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## **STEAME GOES HYBRID: Blueprint Guidelines and Policy Recommendations**

**Reference number:** 2020-1-CY01-KA226-SCH-082675

**Implementation period:** 1 May 2021 – 30 April 2023

**Training program for selected STEAME subject teachers or others interested in the implementation of STEAME – HYBRID L&C Plans in the context of the STEAME GOES HYBRID project**

### **Module Number and Area/ Topic:**

9 STEAME Hybrid Blueprint - Policy Recommendation discussion

### **Introduction and Broad Description of the Context and Goal of the area/ topic addressed:**

The digital transition and its applications in schools and education are at the heart of numerous policy documents implemented at EU level. Nevertheless, early project findings have made it clear that a specific policy framework has not been developed yet at a European level to cover and guide the innovation process represented by hybrid teaching and learning and to monitor the effect that this will have on education systems in Europe.

The lack of dedicated policies is one of the main reasons behind the efforts that STEAME goes HYBRID project has put in developing its policy recommendations. This workshop is part of this development process.

**Learning Outcomes:** With the completion of this module the trainees will be able to:

1. Have an overview of the current EU main policies on Digital Education.
2. Have an overview of the policy recommendations on Hybrid Education implemented by the project.

3. Contribute to collecting further recommendations.

**Content and Resources (providing information on the various constituents/ dimensions of the topic under consideration):**

Objectives/ Purpose of the policy recommendations

Main objectives

- Provision of a basis for public discourse and a foundation for strategic policy development on how to harness the hybridization in a systematic way towards the full implementation of the EU Education Area (objective of EC)
- Better understanding of EU and country-level policymakers on the challenges and needs of schools, teachers and students, with a specific focus on digital transition and hybrid learning environments.
- Contribution to the identification of priorities and the development of regulations able to support hybrid schools.
- Creation of new strategic visions for modern school institutions in the aftermath of the pandemic and the emergency brought into the educational systems.
- Contribution to the definition of new learning spaces shaped by digital and hybrid formulas, enhancing accessibility and inclusiveness of educational provision.
- Setting of the ground for stronger EU peer learning in the context of digitalization in SE.
- Raised public awareness on the implications of digital readiness for school communities, providing evidence-based input.

Potential Impact on the context

- The School Education authorities (Ministries of Education or Municipalities) in the partner countries and beyond will be able to have access to the blueprint guidelines, access to examples and toolkits, ready to be adapted to their school systems.
- Increased readiness of the EU school sector to implement a hybrid model when it comes to STEAME-related activities
- Increased support to the school's management who will have to decide on the training of teachers so they can develop competencies

and be able to adapt easily to hybrid learning processes for their students.

- Increased capability for EU Teachers to work together in monitoring hybrid learning and online project-based learning.

Better opportunities for EU Students to develop the STEAME project-based learning skills and access learning whenever and wherever

**Methodology and approaches for the module training presentation:**

1. Introduction of the workshop and its objectives
2. EU priorities in the field of Digital Education
3. Policy recommendations implemented by the STEAME goes HYBRID Project.
4. Groups discussion on the policy recommendation shared
5. Plenary and collection of participants 'input.
6. Evaluation of Training Outcomes (via menti.com)

**Instruments/ Tools/ Supporting Material/ Resources to be used: .....**

(list of files, web links, videos, PPT.... use file names inserting the Module number)

- 9 STEAME Hybrid Blueprint - Policy.ppt
- SGH Policy Recommendations draft
- Papers and pens for the group discussion
- Whiteboard for the plenary session
- Link for evaluation quiz in Menti.com: To be announced at the meeting

**Pedagogical/Learning Sequencing and Activities Plan: .....**

Development activities

<b>Activity Number and broad Description:</b>	
<ol style="list-style-type: none"> <li>1. Introduction of the workshop and its objectives</li> <li>2. EU priorities in the field of Digital Education</li> <li>3. Policy recommendations implemented by the STEAME goes HYBRID Project.</li> </ol>	
<b>Development</b>	Presentation of the EU priorities in the field of Digital Education and Policy recommendations implemented by the STEAME goes HYBRID Project. (by DLEARN)
<b>Materials</b>	Ppt presentation file, Laptop, projector, internet connection
<b>Resources</b>	Presentation by DLEARN

<b>Estimated Time</b>	30'
<b>Environment/Room Setting</b>	Classroom
<b>Trainees' role</b>	Trainees will be the audience during the presentation

### Practising Activities (hands-on activity)

<b>Activity Number and broad Description:</b> 4. Groups discussion on the policy recommendation shared	
<b>Development</b>	Groups discussion on the policy recommendation shared + plenary and collection of participants 'input.
<b>Materials</b>	Papers and pens
<b>Resources</b>	-
<b>Estimated Time</b>	15'
<b>Environment/Room Setting</b>	Classroom
<b>Trainees' role</b>	Participants are divided into groups and receive 3 questions to answer.

<b>Activity Number and broad Description:</b> 5. Plenary and collection of participants 'input.	
<b>Development</b>	Groups discussion on the policy recommendation shared + plenary and collection of participants 'input.
<b>Materials</b>	Whiteboard
<b>Resources</b>	-
<b>Estimated Time</b>	15'
<b>Environment/Room Setting</b>	Classroom
<b>Trainees' role</b>	Participants go back to plenary and share the answers to the questions discussed in groups

### Evaluation of Learning Outcomes

<b>Activity Number and broad Description:</b> 6. Evaluation of Training Outcomes (via menti.com)	
<b>Development</b>	To evaluate the learning outcomes of the module, a live online quiz will be used
<b>Materials</b>	Laptop, projector, internet connection. mobile devices/personal PCs, Menti platform
<b>Resources</b>	Online quiz
<b>Estimate Time</b>	5'
<b>Environment/Room Setting</b>	Classroom
<b>Trainees' role</b>	To answer individually to the quiz questions