



BE-COmS Project

CONTAMINATION LAB

TÜRKİYE- DARICA İLÇE MİLLÎ EĞİTİM MÜDÜRLÜĞÜ CONTAMINATION LAB FOR TEACHERS

CL REQUIREMENTS

TARGET:

- Teachers, educators, trainers, school staff
- Focus on school staff
- Context: DARICA / TÜRKİYE

INTERVIEWER/MODERATORS:

- Özlem Tekyıldız Kulez as a trainer
- Pınar Sancaktutan as a moderator

PARTICIPANTS:

- n.50 participants in total
- 8-10 participants per CL.

DURATION (PER CL):

Max. 4 hours



CL OUTLINE

The main aspect of the CL is its heterogeneity and the different competences of the participants

WELCOMING (5 minutes)

- Thank people for coming, introduce yourself as trainer and moderator (5 minutes).

INTRODUCTION (about 15 minutes)

- Brief introduction about the aim of the Contamination Lab, i.e. overview of the project with a focus on the objectives: Best practice is defined as a method, technique or process that describes the most effective and efficient way to obtain the desired result. Through experience and research, best practices are shown to have a sustainable impact on the organization's performance and are transferable to various contexts. So we aim to reach the project's targets through that output.
- Contamination Lab also aims to help teachers, trainers, students in the development of new ideas, methodologies and educational settings through the comparison between different experiences.
- It is open to teachers, trainers, school and university students interested in the career of teachers and trainers with the aim of fostering virtuous collaborations between traditionally distant systems and organizations.
- The Lab is going to promote the bringing together and training of the participants who can interact, find collaborators and work together in spaces that can be adapted to suit participants' needs.
- The Contamination lab aims at enhancing participants' creativity and supporting creative and sustainable ideas on IT
- It also allows participants from different disciplinary fields to get to know each other and work together on Digital Era, developing their IT competences, along with planning, organizational, and communication capabilities. You can elaborate on the project abstract (5 minutes).
- Give ground rules (e.g. no right or wrong answers, only differing points of view; one person speaking at a time, you don't need to agree with others, but you must listen respectfully as others share their views, etc.) and ask to record (5 minutes).



- Ask participants to briefly introduce themselves (10 minutes total: name and job title).

DISCUSSION (it is important that *everybody* takes part in it!): brief theme presentation 5'

QUESTIONS (based on their realities): needed competences, past initiatives, future perspectives

Organizational context:

10.00-10.20 What are the specific characteristics of your school in terms of resources, limitations, strengths and areas of improvement.

From Technological Addiction to Creation

10.20-10.40 How can students be encouraged and guided to transform their technology addiction to technology creation?

Break

11.00-11.20 How can teachers inspire the students to enjoy the path to tech creator at school?

11.20-11.40 Where and how can you teach the necessary digital skills to the students? How can you overcome the possible problems in this process?

11.40-12.00 How do the students, teachers and parents be affected by the idea and course of transforming addiction to creation?

Rethinking the Experience

12.00-12.20 Share good practices/examples of failures to learn from?

Break

Debriefing and Conclusion



13.00-13.45 Give a summary of what emerged from the Contamination Lab. Discuss and comment within the group.