

Active Digital Learning Environments in Schools

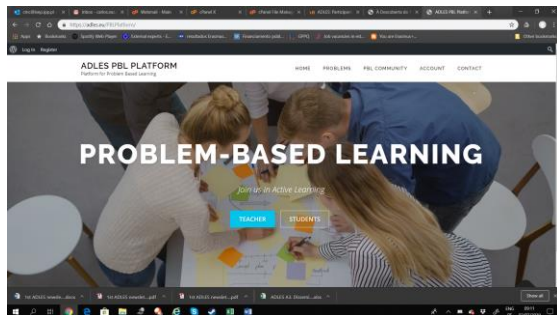
ADLES PBL Platform

A first version of the ADLES PBL Platform has been released by the ADLES consortium. The platform will now be tested by teachers, experts and students.

The ADLES PBL platform is an Active Learning Environment (ALE) including serious games, interactive simulations and virtual communities where the new technologically-savvy generation of students feels comfortable and is motivated to be active.

These tools involve mental and physical stimulation and develop practical skills: players have to decide, to choose, to define priorities, to solve problems, etc.

The platform is available at <http://adles.eu/PBLPlatform>



3rd Project Meeting, Vigo, 17-18 December 2018

In the third project meetings partners focused on the status of O2 and O3, the development of the PBL platform and challenges. A preliminary draft of the platform was tested by the partners.



Partners also discussed the alpha, beta and pilot testing stage of the platform and the organization of the future multiplier events.



The next (and final) meeting will take place in Ankara, Turkey, in July 2019.

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.




Active Digital Learning Environments in Schools

Examples of ADLES Problems



3rd ADLES



INSTALLING AN ENERGY GRID IN A CITY

The problem aims to build STEM skills among secondary education students by combining knowledge from diverse subjects for solving a real life engineering problem through a methodology that simulate...

ENERGY SYSTEMS / ...

POSTED BY OLIVIER HEIDMANN



DIGITAL SKILLS FOR EMPLOYABILITY AND SOCIAL INCLUSION

To help students to learn a range of tasks to improve digital competencies, problem solving and analytical thinking skills in an environment inspired by workplace. They will play the Employ game. w...

LIFE SCIENCES

POSTED BY ADMIN

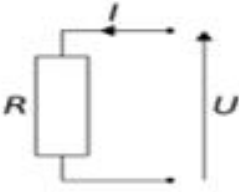


DIGITAL IDENTITY

To help students to understand the concept of digital identity. They will achieve a 3-step process, where they first search for information about Mr X, a fictional person created by the teacher. t...

UNCATEGORIZED

POSTED BY ADMIN



TESTING SOLVING MISUNDERSTANDINGS IN THE LAW ...

Indicate that in a simple circuit with a given resistance value as the supply voltage of the circuit increases, the current is increasing in the circuit. • Recognize that in a simple circuit with...

PHYSICS

POSTED BY OLIVIER HEIDMANN



WATER FILTER

The objective of this activity is to design and build a water filter made of every day materials.

ENGINEERING / ...

POSTED BY ADMIN



BOTTLE ROCKET

The objective of this activity is to design, build and launch a rocket made out of a plastic bottle and powered with an air pump.

ENGINEERING / ...

POSTED BY ADMIN