

Next Generation Schooling

The Up2U Project

Peter Szegedi - GÉANT

In a nutshell

- EC Call ICT-22-2016: Technologies for Learning and Skills
 - easy creation, mix and re-use of content, services, applications and contextual data for interactive learning processes
 - environments for new learning experiences and experimentation
 - educational support services
- The key objective of our project is to bridge the gap between secondary schools and higher education and research by better integrating formal and informal learning scenarios and adapting both the technology and the methodology that students will most likely be facing in universities.
- Innovation Action getting 5ME funding from the EC for 3 years

OKRs

Project Objective

Bring innovation to schools by piloting teaching & learning technology and methodology that empowers teachers and students to develop digital skills required by the 21st century internet society.

Key Results

- Adopt both learning technology and state-of-the-art teaching methodology proven in higher educational context to secondary schools.
- Empower teachers to develop new skills and be the ambassador of digital learning at schools that closes the gap towards higher education.
- Influence policy changes at all possible levels by sharing the success stories of large-scale Up2U pilots across several European countries.

A background image showing a group of five diverse students (three women and two men) looking at a laptop together outdoors. The image is slightly blurred and has a white semi-transparent box overlaid in the center.

Are your students university-ready?

Check out our Up2Universe portfolio for tools that can help you get your students digitally equipped for university!

LEARN MORE

Overview

"Education is about learning – Sir Ken Robinson"

Next Generation Schooling

1. Personalized
 2. Strong teacher support
 3. Close community links
 4. Broad and diverse curriculum
 5. Outside and inside school involvement
- Create the right conditions and children will learn!

Methodology

- Keep in touch with my students after school
 - Lecture capture and publishing
 - Flipped class
 - Project Based Learning
 - P2P Learning
 - Blended learning
 - Always-on education

Up2U Workflow



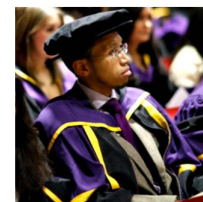
What's my objective?

- Try out new things
- Experiment with new methodology
- Know more about my students
- Improve certain skills
- Engage better
- Collaborate



How to get there?

- With the minimum efforts
- With the minimum disruption
- Self-motivated students
- Suitable tools
- Flexible framework



What's my impact?

- Do my class perform better
- Do I know what to change
- Where are my students compared to others
- Engagement level
- Interaction level
- Success

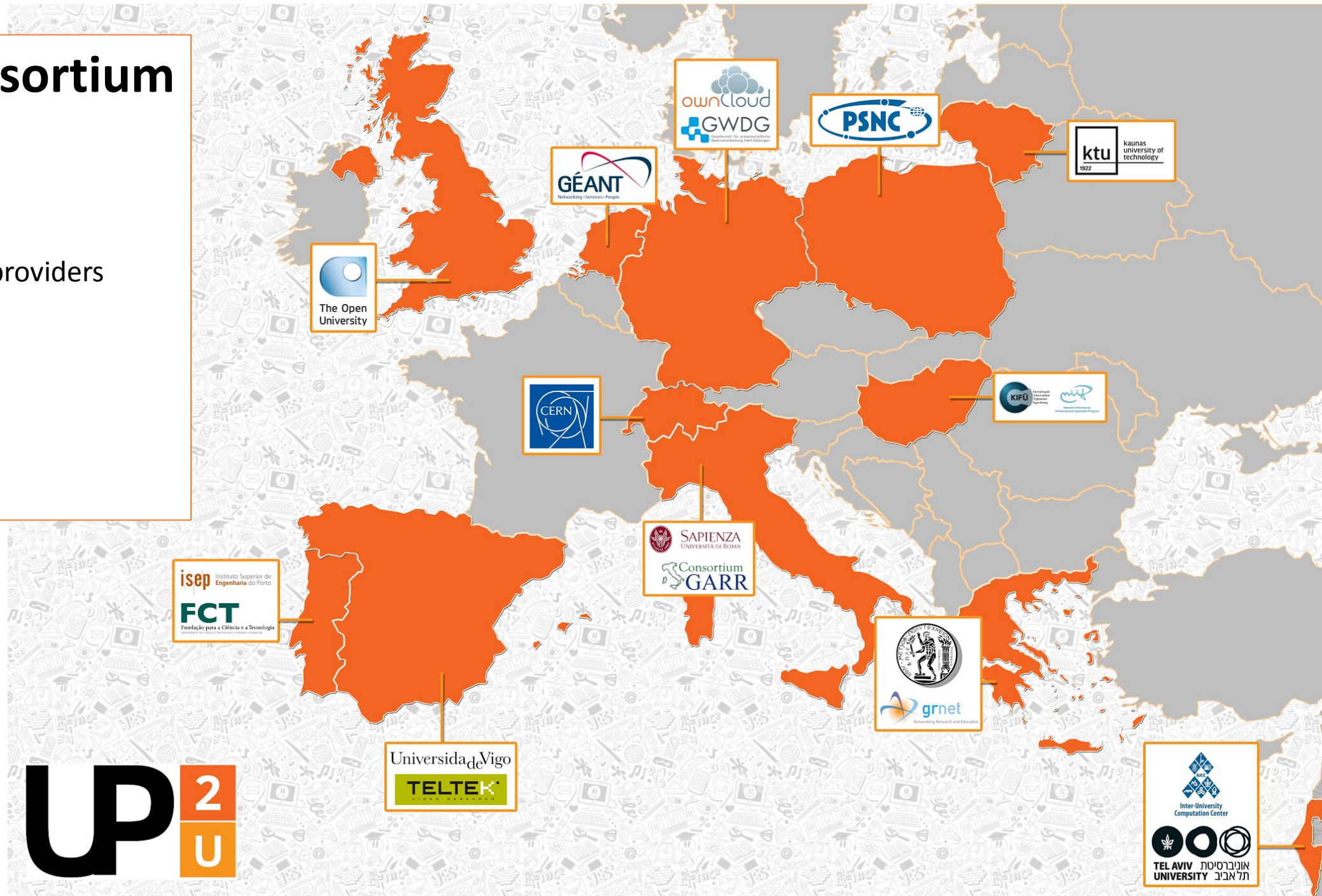
Up2U Consortium

18 partners

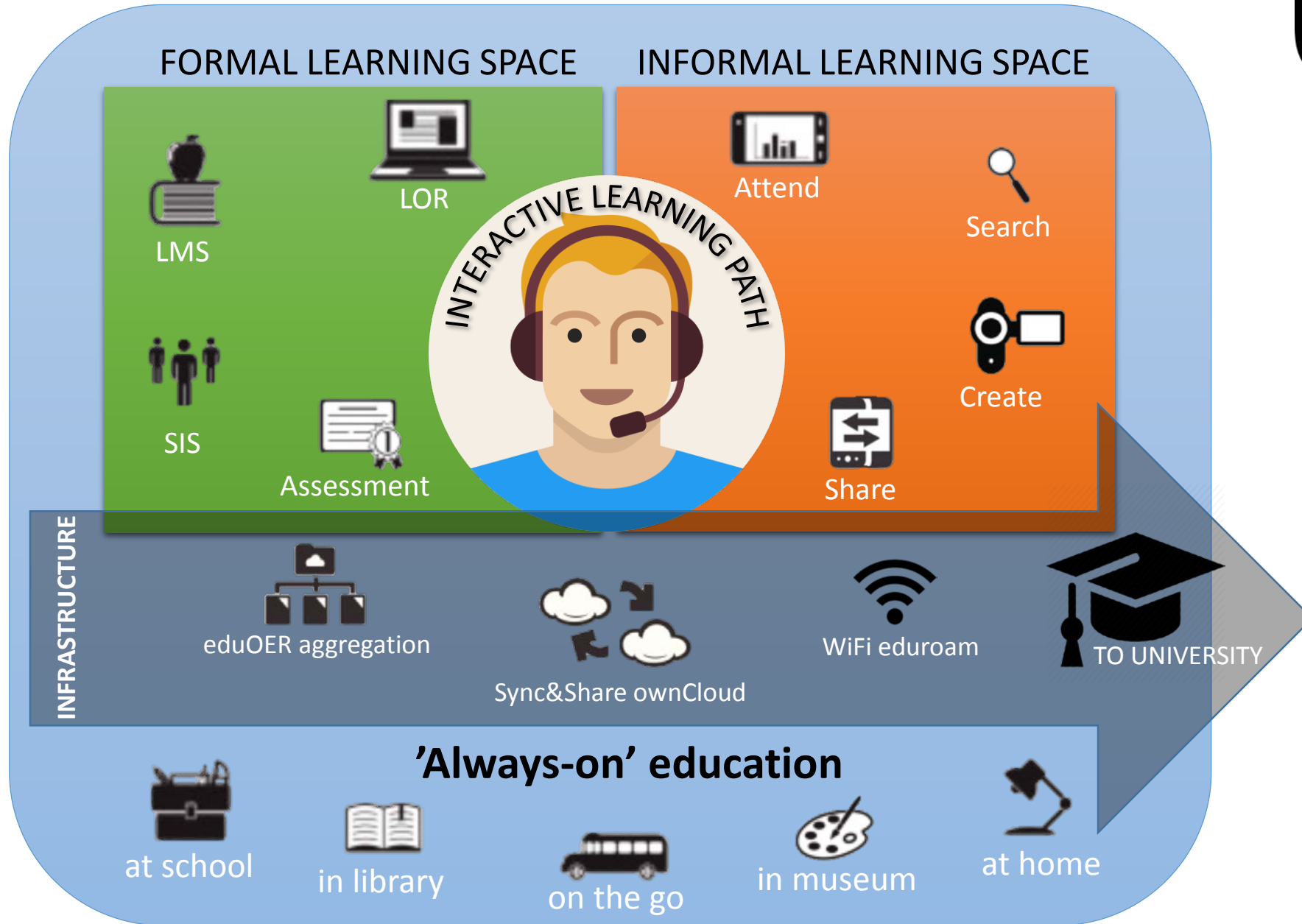
- Universities
- NRENs
- Infrastructure providers
- Commercials

12 countries

- EU
- Switzerland
- Israel



Up2U ECOSYSTEM



Key stakeholders

Teachers



- Universities
- Commercials
- Service providers
- Publishers
- Education Ministries
- Policy makers
- ...

Have you noticed that keeping up the attention span of teenagers is getting more difficult? In a world where digital technology rules the world, why not benefit from it? Incorporating digital tools and services in your teaching method can result in more engaged students and helps them developing "critical thinking" and be more independent learners. Introducing value-added learning analytics and community-based digital reward system changes the learning scenario thus it becomes more adaptive to students liking.

High schools



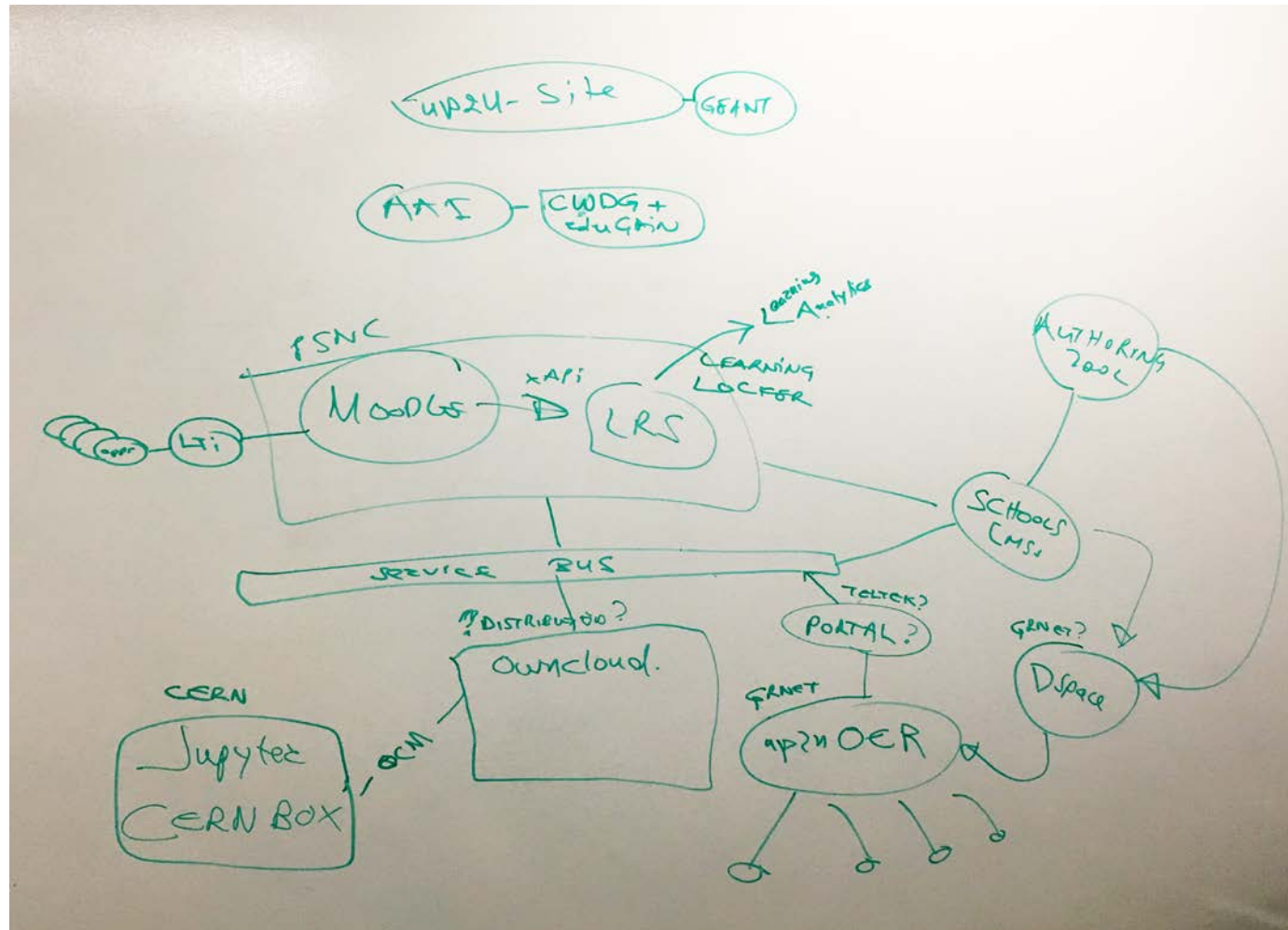
UP2U project is building a community that can support the new trends and methods of digital teaching and learning. We provide tools and services that will help you implement digital learning scenarios in the classroom. A heterogeneous training plan is being elaborated that would be able to accommodate training teachers with different technology backgrounds. Pilot schools from various European countries will experiment with our concept and will share their lessons learned. Skills that can be acquired via these digital learning methods can drive up your enrolments with students ready for higher education.

Students



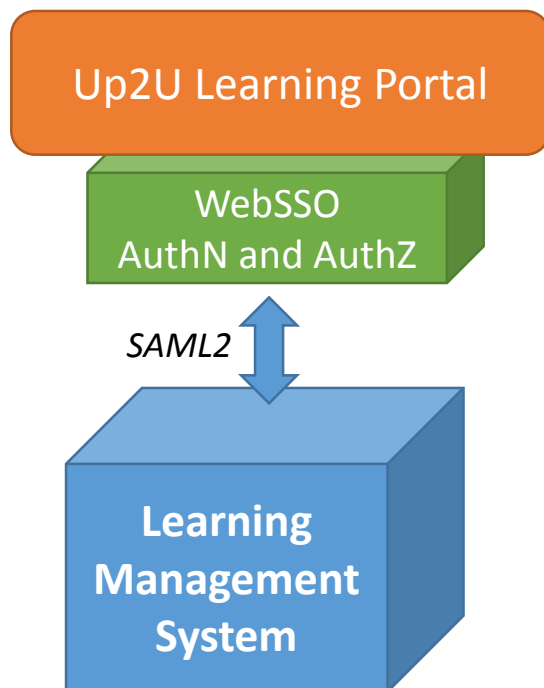
Our project helps you to adapt to new learning scenarios that will be useful when attending a university. Experimenting with the informal learning spaces and develop new skills that will be inevitable in higher education. UP2U promotes technology in the classroom - no more boring classes! Engage with your fellow peers, explore the international UP2U universe ecosystem and experience with the digital reward system. Say goodbye to the old chalkboard and enjoy the era of digital classes.

Next Generation Learning Platform

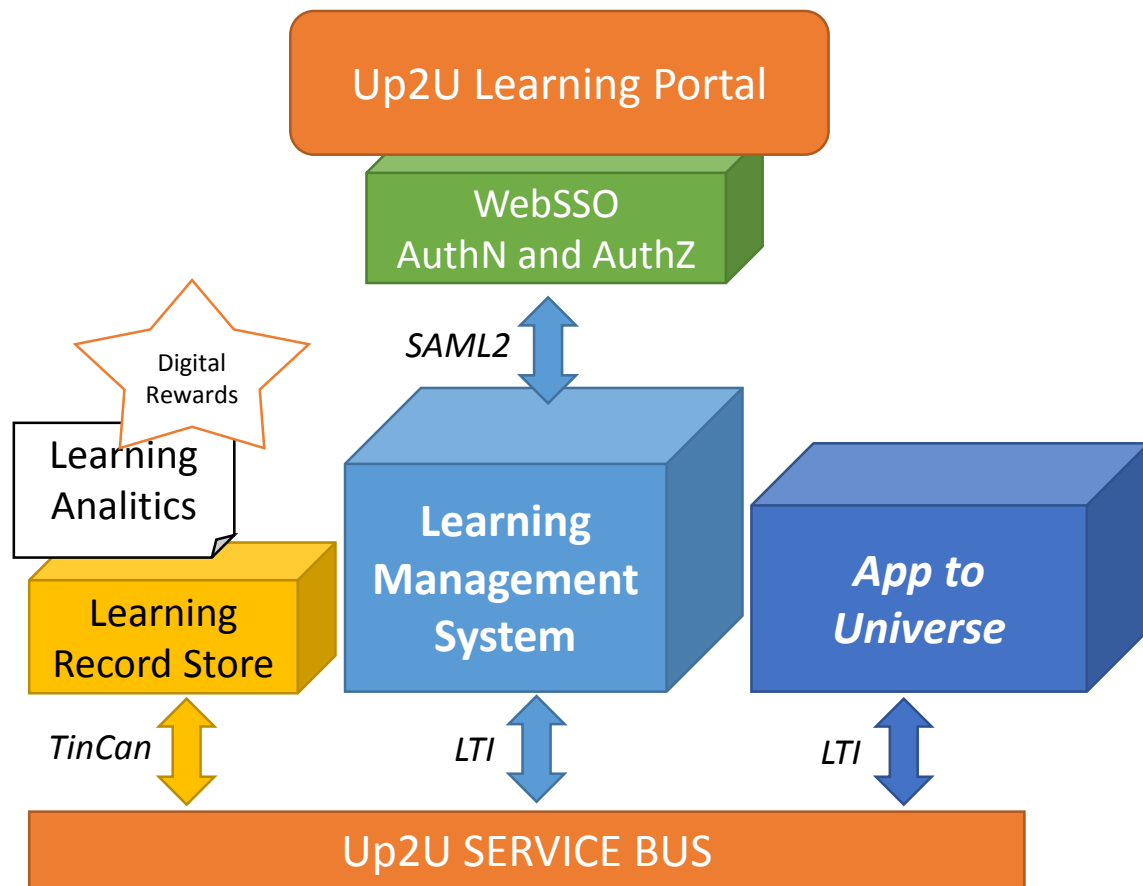


- Open Technology
- Standard APIs
- Value-add
- Scalable
- Modular
- Portable

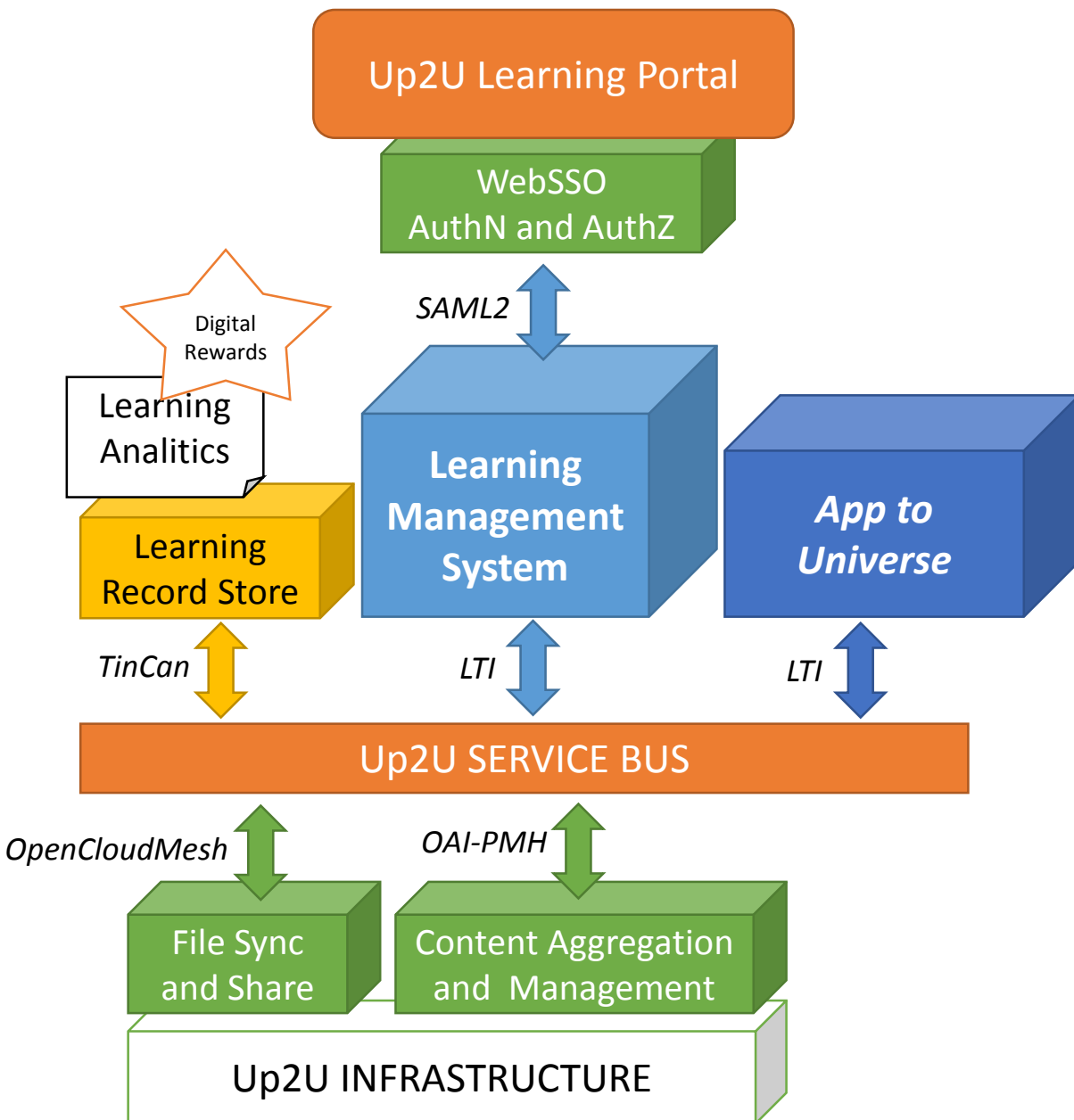
- **INTEROPERABILITY**



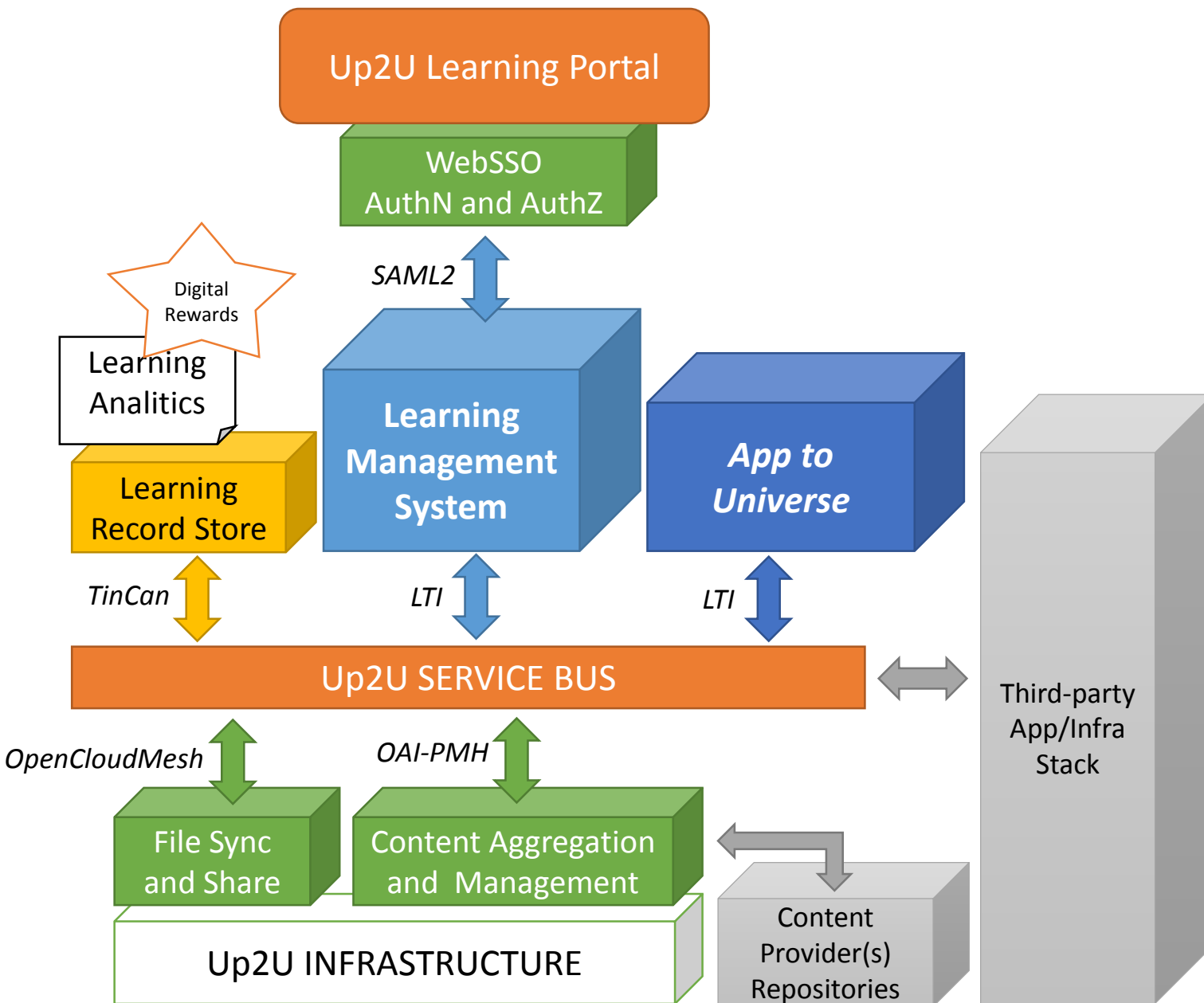
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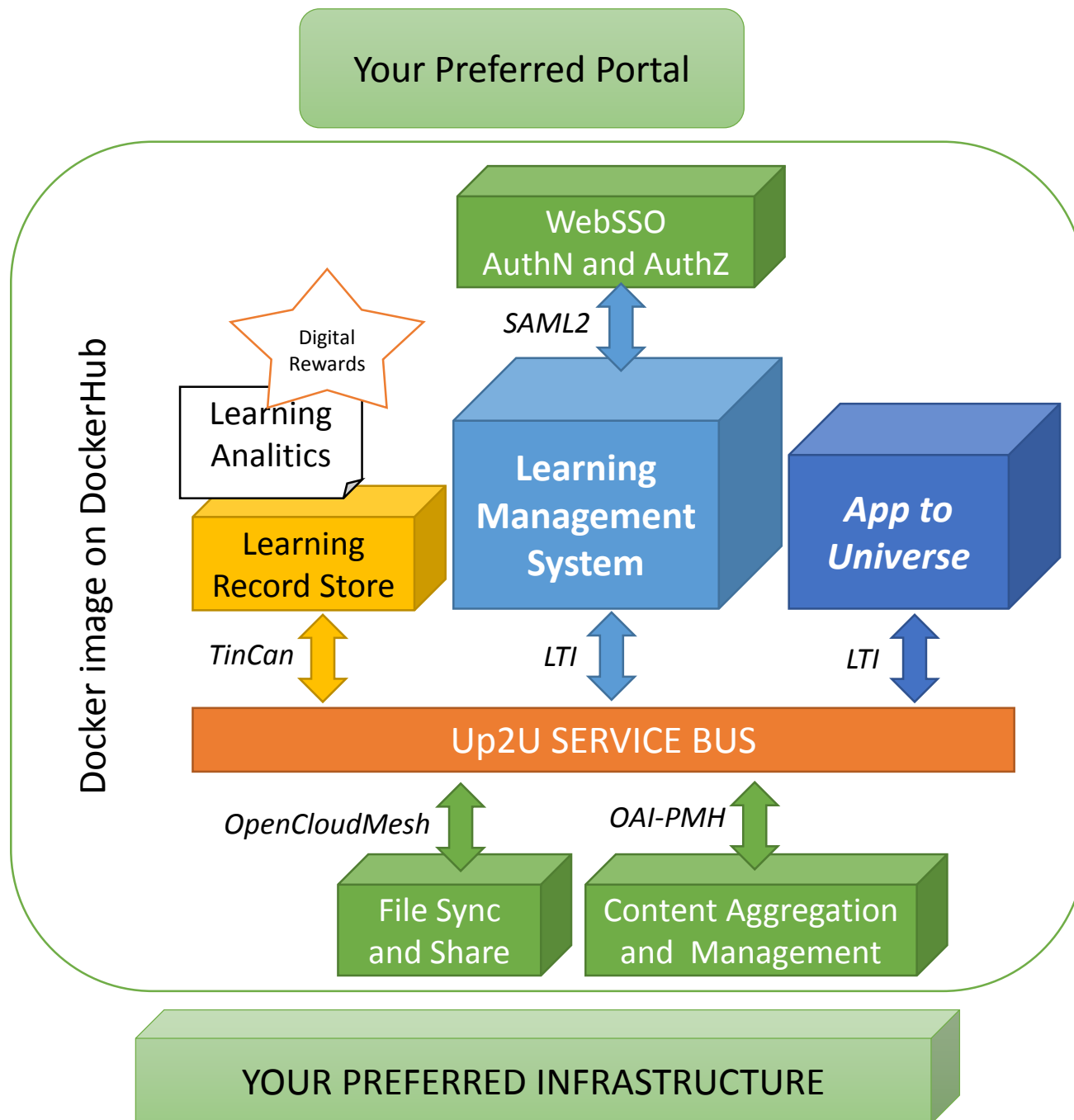
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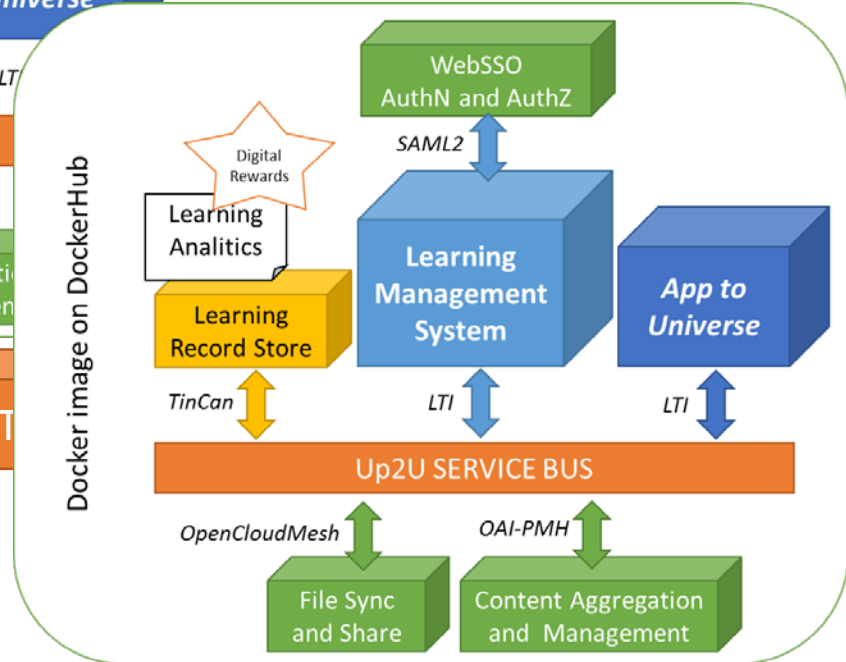
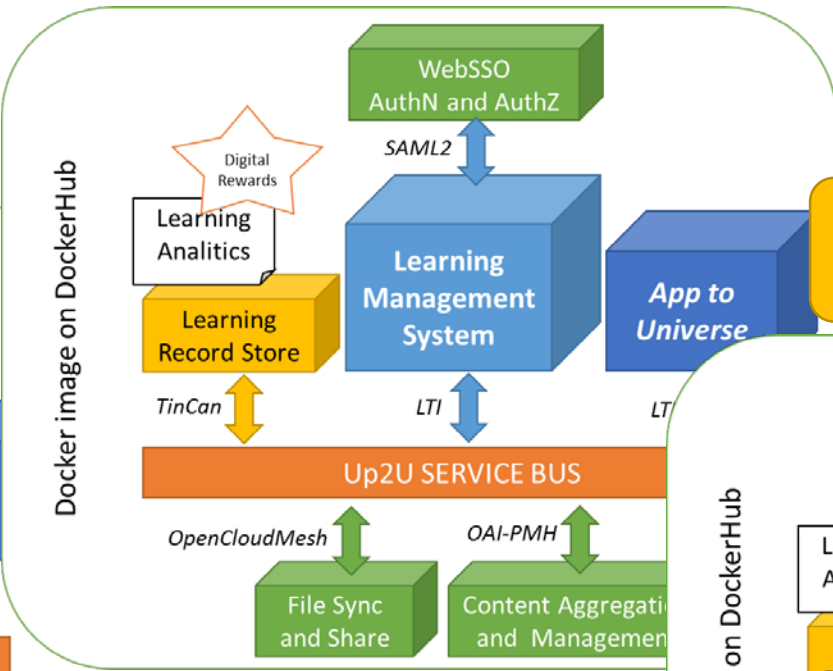
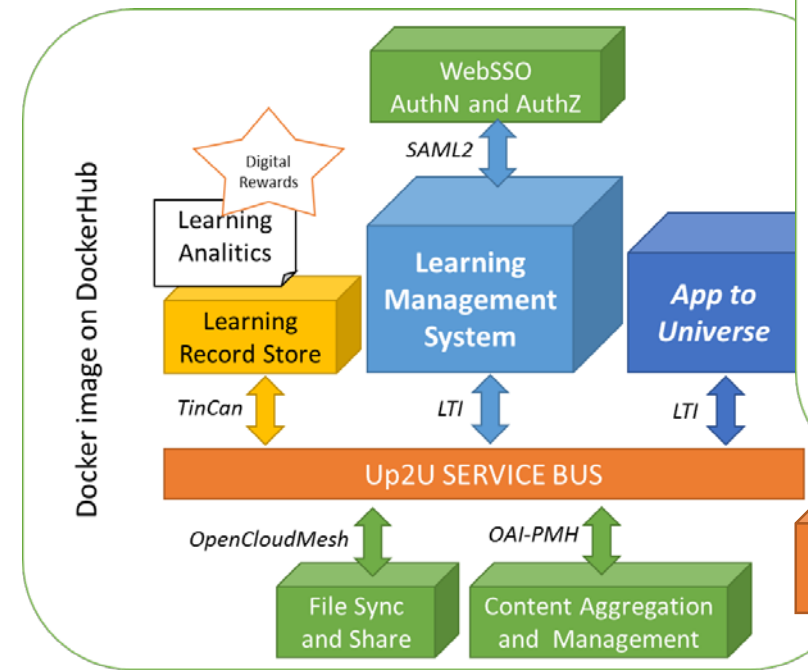


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Your Preferred Portal

Your Preferred Portal

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YOUR PREFERRED INFRASTRUCTURE

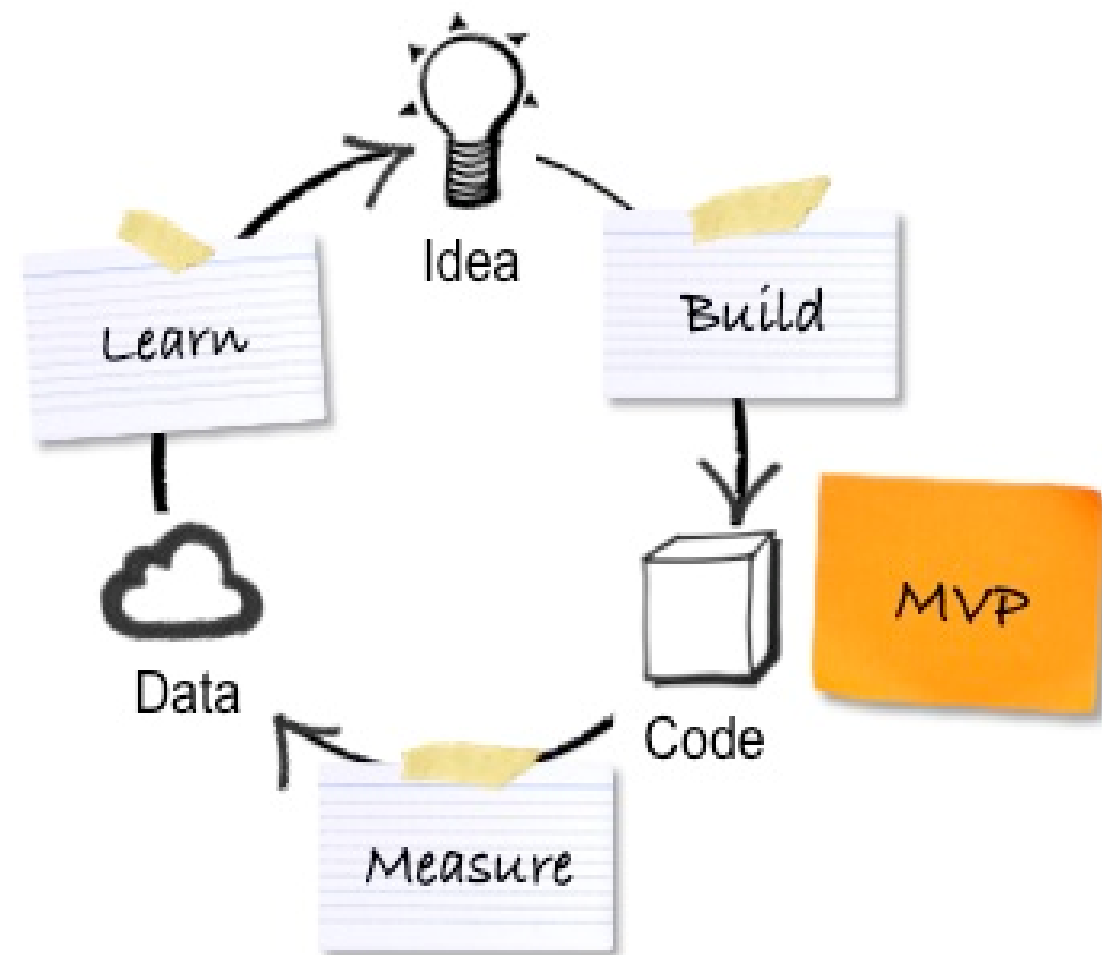
YOUR PREFERRED INFRASTRUCTURE

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• INTEROPERABILITY

Buid as needed

- Rapid prototyping
 - Start with something existing quick
 - Consolidation functions
 - Develop what we need
- Build a platform (fit for purpose)
 - Mobile
 - HTML5
 - Cloud
 - Interoperability



Statement

"We strongly believe that all the tools and services the project is going to use and/or make available (i.e. incorporate, design, develop and test) must be **sustainable after the lifetime of the project.**"

- business plans and investigate appropriate business models using the expertise of the Small Medium Enterprise and National Research and Education Network partners and their contacts with third-party business actors
- make it easy for new schools to join the Up2U infrastructure and ecosystem that will form a federated market-place for the learning community

In conclusion

- There has been no extensive study that investigates the intersection of digitally equipped but not digitally educated high school students in Europe.
 - Technology aspects
 - Pedagogical aspects
- Formal and informal learning environment intersection is that our project primarily addresses in order to create equal opportunities for students going to university.
- Create the right conditions in the digital space for children to learn.
- Get it from the cloud or take it on-site.

<https://up2university.eu/contact/>

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