



Universität für Weiterbildung Krems.



# The Teacher Innovation Laboratory

Integrating digital Innovation in schools  
through teacher training programs

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## Gewünschter Schwerpunkt INTERREG Europe Projekt „Next2Met“ / WITENO

*Mit Blick auf den Transfer in die Bildungswissenschaften -  
was in der Aus-/ und Weiterbildung funktioniert hat stets  
das Potential neue Erfahrungsräume in den  
Fachwissenschaften der allgemeinbildenden Schulen und  
den Universitäten aufzuschließen.*

## Haridusuuenduse koosloome Eesti koolidega

Koosloomel põhinevad meetodid haridusuuringute ja praktika sidumiseks  
Õpianalüütika lahendused õppeprotsessi jälgimiseks ja analüüsimiseks

★ Designing for Digital Innovation at School

★ CEITER Project  
2016-2020

★ Estonian State Award for Research in 2020

<http://edulabs.ee>

<http://ceiter.tlu.ee>



### Robomatematika

Robotitega toetatud matemaatikaõpe põhikoolis, mõju õpilaste motivatsioonile ja haaratusele



### Tark koolimaja

Värkvõrgu võimaluste kasutamine õppetöös selleks, et äratada õpilastes huvi tehnika ja tehnoloogia vastu



### Digimatematika

Uuenduslikud tunnistenaariumid keskkooli matemaatika digiõppevara rakendamiseks



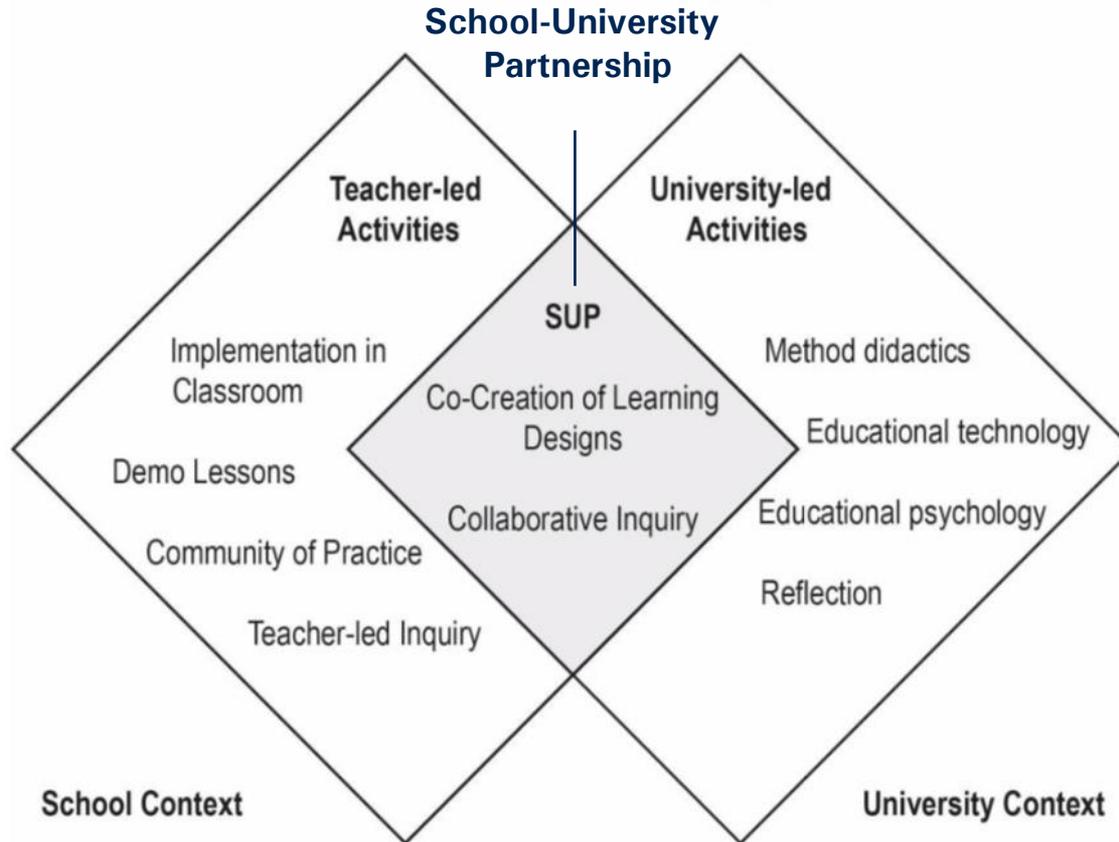
### Mobiilne õuesõpe

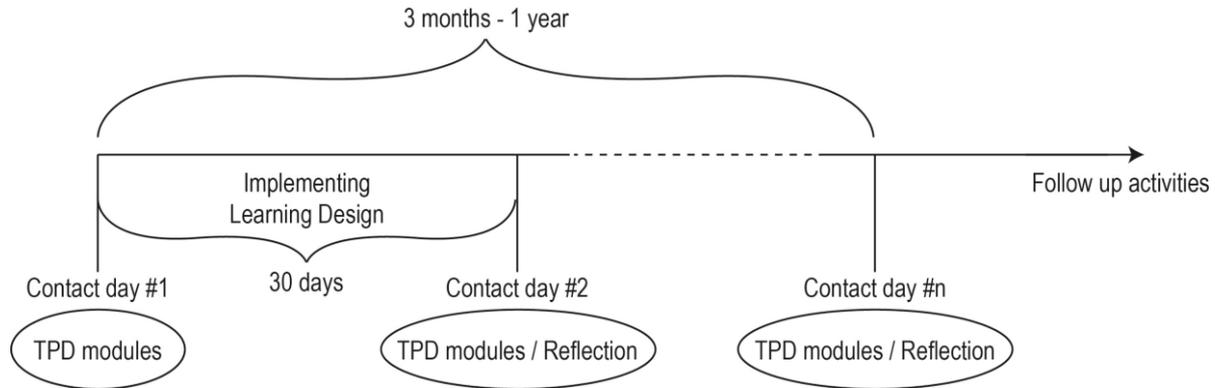
Õuesõppe stsenaariumid loodusainete õppimiseks sensorite, robotikaseadmete ning mobiilirakendustele loodud terviklahenduste abil

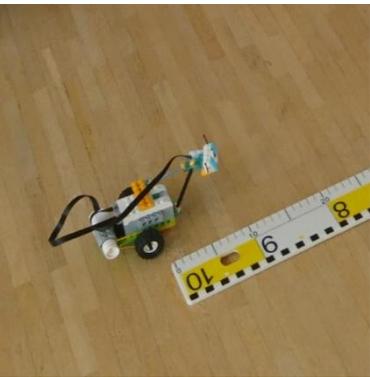
# The Teacher Innovation Laboratory

- ★ Long-term Teacher In-Service Training (6-12 Months)
- ★ Design of new teaching and learning methods for schools
- ★ Collaborative Creation of “Learning Designs”
  - Lessons Plans, Interactive Learning Materials
- ★ Application in own teaching at school, “Teacher Inquiry” and reflection
- ★ Over 150 teachers participated









## Robomath – 21 teachers

- ★ Aim of the training: to provide participants with a collaborative training environment that would facilitate adoption of the Robomath method in the basic education grades 3 and 6
- ★ 6 training days (ca once a month) at the university + collaborative and individual work independently to implement LDs and collect evidences. Period: 9 months
- ★ Co-creation: Learning Designs, student work sheets
- ★ Materials made available for the wider teachers' community in eSchoolbag



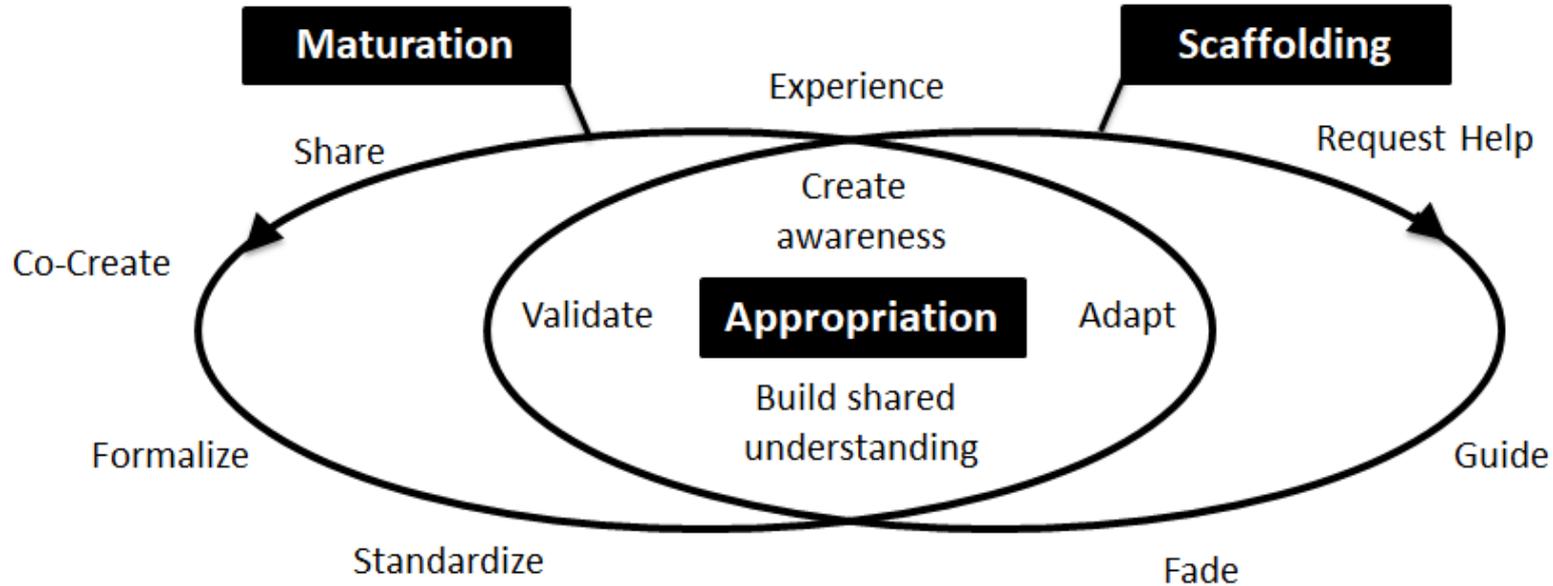
# Knowledge Appropriation in Professional Learning

- **Socio-cultural theory** (Rogoff 1995) (Lave & Wenger 1991) (Billet 2002)
- Cultural practices are created in a community
- Role of tools and artefacts
- Individual learning integrated into cultural development
- Cultural tools (“cognitive tools”) become critical for cognitive development

# Learning: Individual and Collective Agency

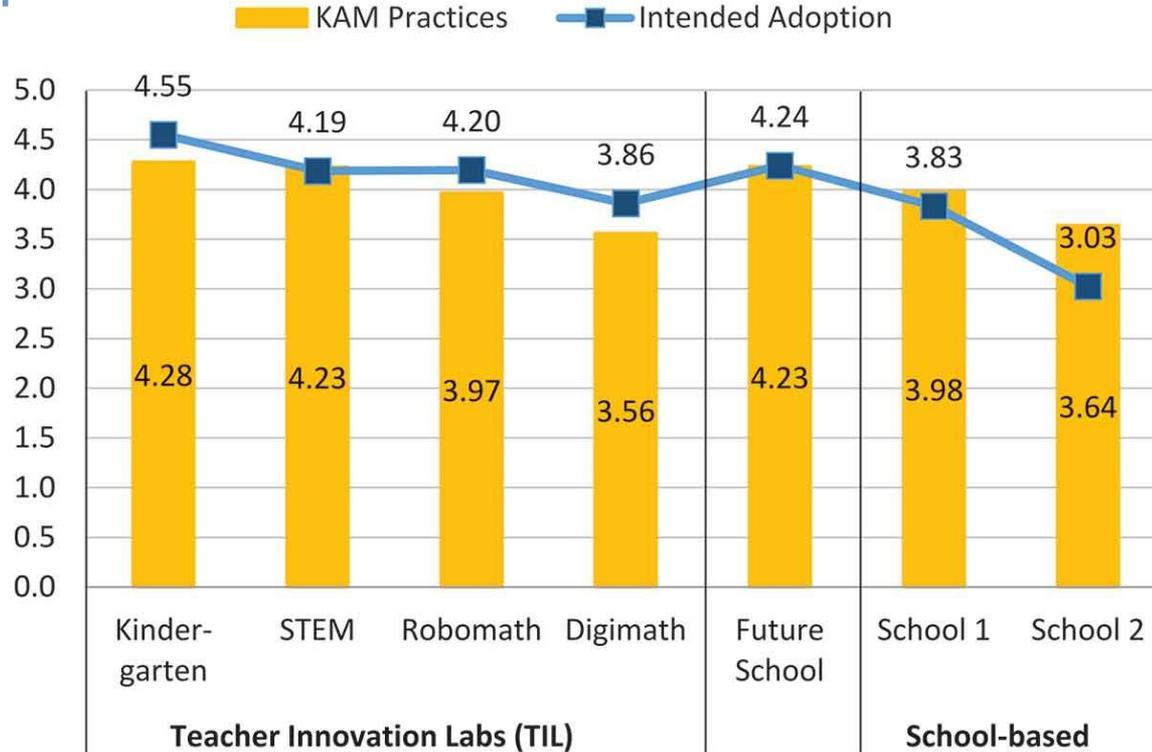
- Collective Agency
  - Knowledge Creation Theory (Paavola & Hakkarainen 2014)  
& Knowledge Maturation Model (Mayer & Schmidt 2014)
- Individual Agency
  - Scaffolding in Informal Workplace Learning  
(Twidale 2005; Tammets et al. 2013)

# Knowledge Appropriation Model

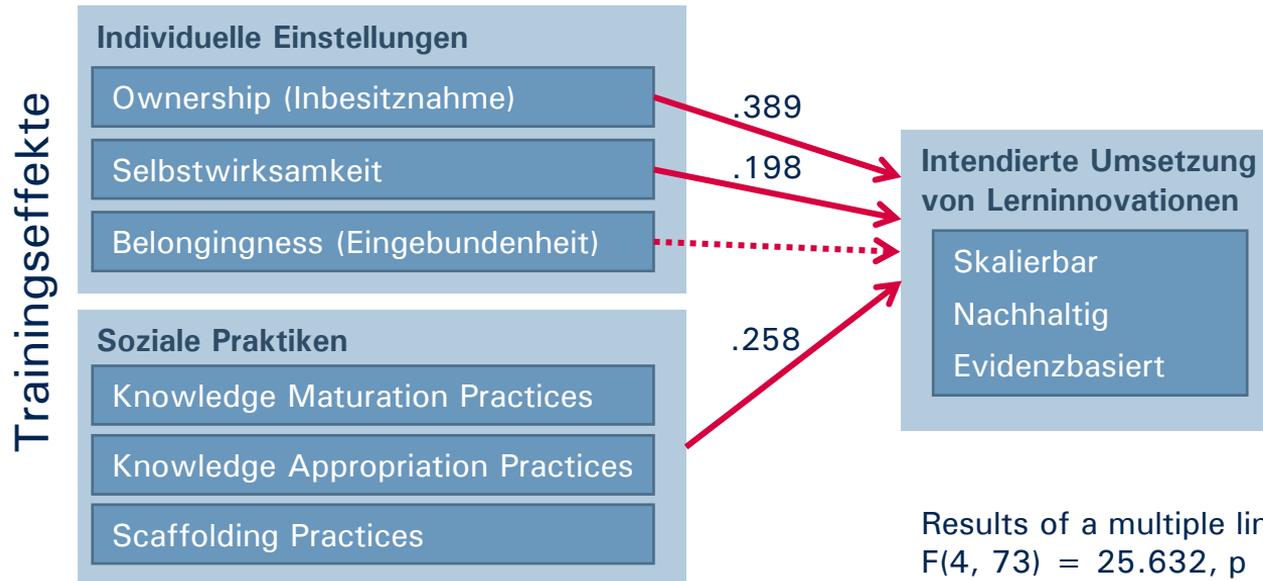


# Wissensappropriation und Umsetzung

- ★ Soziale Praktiken während des Trainings korrelieren mit intendierter Umsetzung
- ★ TIL erhöht die Bereitschaft Innovationen umzusetzen



# Welche Trainingseffekte tragen zur Intendierten Umsetzung bei?



Results of a multiple linear regression model  
 $F(4, 73) = 25.632, p < .001.$   
 $R^2 = 0.584$

# Collaborative Creation is key!

- ★ Technologies don't determine
- ★ **Collaborative Creation leads to**
  - Integrated knowledge of technology, pedagogy and content
  - Increased ownership, self-efficacy and intended adoption
  - Leads to an appropriation of knowledge and integration into practices





**EDU**LAB

<https://edulabs.ee/>

Inventing



Investigating



Scaling



Sustaining

**Phase  
0**

### **Co-creation in Research Projects**

Teachers involved  
in early research

**Phase  
1**

### **CEI Project Days**

Open days for local schools  
Testing new teaching  
methods and new research  
instruments

**Phase  
2**

### **Innovation Laboratory**

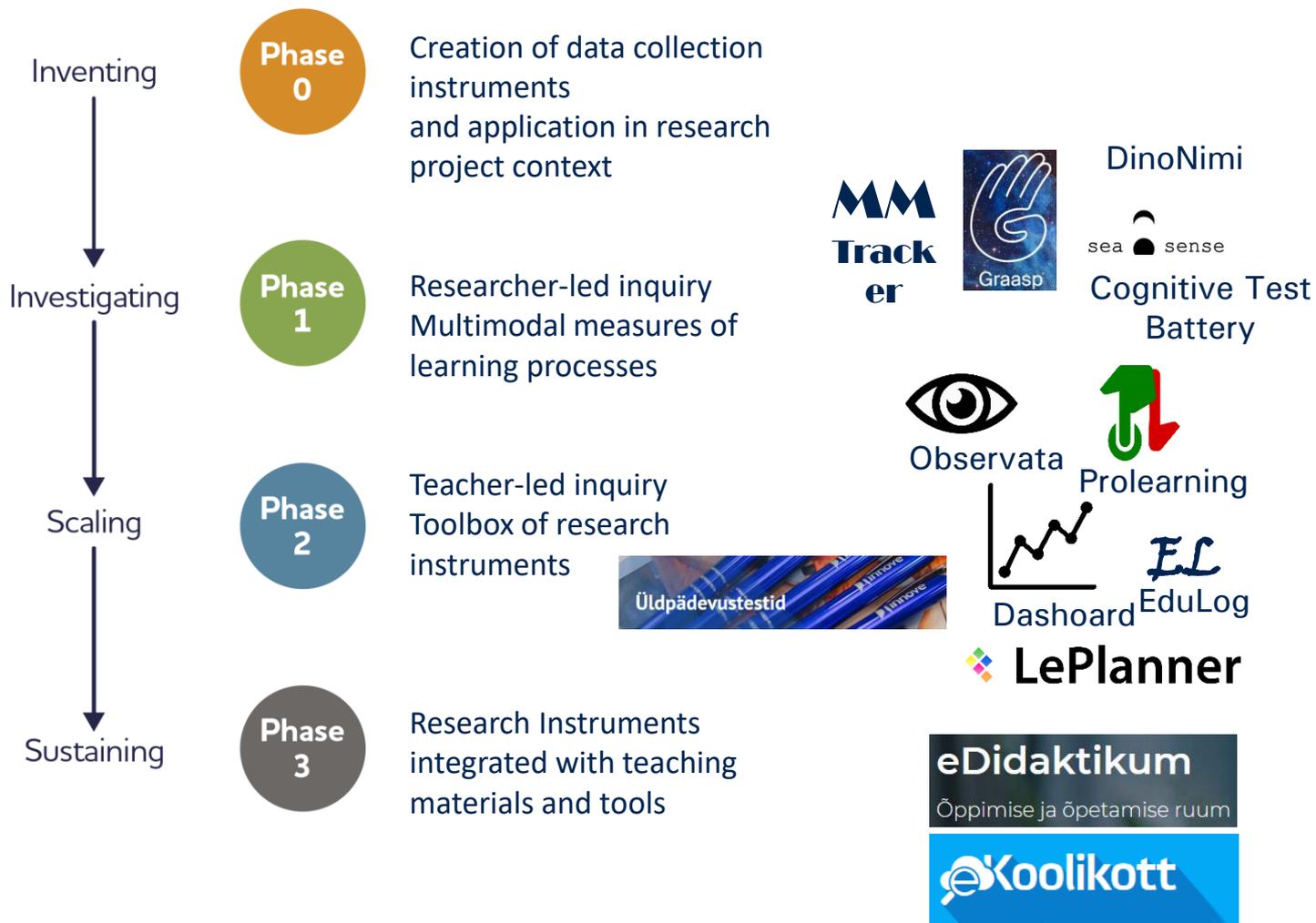
In-Service Teacher Training  
Teachers as Researchers  
Teachers co-create Lesson  
Materials

**Phase  
3**

### **Innovation Community & Digital Learning Resources**

eDidaktikum  
Interactive Digital Materials  
and tests

# The Learning Analytics Toolbox: Methods and tools for data collection



Inventing

Phase 0

Creation of data collection instruments and application in research project context



DinoNimi

Investigating

Phase 1

Researcher-led inquiry  
Multimodal measures of learning processes



Cognitive Test Battery

Scaling

Phase 2

Teacher-led inquiry  
Toolbox of research instruments



Observata

Prolearning



Dashboard



EduLog

LePlanner

Sustaining

Phase 3

Research Instruments integrated with teaching materials and tools



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Lebensbegleitenden Lernen

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