

Active Digital Learning Environments in Schools

The ADLES PBL Platform

The ADLES PBL Platform has been tested in alpha, beta and pilot tests by teachers, experts and students as well as the ADLES consortium. The tests run from January to July 2019 and contributed to the improvement of the platform.

The ADLES PBL Platform provides problems which are defined by teachers within areas of the STEM (Science, Technology, Engineering and Mathematics). The problems can be related directly to a curriculum in a particular topic or it can be a problem relating to project work of a more multi-disciplinary set-up.

The ADLES PBL Platform provides functionality to develop problems into a so-called PBLEX. The PBLEX is the digital set-up where teachers can specify learning goals, can specify the problem assignments or tasks for students, and what needs to be delivered. Furthermore, the PBLEX provides information on what is needed for the student to have fulfilled the assignment. It is an important feature which secures that the teacher specifies the directions and continuously can be following the students' learning.

The ADLES PBL Platform has a focus on the possibility communication between students and teacher through a chat function. This supports active learning which is the focus of the project.

A community has been created at the ADLES PBL Platform securing that teachers with same interests can communicate and discuss topics. This community is expected to grow as the ADLES PBL Platform is being used. The ADLES PBL Platform is available at <http://adles.eu/PBPlatform>

Multiplier Events

The ADLES PBL Platform has been presented to a variety of stakeholders in the partner countries through Multiplier events.

At the event in Greece a total of 93 participants worked through PBL teamwork problems using the ADLES Platform.



In Turkey 72 school teachers were presented for the ADLES Platform.



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In Denmark a total of 40 students and teachers tried the ADLES Platform.



In Spain a total of 66 attendees participated in the three Multiplier Events: two of them were held in Vigo and the other one in Santiago de Compostela.



And in Portugal 51 attendees participated in the Multiplier Event.



Events

4th project meeting in Ankara 1-2 July, 2019. The meeting was held at the Hayme Ana school, Ankara. The project welcomed the expert Derya Akcal from the National Agency in Turkey. At the meeting, there was a possibility to show the platform and to the Agency expert.



The overall purpose of the meeting was to establish full overview of the project and the remaining parts.

Selected Results of the Projects

Over the last 2 years, the ADLES Project has received a number of results:

- Disseminations in about 90 events and round 55.000 different stakeholders
- About than 3.100 unique viewers at the ADLES website
- More than 525 unique likes on Facebook
- A total of number of 750 testers of the platform
- Generated 121 number of problems where of 35 are in unique languages (Turkish, Spanish, Portuguese, Greek, Italian and Danish) – 20 of these include game and simulation perspectives
- A total of 350 different stakeholders have been involved in the multiplier events held

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