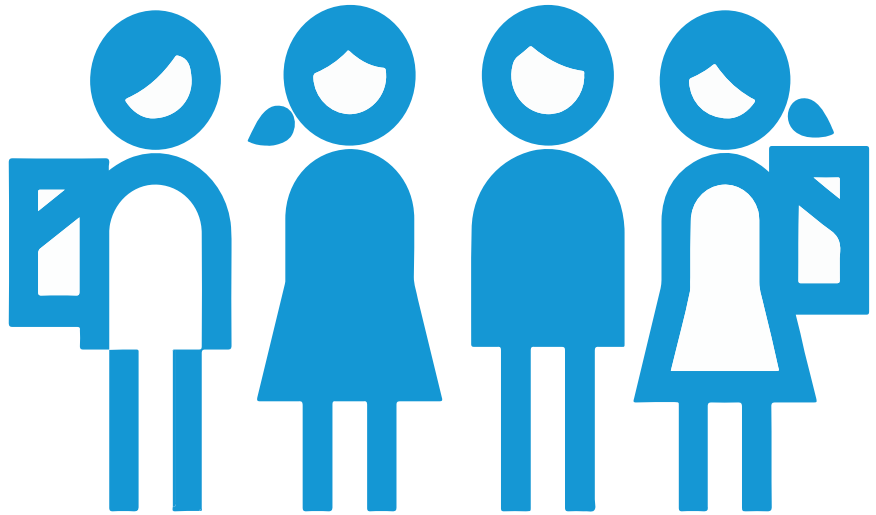
ACTIVE DIGITAL LEARNING ENVIRONMENTS IN SCHOOLS



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PROJECT BACKGROUND

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- Traditional learning methodologies based on passive transmission of information are not suited for developing competences needed for professional life.

- There is a need to modernize pedagogical methodologies into active learning processes.

Problem-based learning (PBL)

PROBLEM BASED LEARNING (PBL)

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- Schools and teachers need to change their pedagogical methodologies, moving into active learning processes whereby students engage in activities that promote higher order learning skills like analysis, synthesis, and evaluation.

Students develop their knowledge and competences by following a problem solving process based on real-life situations.

Leads to improvements in: critical, lateral and creative thinking, problem solving strategies, intrinsic motivation, group collaboration, communication skills, etc.

ADLES: AIMS AND OBJECTIVES

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- Supporting PBL through ICT tools (serious games, interactive simulations, virtual communication platforms, etc.) creates **Active Digital Learning Environments (ADLE)** where the new technologically-savvy students feel comfortable and are motivated to be active:

HIGHLY INTERACTIVE AND IMMERSIVE

ENGAGEMENT OF MULTIPLE SENSES

MENTAL AND PHYSICAL STIMULATION

PROMOTE DIGITAL LITERACY

DEVELOPMENT OF PRACTICAL SKILLS

TRANSFER OF LEARNING

ADLES: AIMS AND OBJECTIVES

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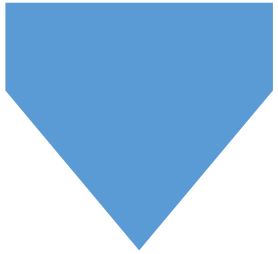
To make teachers confident in using and applying these new methodologies and tools, they must be supported and helped.



The objective of the ADLES (Active Digital Learning Environments in Schools) project is to work with and prepare teachers to implement active learning methodologies based on PBL supported by an **online platform** that includes a set of digital that allows students to experiment, collaborate and communicate in an extended and multinational learning community.

ADLES: PROJECT OUTCOMES

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1

Active Learning Methodology: 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 resulting report presents 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.

ADLES: PROJECT OUTCOMES

2

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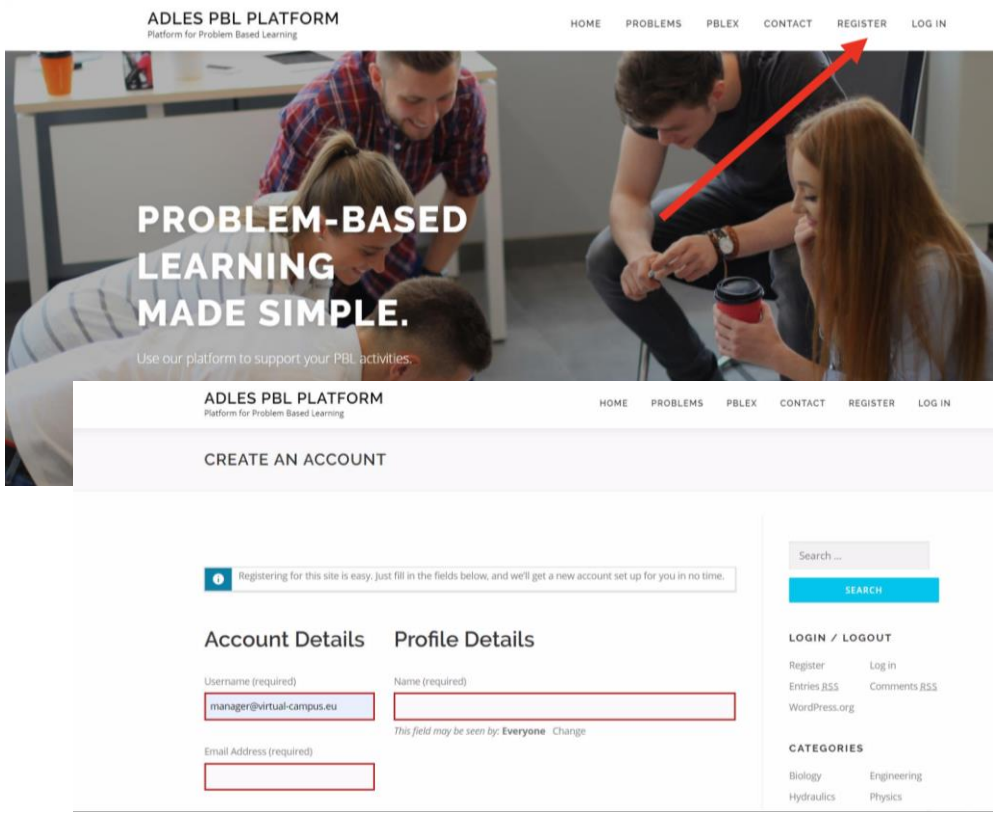
PBL Platform: online PBL platform that supports that methodology through the production, storage, share and reuse of problems and challenges to be used.

The platform will also organize the process of setting up a PBL process by guiding the teachers through all the stages of the methodology and will allow a multinational collaborative problem-solving process.



ADLES: PROJECT OUTCOMES

3

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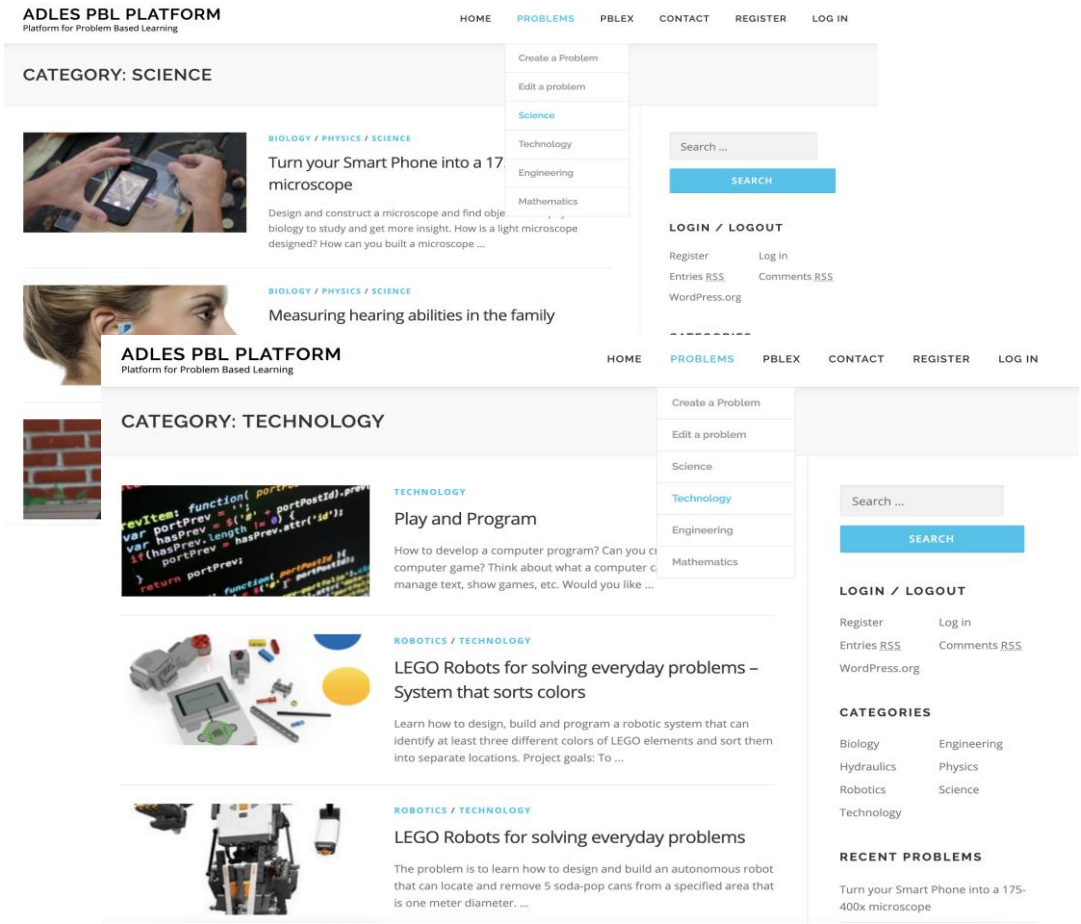
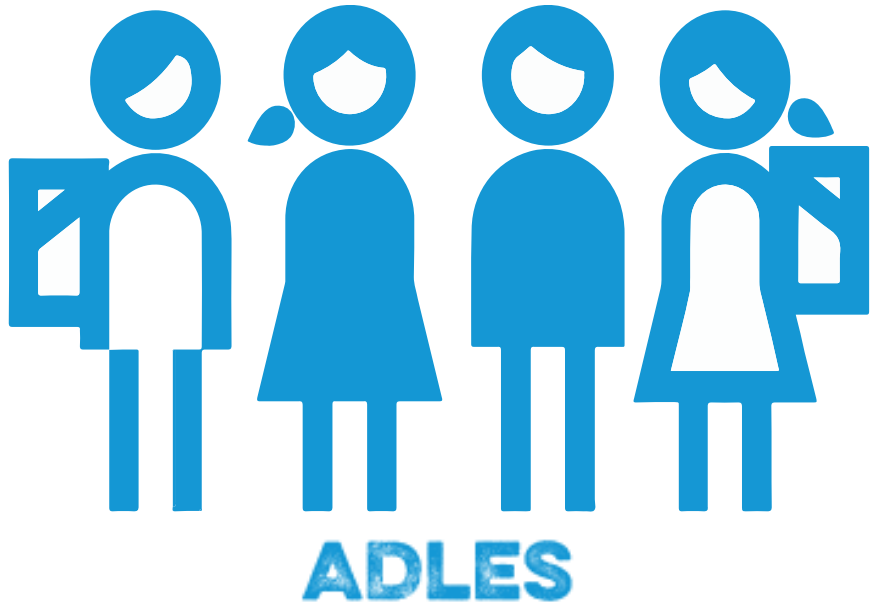
Problems: set of 36 problems based on simulations and games integrated in the platform with the corresponding pedagogical guidelines.

These problems are configurable and customizable, for instance to reflect real situations.



WEBSITE

http://adles.eu/



FACEBOOK:

https://www.facebook.com/adlesproject/

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