we.learn.it

Everyone can be an explorer

Exploration & Creativity at Schools
start...
we.learn.it supports the development of collective learning expeditions involving:

young people - teachers - master explorers - guides

from different countries, personal experience and cultural backgrounds.

...get inspired
think ...

We support exploration & creativity at schools

Learning by doing
· support schools from idea to projects collaborative
· in real life environments

Curiosity driven & creative
· emotional & human centric cross-disciplinary
· real world problems

ICT Enhanced Learning
· use ICT in support of educational and project goals

Learning Expeditions
What do you want to explore?

A project that young people develop and implement
that does at least one of the following:
· Creating something: a film, a piece of music, a scientific experiment …
· Contributing to general interest: a solution for a social problem …
· Helps to acquiring specific skills or knowledge

we.learn.it projects can:
· be proposed by anyone in the we.learn.it network
· seek for financial and other support
· build partnerships within our community
· share their results

... build
The **we.learn.it Portal**
The place to start your expedition

**Explorers Network:** teachers, young people, schools, master explorers & guides

**Crowdsource ideas**

**Empower everyone in the network** to jointly propose and conduct learning expeditions

**Share methods and technology**

**Fund and support expeditions:**
- EU pool budget for the first 2 years – 150,000 Euros
- Crowdfunding
- In-kind Support (e.g. smart devices, cameras)
join us …

Master Explorers

We have ensured the support of master explorers such as Oscar Prize winning documentary filmmaker Luc Jacquet and his organization WildTouch

What our master explorers do …

· Support the idea generation by schools/teachers/young people in a thematic area
· Mentor and engage in learning expeditions – in direct dialogue & live conferences
· Support with contacts, advice, raw material (e.g. films, pictures, stories)

Explorer Guides

we.learn.it also brings schools together with explorer guides from multiple backgrounds (design, creative production, science, ICT technology …)

Explorer guides are individuals who …

· Dedicate voluntary time and effort to schools
· Support schools and teachers in creating ideas, defining and running a learning expedition
· Help build collaborations among schools and master explorers for a specific topic

Guides can e.g. be parents, professionals, older pupils …

Teachers

Teachers receive different levels of support via we.learn.it

· Personal support from guides and master explorers in defining and conducting learning expeditions for their class
· Financial support (e.g. for equipment needed in an expedition)
· Networking with other teachers and school projects
· Access to we.learn.it technical tools
· Access to we.learn.it material for pedagogues – in collaboration with leading European education research institutions
Expedition Planning Toolkit
Prepare - Do - Share

Along 3 phases our we.learn.it expedition planning toolkit helps to develop a learning expedition from the first ideas to action.

Technology Pool

An evolving set of technological assets such as software applications, data sources and open educational resources.

Areas (examples)
- augmented reality & mobile
- collaborative production (e.g. for films, audio, photos, text)
- game creation
- language translation & virtual team work

Growing Ideas to Learning Expeditions
The time plan

school year 2012/2013:
- first learning expeditions with pilot schools
- crowdsource ideas for the learning expeditions in the school year 2013/2014

school year 2013/2014:
- we.learn.it public portal launch (October 2013)
- start learning expeditions from first crowdsourcing round
- launch next crowdsourcing round for 2014/2015
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