

Active Digital Learning Environments in Schools

Active Learning Needs Mapping

To design an Active Learning Methodology, it was necessary to make a thorough analysis of the existing situation in terms of learning methodologies and tools, in terms of teacher and student needs and in terms of school conditions to implement the methodology.

The ADLES consortium generated a set of reports that present the current situation in each of the participating countries in terms of teacher, student and other stakeholders' needs. The reports also present an analysis of current active learning approaches in secondary and vocational schools.

The reports are available here:

<http://adles.eu/outputs/>



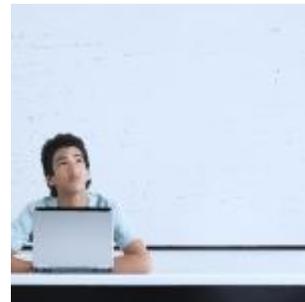
Active Learning Methodology

The ADLES consortium created a document that presents the definition of a valid and replicable active, PBL, learning methodology based on ICT tools and how it can be implemented in secondary and vocational schools.

The methodology addresses three different levels: the institutional, the pedagogical and the technological. The first one relates to the creation of guidelines for school managers to introduce systematically active learning; the second one relates to the support to the teachers and pedagogical implications; the third one relates to the technological requirements to support it.

The document is available here:

<http://online.fliphtml5.com/yqaa/ozka/>



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ADLES PBL Platform

The ADLES PBL Platform is an Active Learning Environment (ALE) including serious games, interactive simulations and virtual communities where students feel comfortable and are motivated to be active.

The ADLES consortium generated two documents with the technical specification and design of the platform. These documents are available openly in the following addresses:

ADLES Development Tools and Resources

<http://flihtml5.com/yqaa/zpla/>

ADLES Platform Design

<http://flihtml5.com/yqaa/uuzl/>



News and Events

The second project meeting took place in Bergamo, Italy, from the 09th to the 10th of July 2018.

Partners focused on the approval of Output 1 (AL Methodology) and the design of Outputs 2 (PBL Platform) and 3 (Problems and Challenges).



The 3rd project meeting will take place in the Universidad de Vigo, Spain, from 17th to the 18th of December. Partners will focus on the status of development of the PBL platform.



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