eTwinning Professional Development Workshop

"Digital Competences & IT Didactics"

December 11-13, 2019
Courtyard by Marriott Vienna Prater/Messe

Day 1: Wednesday, December 11

14:30   Registration
Lobby

16:00   Welcome
Plenary
- Ursula Panuschka, *Head of Erasmus+ School Education/eTwinning, OeAD*
- Deirdre Hodson, *European Commission*
- Martin Bauer, *Austrian Federal Ministry of Education, Science and Research*
- Rute Baptista, *CSS / European SchoolNet*

16:30   Keynote: Kurt Söser, Teacherpreneur
Plenary

17:15   Ice-breaking Activity
Plenary

18:45   *Break*

19:30   Dinner
Hotel restaurant

Day 2: Thursday, December 12

09:00   Keynote: Gary Jones, *Makeblock*
        Plenary

09:45   Workshops

Workshop A	Workshop B	Workshop C	Workshop D	Workshop E
How to use the Internet safely and responsibly: Information for teachers	Digital Games for 21st century skills	Computational Thinking with BBC micro:bit	How the SELFIE tool can help your school with digital technology use?	Capacity building for teachers
Krieau 2	*Krieau 1*	*Prater 4*	*Prater 3*	*Messe 5+6*

11:15   Coffee break
        Lobby

11:30   Workshops

Workshop A	Workshop B	Workshop C	Workshop E	Workshop F
How to use the Internet safely and responsibly: Information for teachers	Digital Games for 21st century skills	Computational Thinking with BBC micro:bit	Capacity building for teachers	Speed-dating with AI
Krieau 2	*Krieau 1*	*Prater 4*	*Messe 5+6*	*Prater 3*

13:00   Lunch
        Hotel restaurant

14:00   Project presentation "learn to ProGrAME": Oswald Comber, *University of Vienna*
        Plenary

14:45   Departure from the hotel to off-site workshops

15:30   Workshops

Workshop I	Workshop J	Workshop K	Workshop L	Workshop M
Future Learning Lab	Education Innovation Studio	FLIP - Erste Financial Life Park	Da Vinci Lab	NMSi Feuerbachstraße
Off-site				

17:00   Departure to traditional Viennese Christmas markets

19:30   Austrian-style dinner

Day 3: Friday, December 13

09:00 Keynote: Kari Kivinen, *Lycée franco-finlandais d'Helsinki*
       Plenary

09:45 Workshops

Workshop D	Workshop F	Workshop G	Workshop H
How the SELFIE tool can help your school with digital technology use?	Speed-dating with AI	What education should not forget to deliver	Ideas Powered
Prater 4	*Prater 3*	*Krieau 2*	*Krieau 1*

11:15 Coffee break
       Lobby

12:00 Wrap-up
       Plenary

13:00 Lunch
       Lobby

Thematic Workshops
selected during registration

	Speaker(s)	Workshop name/topic	Workshop description
A	Matthias Jax *Austrian Institute for Applied Telecommunications*	How to use the Internet safely and responsibly: Information for teachers	For your pupils, digital media are a natural part of their lives. Nevertheless, they often underestimate the risks and consequences of their actions on the Internet. Teachers, on the other hand, often lack the experience to competently support them in Internet and mobile phone matters. This workshop gives an overview of current relevant digital issues and how to deal with them.
B	Thomas Wernbacher and Nikolaus König *Danube University Krems*	Digital Games for 21st century skills	Nikolaus König and Thomas Wernbacher will talk about the current state-of-the art in game-based learning and present a showcase of best practices for digital applications in the context of competence transfer (focussing on computational thinking and 21st century skills) as well as assessment. The workshop will be centered around an open source game creator tool which was developed during the Erasmus+ project „Create Digital Games for Education".
C	Maria Grandl and Katharina Hohla *Graz University of Technology*	Computational Thinking with BBC micro:bit	Computational Thinking (CT) describes the ability to formulate a solution to a problem in a computer-executable way. In our workshop, we would like to show you how CT skills can be introduced and practised in various subjects at school, especially in Digital Literacy in Secondary Education. We will use the BBC micro:bit and a visual programming language to work on interdisciplinary problems. **please bring your own laptop to be able to connect the BBC micro:bit via USB
D	Deirdre Hodson and Panagiotis Kampylis *European Commission*	How the SELFIE tool can help your school with digital technology use?	Is your school looking to improve how it uses digital technologies for teaching and learning? Join this workshop and find out how the free, online self-reflection tool SELFIE can help. Easy to use and set up, SELFIE involves the whole school community in answering a series of questions and statements in six different areas of school life and teaching practice. Since it was launched a year ago 500, 000 teachers, school leaders and students have used the tool. Find out how to customise the tool for your school and use the results for planning and improvement.

E	Rute Baptista *European Schoolnet*	Capacity building for teachers	Teacher effectiveness is the number one determinant of student success. In order to meet the current demands, we've got to engage in practices that support the ongoing growth and development of teachers. How can eTwinning contribute to build teachers' capacity for success so they're empowered to plan, reflect, and process through the barrage of change in a way that meets their students' needs? In this workshop we will work on this question and see how eTwinning contributes to the development of Digital competences of teachers and creates the space for the implementation of IT didactics.
F	Dani Mc Callion *Makeblock Co., Ltd*	Speed-dating with AI	Preparing children for the 21st century is no easy task! Feeling overwhelmed by technology and concepts like artificial intelligence? Why not join our fun, interactive workshop that will break down the concept of AI using an educational robot. You will have the chance to write you own block-based code, integrate some simple AI tools and understand how AI works. Develop your own 21st century skills and learn to take your students into the future! You'll realise it is child's play. Open to both primary and secondary school teachers, ideally with little or no experience with AI. **you are kindly asked to download the software that will be used in the workshop to the device you will have with you: https://www.mblock.cc
G	Axel Zahlut *Innovationsschule*	What education should not forget to deliver	We have bigger houses, yet fewer functioning families; more education, yet less common sense; a better medicine, yet a worse health condition; we have been to the moon but hardly know our neighbors; a higher income, yet less peace of mind and more human beings but less humanity. This workshop focuses on the 3 major challenges in education in a changed, networked society and should initiate a discussion that offers solutions within the status quo. Maybe, it starts with the awareness of the tension between a growth and fixed mindset.
H	Kari Kivinen *Lycée franco-finlandais d'Helsinki*	Ideas Powered 	The Ideas Powered teacher training session is a hands-on workshop, where teachers will get basic information about the intellectual property issues and plenty of practical ideas, tools, and materials that can be used in classroom situations (https://ideaspowered.eu/en/our-projects/ideaspowered@school/resources). The training is based on the new EU key competences for lifelong learning and on the conviction that creativity, innovation, and entrepreneurship can be learned. Schools play a crucial role in systematically developing the competencies, skills, and attitudes that students need to transform their ideas into action. Target audience: This workshop is targeted for teachers

			who want to incorporate the topics of creativity, innovation, and entrepreneurship into lessons. Materials: A searchable collection of links to IP in Education resources provide practical, ready to use lessons in all EU languages for primary and secondary students.
I	(Off-site workshop)	Future Learning Lab, University College of Teacher Education Vienna	The Future Learning Lab (FLL) follows the educational and pedagogical concept of the EUN's Future Classroom Lab and the Austrian project KIDZ: kids in the classroom of the future. FLL Vienna has been training teachers for two years in the field of education, training and further education in its own maker space. We will also be present at this year's education fairs and the BMBWF conferences in order to reflect this worldwide trend in Austria's educational landscape.
J	(Off-site workshop)	Education Innovation Studio, University College of Teacher Education Vienna	The Education Innovation Studio (EIS) is next to the FLL another of the innovation points for research, education, further education and school development of the Center for Innovation in Learning and Teaching. EIS focuses on coding, robotics and storytelling.
K	(Off-site workshop)	FLIP - Erste Financial Life Park	The Erste Financial Life Park is a facility for innovative financial education, promoting know-how in money matters and helping young people acquire the skills it takes to manage their personal financial affairs responsibly and independently. Join the two-hour guided tour designed for school groups aged ten and above.
L	(Off-site workshop)	Da Vinci Lab	The DaVinciLab is a maker space for children and teachers aiming at promoting 21st century skills incl. coding robotics, design & making as well as movie lab in a playful way. During the workshop participants will learn design techniques when using coding & robotics tools (e.g. Makeblock Plattform) to promote computational thinking and making within the national curriculum.
M	(Off-site workshop)	NMSi Feuerbachstraße	The middle school in Feuerbachstraße focuses on informatics in teaching and infrastructure. It is one of the leading schools in the Austrian eEducation initiative to advance digital and ICT-based competencies throughout all schools in Austria.