
EDUhackathon

**Co-creating
digital
actions for
schools!**

Participants guide

We have some challenges to address:

How to create an inclusive class with digital support?

How to evaluate remote education?



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Welcome to the third edition of an EDUHackathon organised by el Departament d'Educació de la Generalitat de Catalunya. On this occasion, the EDUHackathon is part of EDURegio, which is co-funded by the Erasmus+ Programme of the European Union.

It is a co-creation initiative, designed to develop **new learning scenarios** that are going to be used around Europe. The main goal of this **three-day online EDUHackathon** is to address the 21st century educational challenges such as:

- ▷ How to create an inclusive class with digital support?
- ▷ How to evaluate remote education?
- ▷ How to integrate robotics into primary school?
- ▷ How to encourage girls' motivation for STEM vocations?
- ▷ How to organize a hackathon with pupils in a classroom context?

During the co-creation process, we will use **design and visual thinking methodologies**. When we start, the final results will be unknown. However, working together, ideas and proposals will arise. **Trust the process!**

The process we will use to co-create new learning scenarios will go through the following steps: empathy, problem framing, ideation, prototyping and communication.

The success of this initiative is based on **enjoying teamwork, building on the ideas of others and feeling free to think outside the box**.

Your results will be innovative, technological, inclusive and interdisciplinary.

Note:

Read carefully all the indications.

It is a guided process. Follow the facilitators' instructions.

The facilitators will help you with any problem you may have.

Take photos and use social networks with #EDUHackathon.

Enjoy the process!!

Day 18th of May

Welcome!

Introduction to EduRegio and the
Eduhackathon

Teams in action

Let's design!

Warm-up

Understanding the context

Empathizing with the users

Let's share!

Team's presentations

Goodbye

I. Let's start: Warm-up!

1. Individual warm-up

15'

Goal: Get to know people in your team and start using visual and design thinking.

Steps

- The past year has been different from others. Probably you have used more technology than ever. Think about a funny anecdote you have experienced and write it down in a virtual post-it.
- Introduce yourself: say your name, where you work and tell the others your anecdote. Use one minute to do it.
- Listen to all the team's anecdotes and add some comments if you feel like it.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Warm-up template 1.1.1
- Virtual post-its

I. Let's start: Warm-up!

2. Group warm-up

15'

Goal: Team building

Steps

- After listening to all the anecdotes, try to choose a common name for the group that includes ideas from the different experiences.
- Write the name of your team in the template.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Warm-up template 1.1.2

II. Understanding the context

30'

Goal: Get a better idea of the educational context where you will be implementing the results of this EduHackathon.

Steps

- Draw a collective mind map on the educational context where you are going to use the future educational scenario.
- Start in the centre with the main idea.
- Draw different branches related to different topics. Use one colour for each topic.
- Add some new and smaller branches to be more specific. Draw pictures and write keywords.
- Mind maps are not hierarchical.
- **Reality check!** Once you go back to your reality, try to check the ideas you and your team wrote

Materials

- Computer
- Internet connection
- Miro canvas setting
- Warm-up template 1.2

III. Empathizing with the users

30'

Goal: Empathize with the people who are going to use the learning scenarios you will design. Understand students or final users better.

Steps

- Think about the person or the group of people who will be using the learning scenarios.
- Maybe in your team you work with different types of students. Choose one and fill in two Persona templates.
- The idea behind the Persona templates is to understand the type of students you have chosen. Try to avoid prejudices.
- Reality check! Once you go back to your reality, try to check the ideas you and your team wrote.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Persona template 1.3

I. Teams' presentations

20'

Goal: Share the first impressions and community building.

Steps

- Share with the big group the name of your team and your first impressions in two minutes.
- Listen to all the groups' presentations and try to remember all the teams' names.

Day 20th of May

Welcome back!

Update

Let's design!

Problem framing

Ideation

Fast prototyping

Let's share!

Teams' presentations

Goodbye

I. Update

10'

Goal: Get to know how the teams have been doing.

Steps

- Each team has one minute to share their experience.

I. Problem framing

45'

Goal: Analyze problems and opportunities related to the 21st century challenge you have chosen.

Steps

- Write positive aspects in green post-its.
- Write negative aspects in pink post-its.
- Write rhetorical or not so rhetorical questions in yellow post-its.
- Remember to write one idea per post-it because you will have to move them around.
- Once all of you have written all the post-its, try to imagine that all the post-its have the same colour (as if you were colourblind) and cluster them following just the meaning or the concepts written in the text.
- Once you have clustered all the post-its, give names to each cluster.
- You will be able to identify the points of interest and which ones have better perception and which ones seem more problematic, at a glance.
- Chose the subchallenge you find more appealing and try to write a sentence that summarizes that challenge. It usually goes: How can I help (the final users) to ...?.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Traffic-lights template 2.1 and 2.2
- Virtual post-its

II. Ideation

45'

Goal: Come up with many ideas.

Steps

- Individually, think about three ideas on how to approach the subchallenge you have chosen.
- Try to develop these three ideas into six similar ideas, but with different implementations.
- Share all the team's ideas.
- Individually, vote for the two ideas you like the most and put a round sticker on them.
- Finally, as a team, chose the idea you would like to prototype.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Ideation template 2.2
- Round stickers

III. Fast prototyping

45'

Goal: Make your idea something tangible.

Steps

- Try to imagine how you would implement the idea you have selected.
- Use sketches, photos or drawings to represent this implementation.
- Developing it! Once you go back to your school, try to test and develop your prototype. Prepare a quick presentation of 2 minutes for the next EDUHackathon meeting..

Materials

- Computer
- Internet connection
- Miro canvas setting
- Prototyping template 2.3

I. Teams' presentations

10'

Goal: Sharing the prototypes.

Steps

- Share with the big group some ideas and the first fast prototype in one minute.
- Listen to all the groups' presentations and try to remember all the teams' prototypes.

Day 25th of May

Welcome back!

Teams' presentations

Let's design!

Pollinization

Refinement

Storytelling

Let's share!

Teams' presentations

Questions & Answers

Farewell

I. Teams' presentations

20'

Goal: Get to know the teams' prototypes and evolutions.

Steps

- Share with the big group some of the evolved prototypes in two minutes.

I. Pollination

30'

Goal: Test and improve the teams' prototypes with external points of view

Steps

- Split your team in smaller groups
- One or two people from your team will stay to explain your prototype
- The rest of the team will travel to other rooms and ask questions and give feedback to other groups
- As a group, try to talk to as many teams as possible.

Materials

- Computer
- Internet connection
- Miro canvas setting

II. Refinement

20'

Goal: Improve the teams' prototypes

Steps

- Share all the feedback other participants have given to you.
- Share good ideas you have seen in other prototypes.
- Try to answer the questions in template 3.1
 - Short description of your prototype
 - Things that other participants liked about your prototype
 - Points where other participants spotted difficulties
 - Things that weren't easily understood
 - Improvements suggested by other participants.

Materials

- Computer
- Internet connection
- Miro canvas setting
- Refinement template 3.1

III. Storytelling

40'

Goal: Communicate and share your project

Steps

- Use a storyboard to imagine six scenes to describe your project. Think about a problem-solving structure, they usually work.
- Record a short video (less than 1 minute) to describe your final project.
- Tweet it!

Materials

- Computer
- Internet connection
- Miro canvas setting
- Storyboard template 3.2
- Mobile

I. Teams' presentations

30'

Goal: Sharing the final results of the EDUHackathon

Steps

- Share the videos
- Explain your project in 1 minute!

II. Questions & Answers

20'

Goal: Feel the community

Steps

- Listen to all the teams' presentations
- Propose questions to the other teams or answer questions proposed to your team.

**We encourage you to go on innovating,
implementing and developing all these ideas.**

Many thanks!