

Up 2 University

H2020 Project

**Bridges the gap between secondary
schools and higher education**

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Bridges the gap between secondary schools and higher education & research by better integrating formal and informal learning scenarios and adapting both the technology and the methodology that students will face in university.



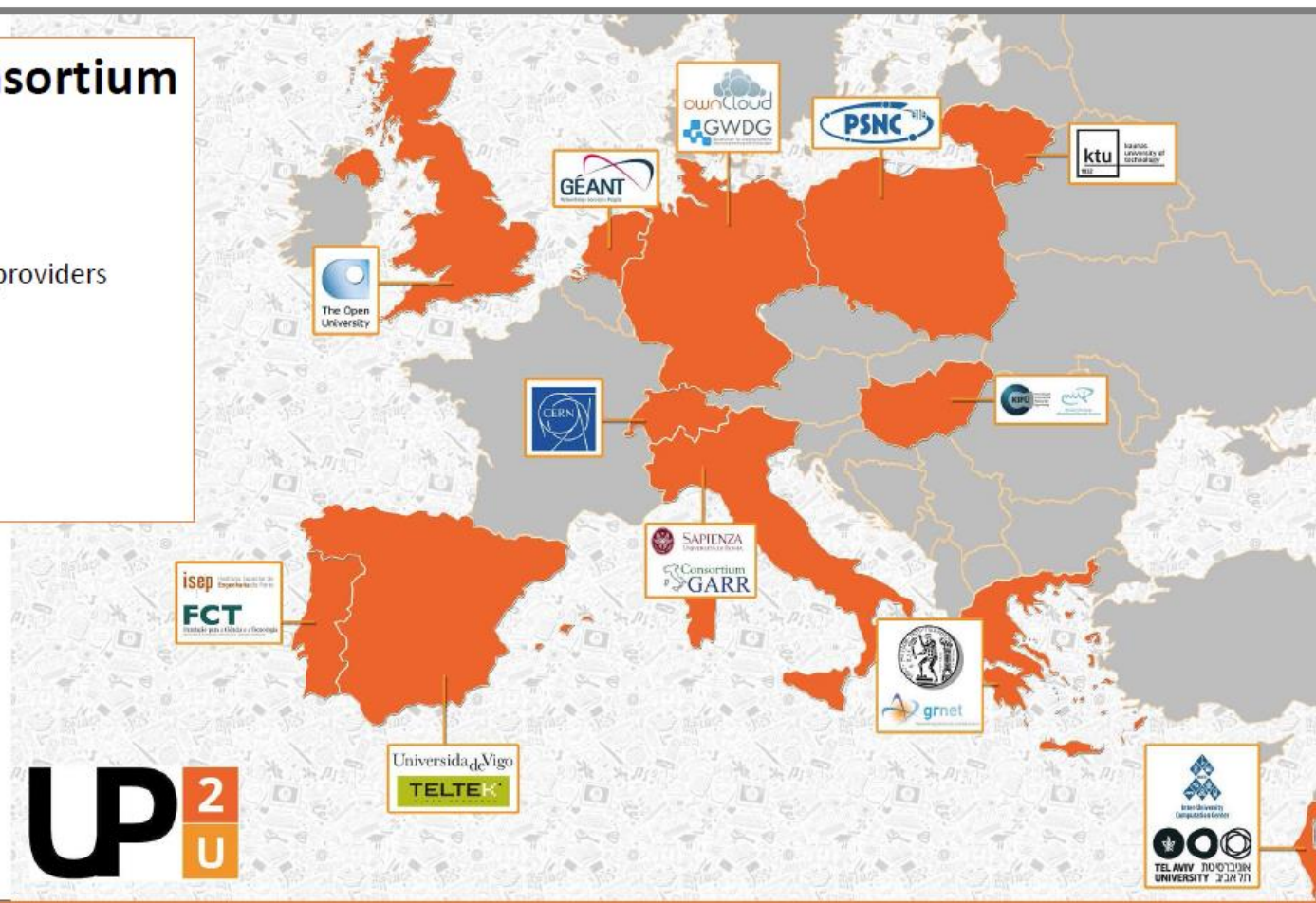
Up2U Consortium

18 partners

- Universities
- NRENs
- Infrastructure providers
- Commercials

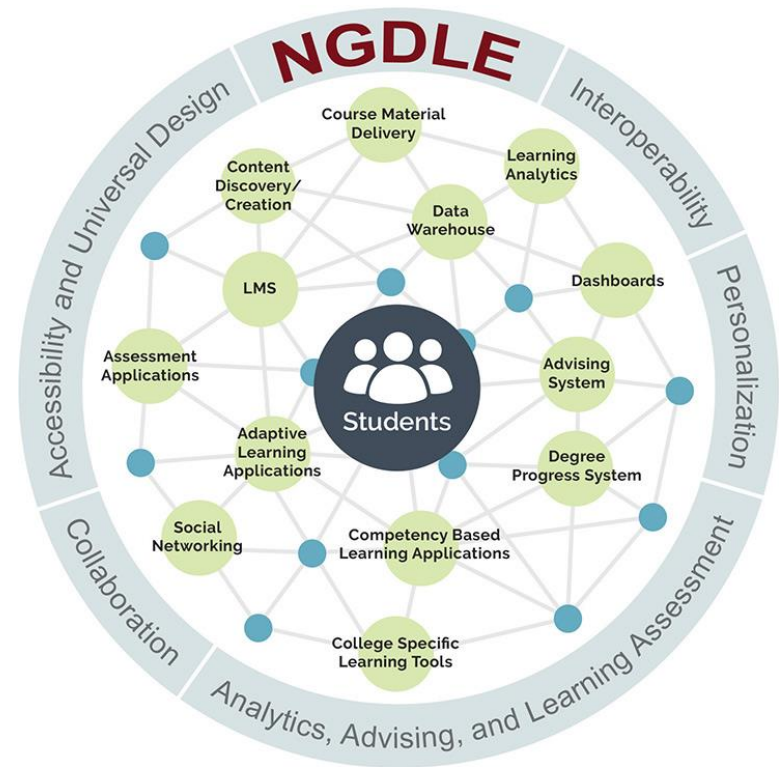
12 countries

- EU
- Switzerland
- Israel

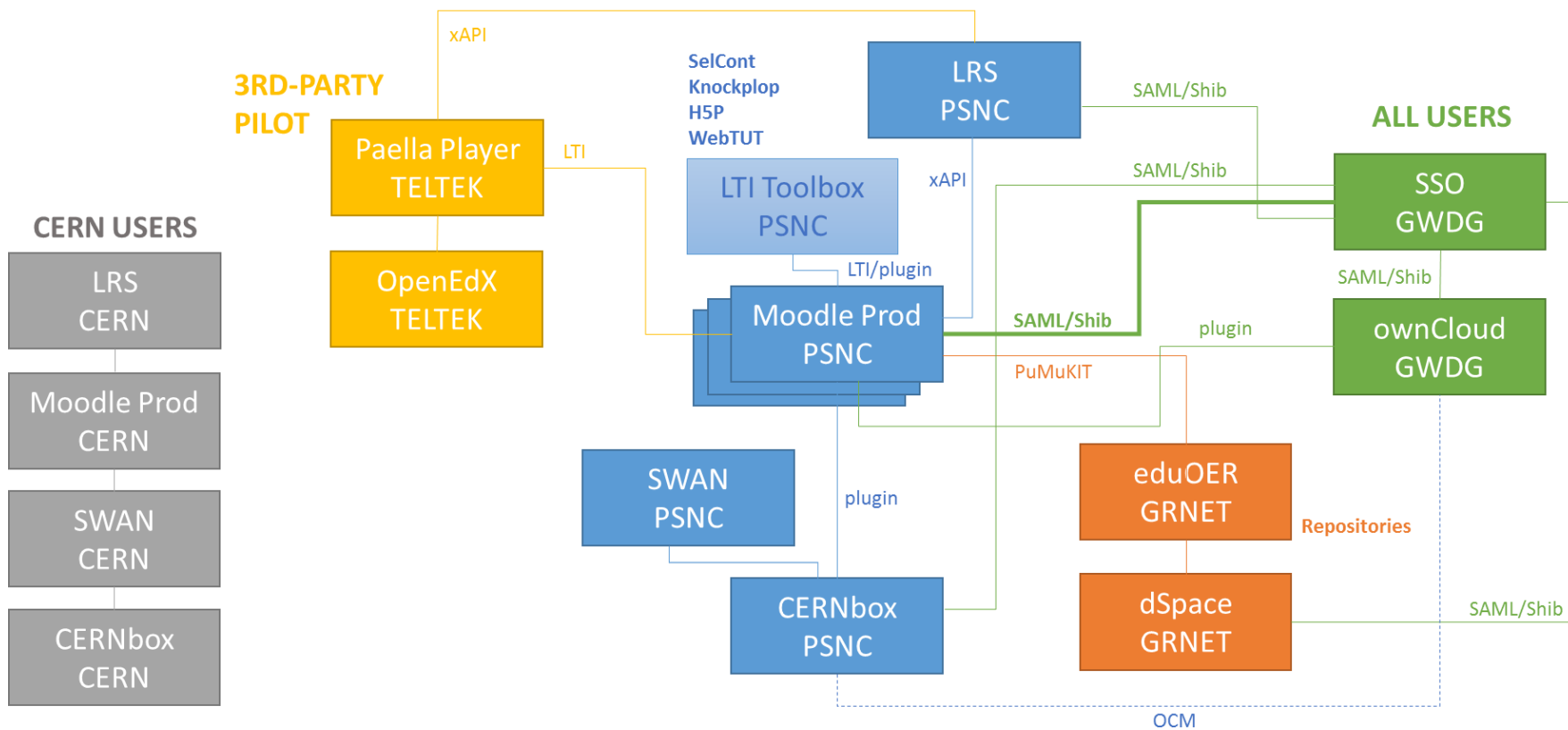


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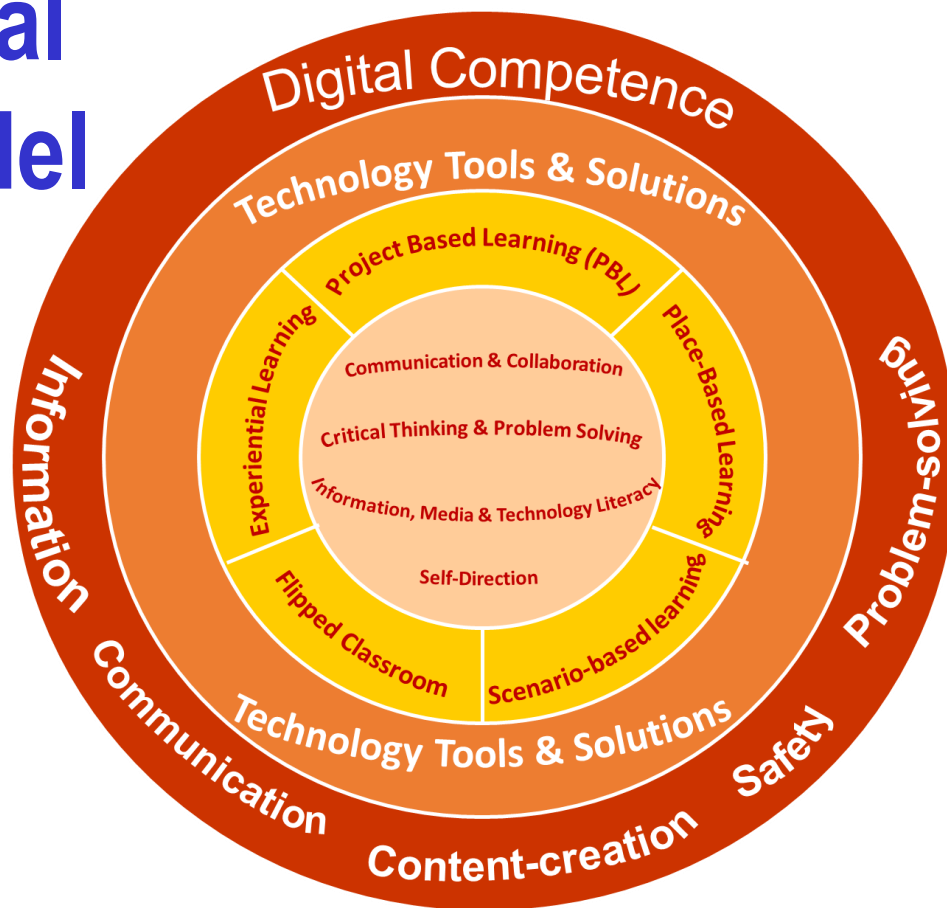
- Personalized
- Strong teacher support
- Close community links
- Broad and diverse curriculum
- Outside and inside school involvement
- Create the right conditions and students will learn!



- The aim is to develop an innovative ecosystem for students preparing for university :
 - More open
 - More effective & efficient co-design,
 - Co-creation and use of digital content, tools and services
 - Personalized, collaborative or experimental learning.
- Intersection of formal and informal spaces
- Dynamic hybrid learning environment.
- Address project based learning and peer-to-peer learning scenarios.
- The project is going to develop business plans and investigate appropriate business models.
- The plan is to make it easy to join the Up2U infrastructure and ecosystem.



The skills & digital competence model



Formal Learning

Takes place in a structured, organized setting

Non-formal Learning

Not expressly and permanently designed for an educational system; however it does include planned activities and the presence of teachers

Informal Learning

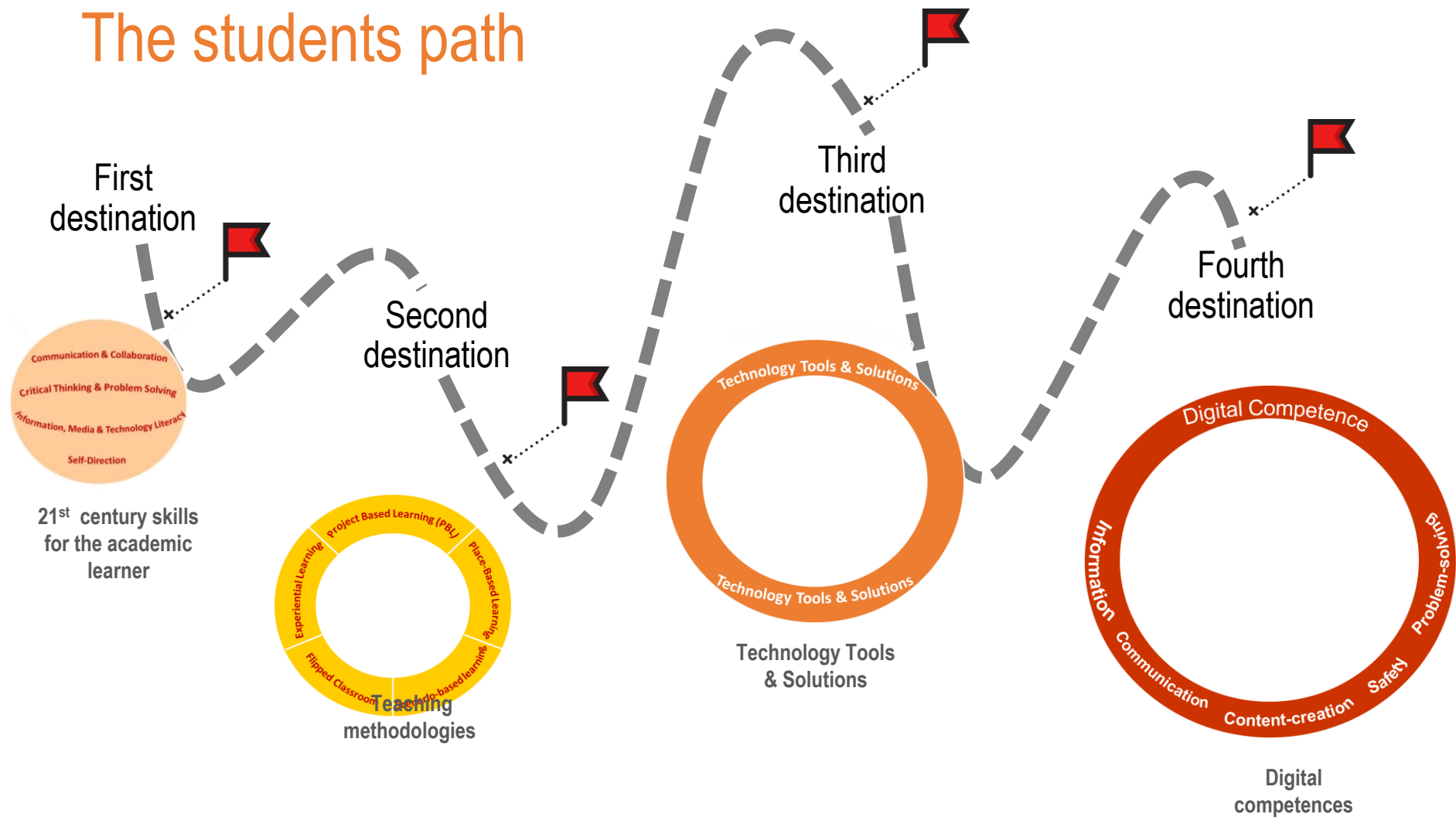
Learning as a result of self-directed recreational, family and daily activities.



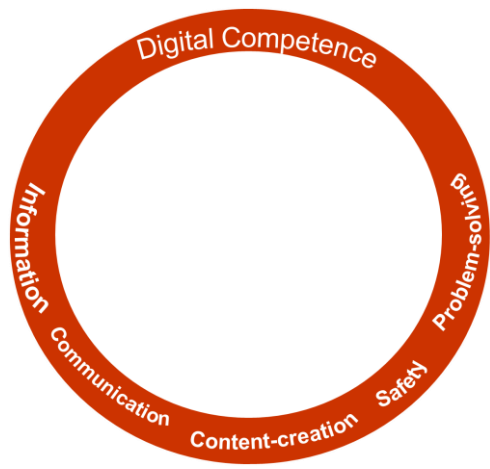
CONTEXT

*ISCED (UNESCO) classification

The students path



21st century skills for the academic learner



Constructing a collaborative, polarized, thematic (thus project-based) learning path that is a **formal/informal hybrid**, between school communities and networks, in a “**virtual reality**” environment, implies the use of a *network design*, entailing:

- The **sharing of objectives**, a focus on themes, **negotiated engagement**
- The sharing of organized forms of **communication**, supervision, reporting
- **Interaction with external resources and experts**, together with interaction among participants

Project Based Learning (PBL)

skills for the academic learner

Teaching methodology

Critical Thinking & Problem Solving
 Communication & Collaboration
 Information, Media & Technology Literacy

PBL students work in groups to solve challenging problems that are authentic, curriculum-based, and often interdisciplinary. Learners decide how to approach a problem and what activities to pursue. At the end of the process, they demonstrate their newly acquired knowledge and are judged by how much they've learned and how well they communicate it.

Technology Tools & Solutions

Mind maps
 Project management
 Content management system

Wikis (core)
 Trello
 Mindmup
 Group assignment (core)

THANK YOU!