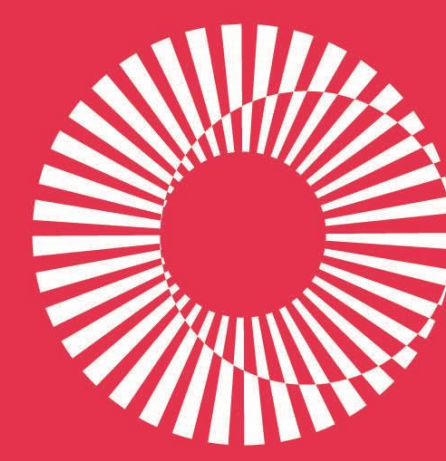


# Brand New Inclusion

Helping to increase the digital skills of teachers and students in an inclusive educational context with open access media

BRAND NEW  
inclusion



UCLL  
HOGESCHOOL

RESEARCH &  
EXPERTISE

## INTRODUCTION

In a study of OECD (TALIS 2019) teachers stated that ICT skills for teaching and skills to teach children with special educational needs are in the top 3 of their training needs. The objective of this project is to define guidelines for the production of digital content through the use of Open Educational Resources as well as to improve the digital skills of teachers and students while also paying attention to students with special educational needs.

### OUTPUT 1: SCIENTIFIC RESEARCH

focused on how education has changed through the pandemic and on the relationship of the teachers with Open Solutions and digital solutions:

- the digital content used
- the tools for distance learning
- student-centered approach using OER and other open solutions.

A survey conducted at the partner schools shed light on awareness of OERs and digital practices. It revealed a slight increase in willingness to use digital solutions after covid-19, but little knowledge of open access solutions. A combination of the survey results and additional literature research resulted in "**Converted Education, Upgraded Knowledge**" that presents guidelines for the production of open and inclusive digital content.

### OUTPUT 2: DIDACTIC EXPERIMENTATION

with the **STEAM-KIT**:

- a collection 15 learning units for secondary-school teachers
- matches digital resources and tools with didactic principles
- flexible and adaptable to different educational needs
- to stimulate and strengthen students' digital skills, computational thinking and critical thinking.

The STEAM-KIT was tested in all partner schools and the results were collected through 3 monitoring tools to evaluate their application during teaching activities and to measure the skills and competences acquired by students. The teachers' feedback was very positive and the digital skills of the students was perceived to increase.

### OUTPUT 3: MOOC "OPEN SOLUTIONS 4 LIFELONG LEARNING"

a training course in the form of video lessons and infographics to define the standards for the use of open solutions in face-to-face teaching and remote teaching. Developed by all partners, it consists of 4 modules:

- Open Content: how to create open accessible digital contents in line with the guidelines from Output 1
- Open Tools: how to select and transfer web applications and software for teaching and learning activities in the classroom
- Open Practices: how to adopt an open learning methodology involving students and networks for schools and teachers
- STEAM-KIT: how to use the STEAM-KIT (Output 2) and how to implement learning units using Open Solutions (resources and tools).

More information and project results:

<https://www.archilabo.org/progetti/brand-new-inclusion/>

## Contact:

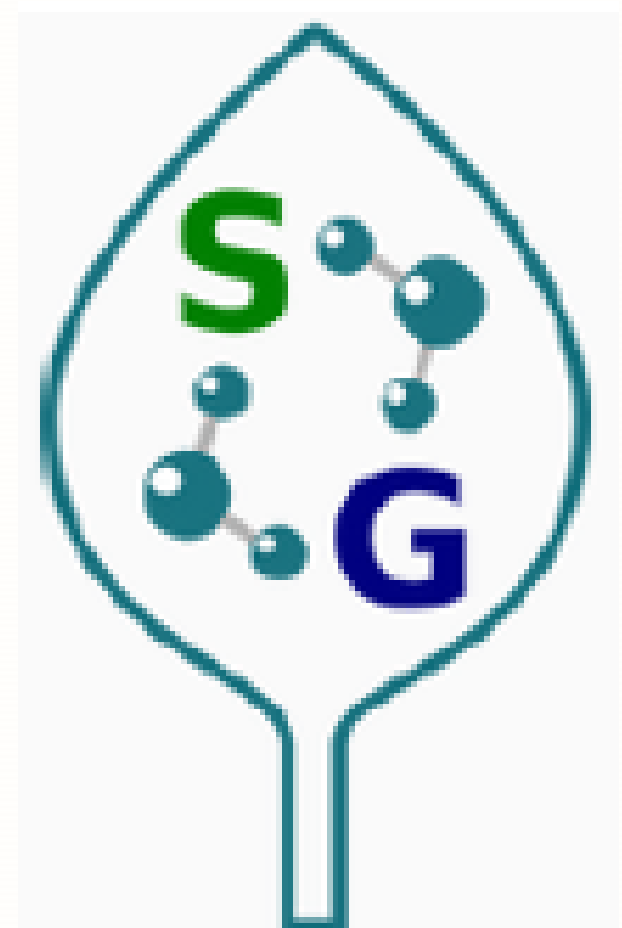
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