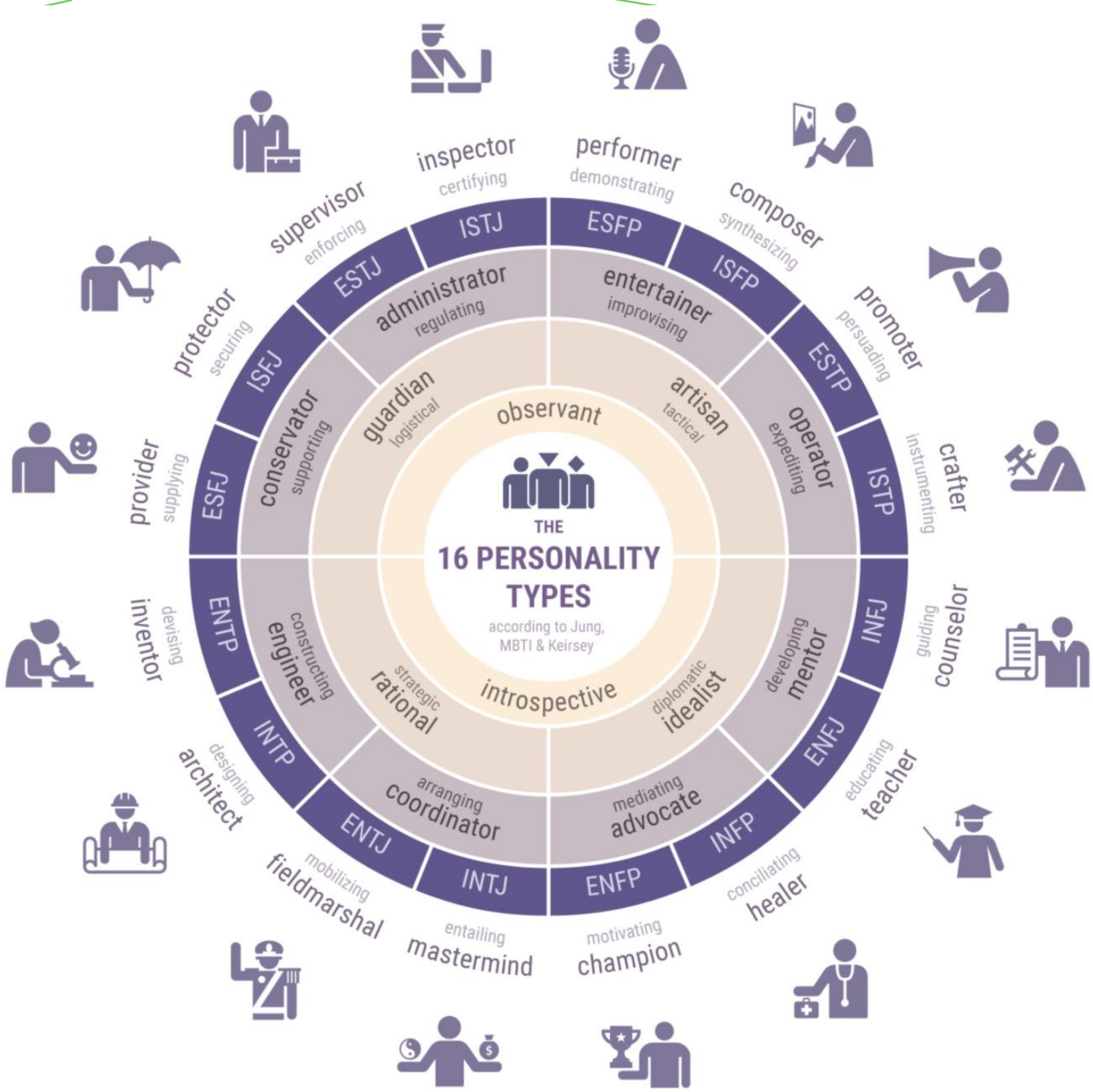
No reasons are given

BENEFITS

Optimism

Positives, plus points

Logical reasons are given


THE
16 PERSONALITY TYPES
according to Jung, MBTI & Keirsey
observant
introspective
guardian logistical
artisan tactical
rational strategic
idealist diplomatic
ISTJ
administrator regulating
ESFP
entertainer improvising
ISFP
composer synthesizing
ESTP
operator expediting
ISTP
crafter instrumenting
INFJ
mentor developing
counselor guiding
ENFJ
teacher educating
INFP
healer conciliating
ENFP
champion motivating
INTJ
mastermind entailing
ENTJ
fieldmarshal mobilizing
INTP
architect designing
ESTJ
supervisor enforcing
ISFJ
protector securing
ESFJ
provider supplying
ENTP
inventor devising
inspector certifying
performer demonstrating
promoter persuading
conservator supporting
engineer constructing
coordinator arranging
advocate mediating

THANK YOU FOR YOUR ATTENTION