ENGAGING TEACHERS

introduction

• Who are we?
• About Futurelab
• Purpose of this session
About Futurelab

- Originally formed from NESTA
- Independent since April 2006
- Mixture of backgrounds
- Provide the space for experimentation and the exchange of ideas between the creative, technology and education sectors.
- Always work in partnership
- Three main areas of activity:
  - research
  - communications
  - technology development

‘Stimulating a culture of innovation in education’
Questions to ask yourself...

• What would we want to get out of working with Futurelab?

• Could working with Futurelab support any CPD?

• Would working with Futurelab fit into any other initiatives at our school? Or meet any requirements?

• Are there different ways in which we might work together?

Could it work for me?
Why get involved?

• Opportunities to work with externals – researchers, developers, designers
• Time, space, resources (and impetus) to try out new approaches
• Shape and inform our work
• Professional development
• Access to research and information about learning technologies and our network
• Become a partnership school

What’s in it for us?
Levels of involvement

• Giving us feedback on ideas, paper sketches, software or hardware prototypes
• Taking part in design workshops
• Experimenting with innovative teaching and learning models
• Subject expertise
• Whole school projects
• One off testing sessions or long term involvement

How involved do we need to be?
Fizzees

Fizzees (Physical Electronic Energisers) is a prototype project that enables young people to care for a 'digital pet' through their own physical actions. In order to nurture their digital pet, keep it healthy and grow, young people must themselves act in physically healthy ways.
Fizzees: School involvement

Pre development: 2 schools – small workshops with 6-8 children (KS2 & KS3). Participants gave us feedback on the concept and character design. (1 hour + admin)

Trialling: 1 primary school - 4 children (yr5 & 6) wore the Fizzee for 5 days. Interviews and diary.
Space Mission

Space Mission is an interactive 90-minute experience of 'real time' science, designed to get students working together to prioritise, solve problems, and make decisions based on sound scientific analysis.
Space Mission: School involvement

- Four schools – 24 students (yrs 8 & 9)
- pre mission training for staff
- observations taken during the training session and the mission itself
- student questionnaires, before and after the mission
- focus group interviews with students after the mission
- interviews with teachers, before and after the mission.
Mudlarking in Deptford is a new kind of guided tour which empowers young people to engage creatively with the built environment. It involves users as co-designers, producing a tour by making use of mobile technologies to both initiate and respond to objects in and around Deptford Creek.
Mudlarking: school involvement

- two secondary schools
- approx 24 students from each
- one group involved in a series of design workshops (6 hours over a few months) to design the initial tour and shape the software design
- both groups trialled the tour
- teachers observed the tour
- focus groups and questionnaires following the tour – teachers and students
Create-A-Scape
Newtoon

Newtoon is a mobile phone and web activity which aims to embed physics learning in mobile gaming. It enables young people to author, play, edit and share fast-paced microgames for their mobile phones, where game rules are based on a set of Newtonian physics principles.
Newtoon: school involvement

- Workshops for teachers – reflected on practice, shared subject expertise
- Concept validation focus group with students (class of 30 – approx 1 hour)
- Two secondary schools for trials
- Planning workshop pre trial to develop/refine lesson plan/create appropriate learning environment for the trial
- Interviews with teachers and students at the trial schools
- Review final report
Fountaineers

Fountaineers involves a whole primary school in the co-design of an interactive, intelligent programmable water fountain. The project is exploring different ways of organising learning, create alternative educational experiences and enable learner voice.
Fountaineers: Key aspects

- whole school collaborative design process: learner voice & alternative relationships
- fountain: multi-input/multi-output (MIMO), flexible, interactive and programmable for continuous re-configuration
- ongoing management & use: owned and led by pupils
Fountaineers: school involvement

- Whole school
- 208 children 5-11 / 14 staff
- Year long project and ongoing
- Mix up days/sessions
- CPD sessions
- Interviews
- Focus groups
- Diaries / logs
- Specific sessions
- Integration into teaching
Current and upcoming projects:

This year – last week of term 2007
Looking for:
• 1-2 teachers
• 10 students, KS3/KS4 (14-16) (2 at a time)
• To trial a prototype version of the software
How to get involved...

• Email Sarah – sarah.godfrey@futurelab.org.uk
• Fill in a form today!
• Visit our website at www.futurelab.org.uk
Thanks for listening...

Any questions?