## Science Created by YOU

The SCY project Learning by creating

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## SCY basic principles

#### Science is all about creating knowledge:

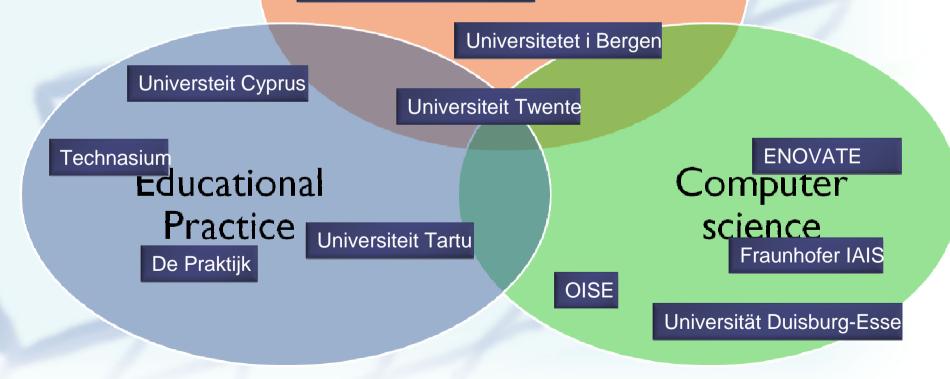
- Scientific theories
- Evidence to support those theories
- Material to convince others
- Data to inspire new ideas
- New ideas
- Learning science is best done by doing science
- Design realistic scientific tasks that learners can handle
- Creating artefacts and knowledge is central
- Adaptively support the learner where needed

## Who is SCY

Universitetet i Oslo

#### Learning Science

Université Joseph Fourie







## The project

- 12 partners
- € 8.000.000 budget
- ▶ € 6.000.000 subsidie
- Integrated Project
- Chosen first out of 255 applications
- Interdisciplinary project!
  - At least we try...



## Strong relation to educational practice

- Teacher training institutes in Cyprus and Estonia
- Technasium
  - 27 schools in the Netherlandssters
  - Research and Design as topic for students
  - Strong relation with educational field.
- De Praktijk
  - Mission: increase public interest in Science
  - Free material for teachers and students
  - Open content







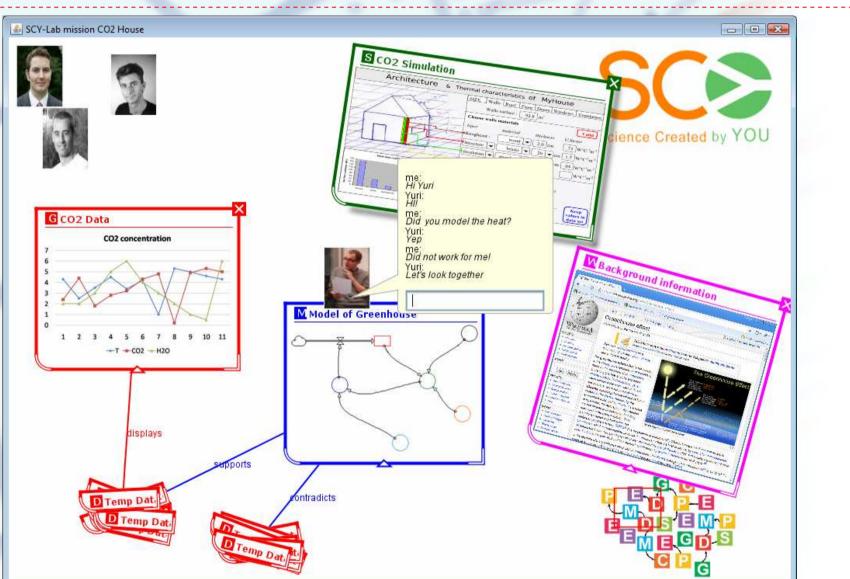
#### **Educational Practice**

- Technasium, De Praktijk and Teacher trainers ensure realistic image of schools and science education
  - Curricular integration
  - Realistic school scenarios
  - Approach the learner at the right level
  - And often ignored the role of the teacher
    - The goal is not to replace but to support the teacher.
- Realize an online teacher community
  - SCYCOM

#### SCY innovation

New interpretation of "Learning Objects" Are made mainly by learners Represent growing knowledge Form the basis for a community of learners **Emerging Learning Objects** Intelligent support by Pedagogical Agents Dynamic, ad-hoc collaboration Providing just in time information and scaffolding Advanced pedagogical scenarios Design, inquiry, ... Smart tools for knowledge construction

#### SCY for the learner





#### Missions

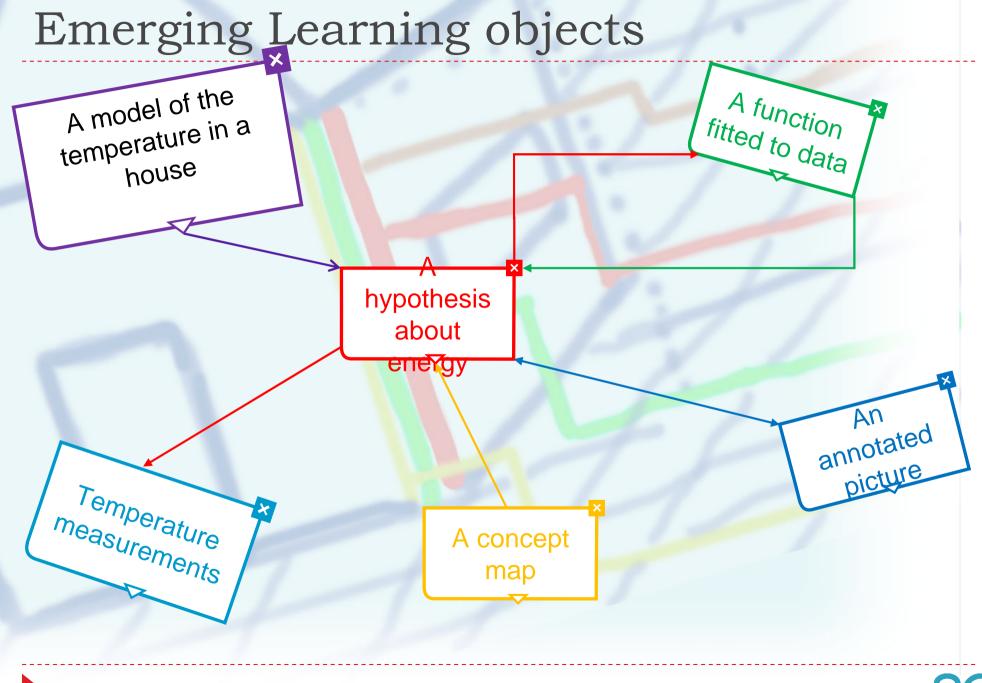
- Realistic project for learners.
- Typically 4-6 weeks, 20-40 lesson hours.
- Examples:
  - Investigate how cows can produce helathier milk
  - Design a bridge meeting technical an environmental requirements
  - Design a climate friendly house



SCY Mission 1: Design a climate friendly house

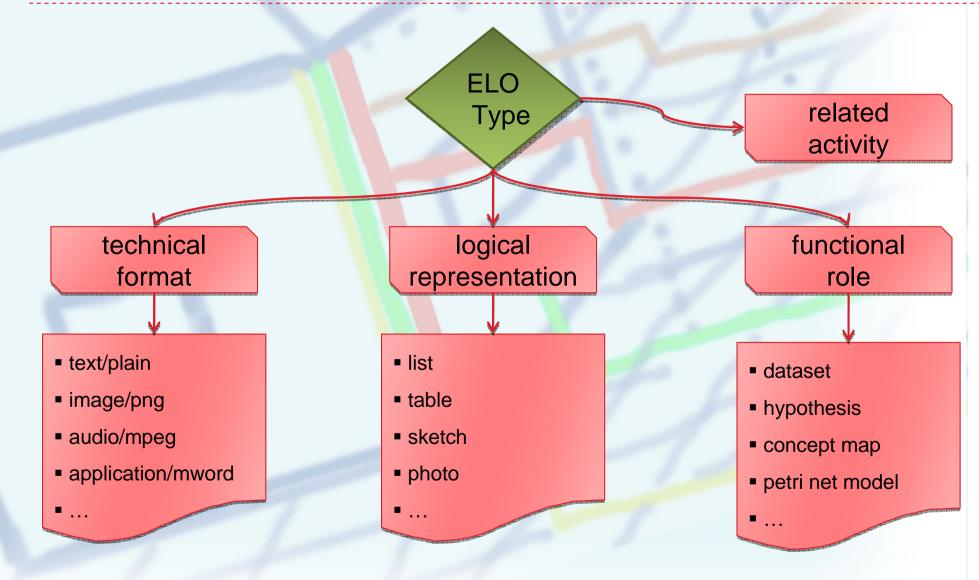
- Dynamic groups:
  - Expert group
  - Design group
- Simulations
- Field measurements
  - On their own house
- Design
- Competition
- Design-based scenario







## ELO Typology and Ontology





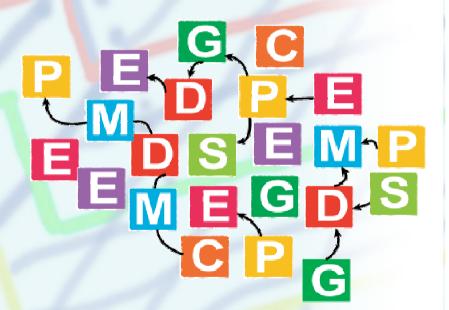
## ELOS

#### ELOs ...

- form the starting point
- define intermediate steps
- and are the goal of the missions

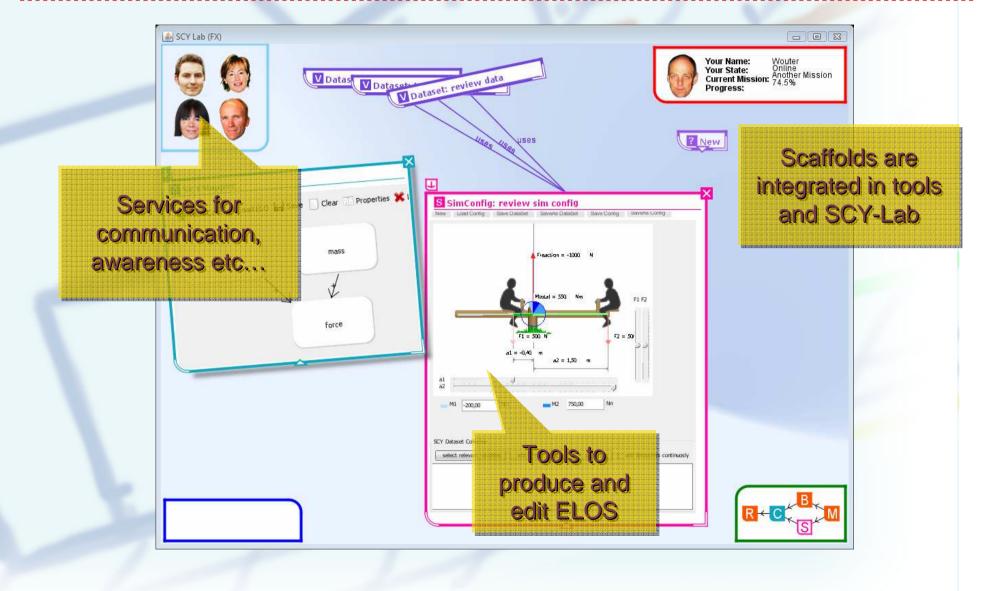
#### Mission map

Provides regulative support





## Supporting learners in producing ELOs

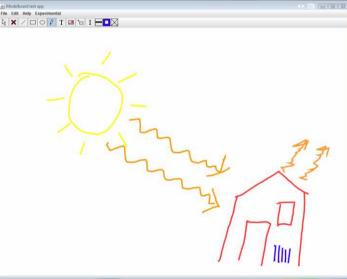


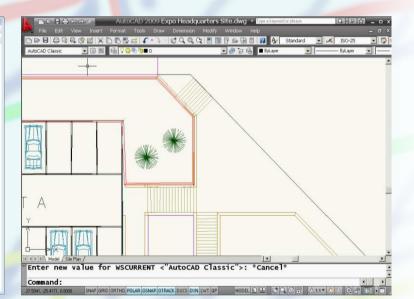


## SCY Tools to create ELOs

#### Specialized cognitive tools

- Drawing-based modeling
- Visualization tools

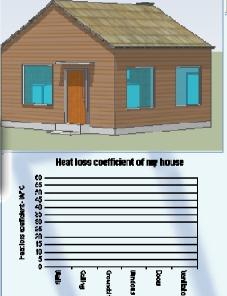




- "Tools of the trade"
  - Tools that are used in real practice



#### Simulations to gather data



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House	heat lo	ss coeffi	Lient:	),000	w°C <sup>-1</sup>	

#### Producing "Dataset" ELOs

- Specifically designed for learning purposes
- ELOs can be taken up in other tools
  - Data processing
  - Data visualization
  - Modeling



#### Mobile tools









#### Field work

- Measuring
- Geolocation
- Pictures
- Group discussion
  - Moderation
  - Individual contributions

## The SCY approach to Tools

#### SCY-fi – standards for tools

- Conceptual
- Technical
- Tool broker interface
  - Client side uniform access to server components
  - Will be a smart component (caching, load balancing etc.)



## SCY-fi

#### Conceptual

- Levels of integration
  - 3<sup>rd</sup> party tool
  - Standalone SCY tool
  - Mobile tool
  - Integrated tool (or service)
- User interface guidelines
  - SCY Style book
- Create an integrated
  SCY experience

#### **Technical**

 Storing and retrieving ELOs
 Remote control interface
 Collaboration and synchronization

#### Tool-Broker Interface





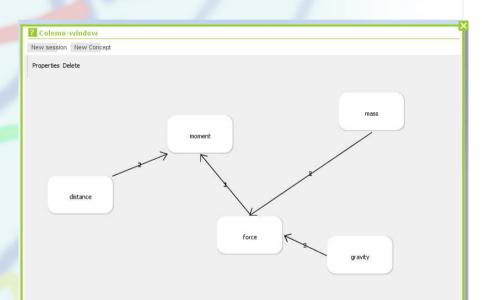


- Simulator
- Data processing and viewing

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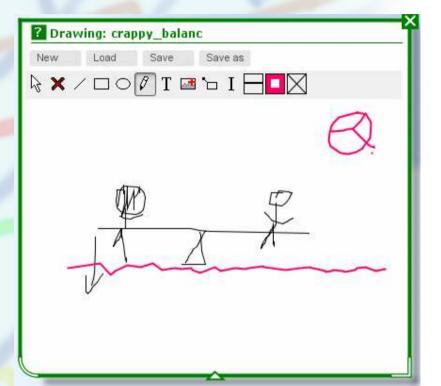


- Simulator
- Data processing and viewing
- Concept mapping





- Simulator
- Data processing and viewing
- Concept mapping
- Drawing





- Simulator
- Data processing and viewing
- Concept mapping
- Drawing
- Awareness and communication services

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Barbara W. Online In Mission: Testmission



Anne L. Online In Mission: Testmission

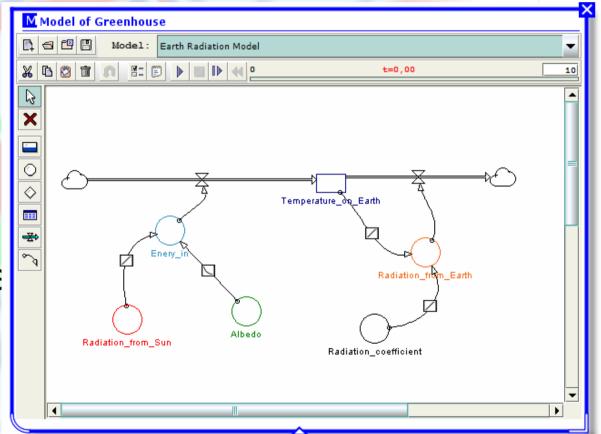
Mission: Another Mission

Chat with Adam G

Sendl

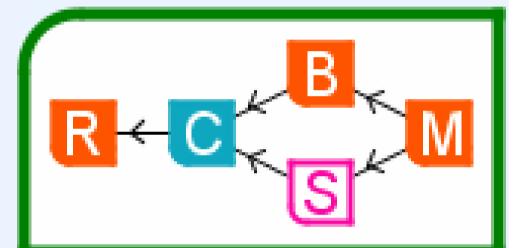


- Simulator
- Data processing and viewing
- Concept mapping
- Drawing
- Awareness and communication service
- Modeling tool



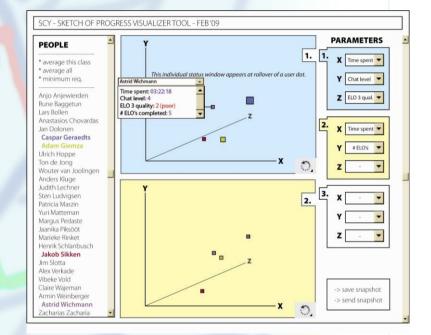


# Progress visualization i.c.w. the mission map



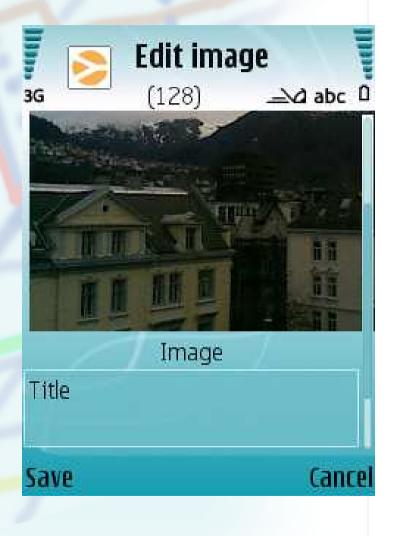


# Progress visualization i.c.w. the mission map Cockpit view For teachers (with WP VII)



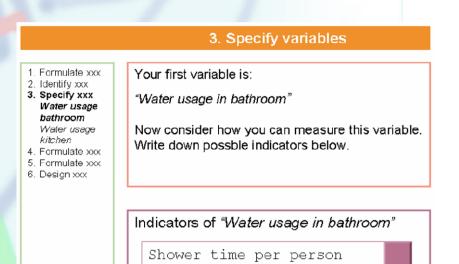


Progress visualization
i.c.w. the mission map
Cockpit view
For teachers (with WP VII)
Mobile tools





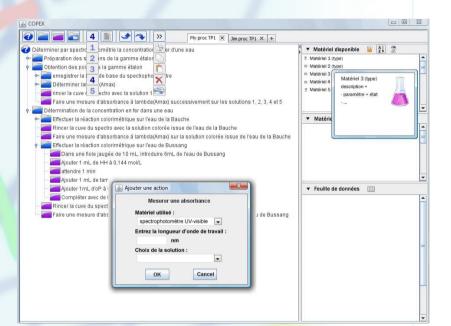
Progress visualization
i.c.w. the mission map
Cockpit view
For teachers (with WP VII)
Mobile tools
Interviewing



Shower frequency



Progress visualization ▶ i.c.w. the mission map Cockpit view For teachers (with WP VII) Mobile tools Interviewing Experimental design And more



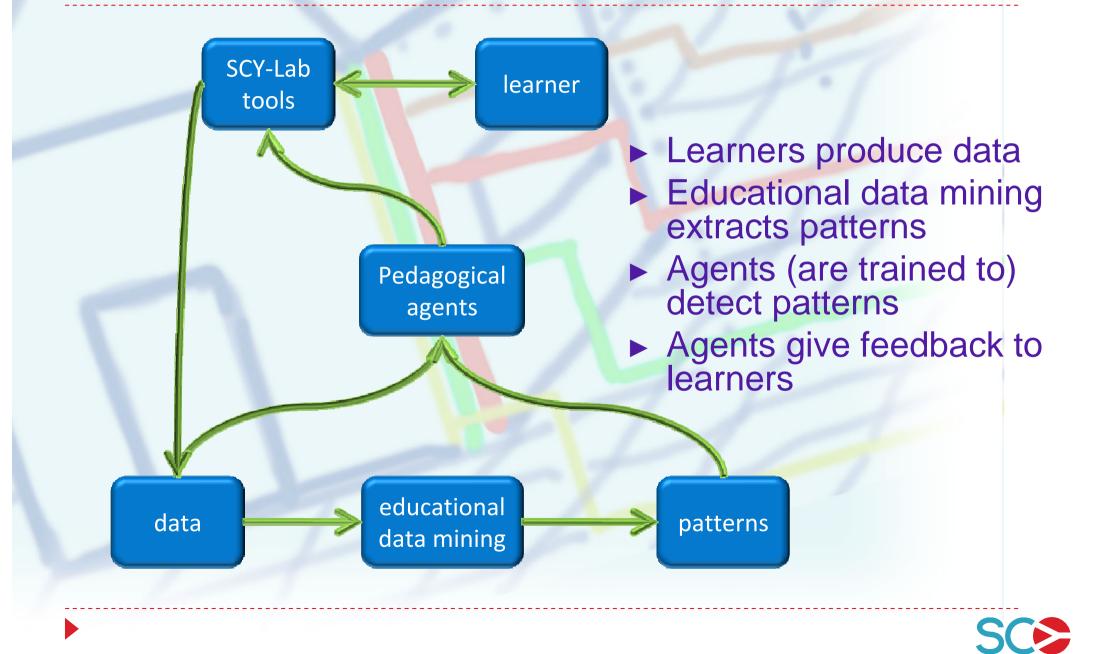


## Pedagogical Agents

- Small software agents
- Monitoring
  - Products (ELOs)
  - Process (Actions)
- Signal need for intervention
  - Scaffolds
  - Offering information and tools
- Technology
  - Data mining
  - Pattern matching



#### Pedagogical agents - concepts

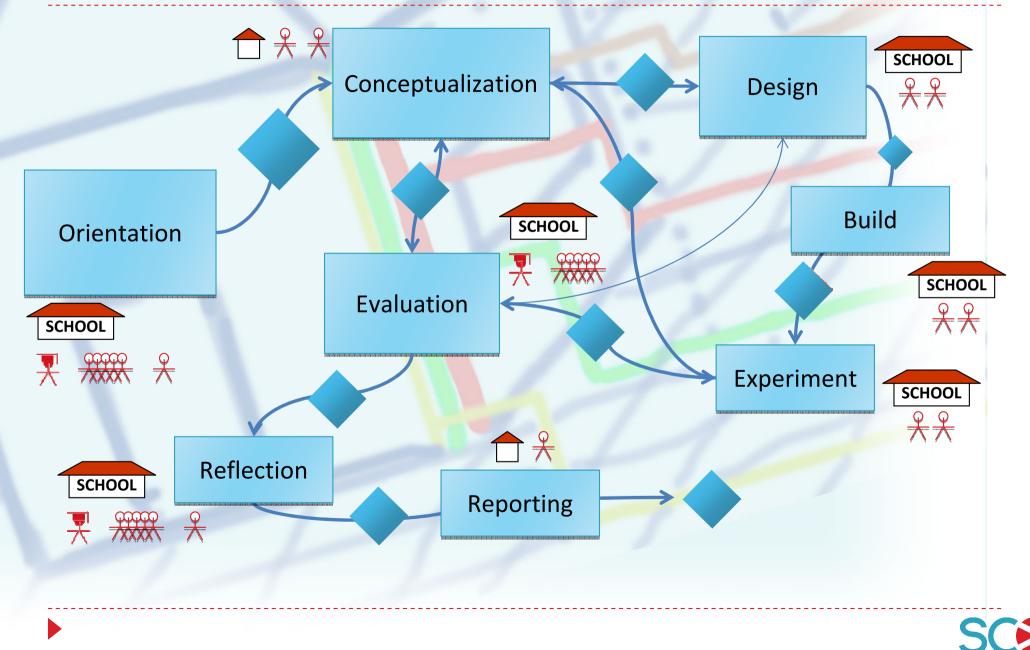


## Advanced Pedagigical Approaches

- based on learners' activities
- collaborative and self-regulated
- anchored in authentic contexts and tasks
- learners using tools for creating sharable and usable products (ELOs)
- scaffolding, i.e. support adaptive to learners' advancing skills and knowledge



## The Design Challenge

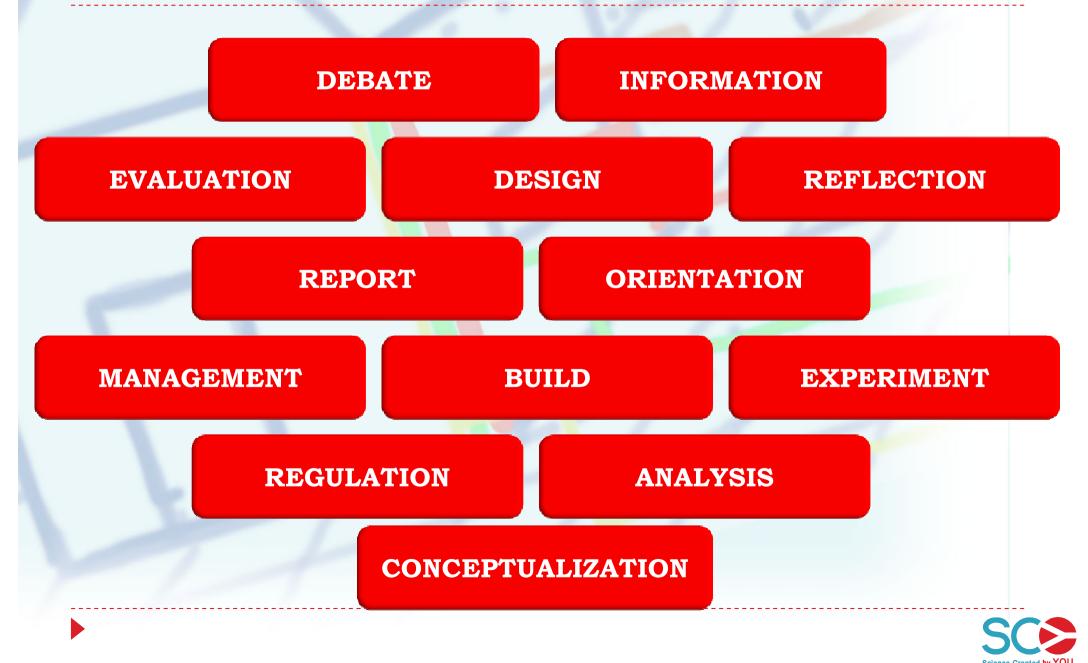


## LAS – Learning Activity Spaces

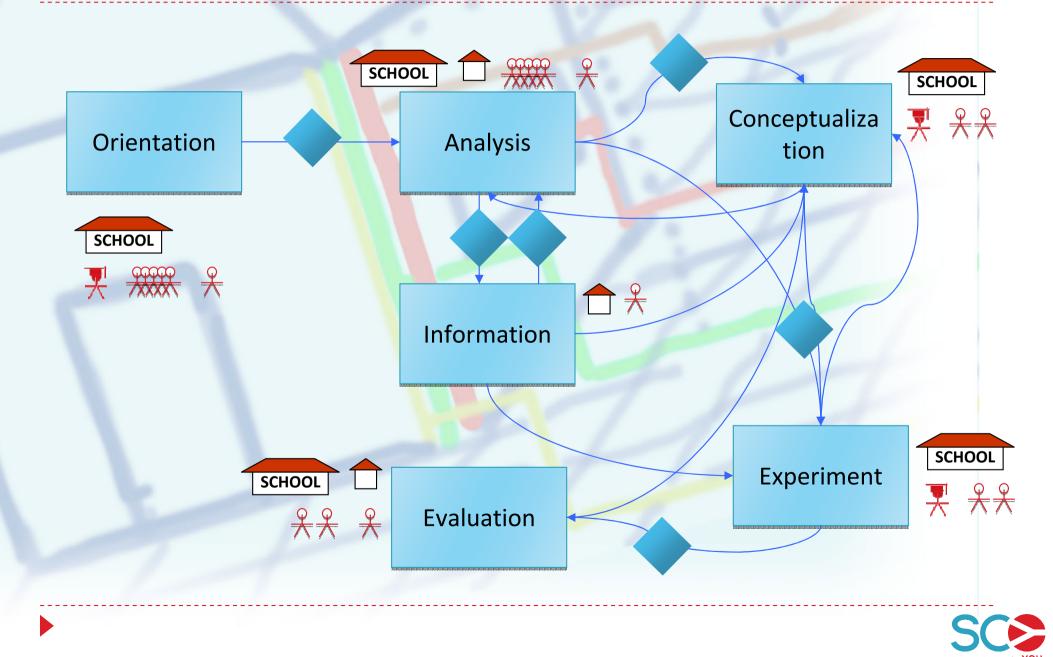
- LASs are the building blocks for scenario design
- A LAS is a set of activities, scaffolds, tools and services
- A LAS defines anchor ELOs that represent required milestones in a pedagogical scenario
- LASs cluster thematically related learning activities in a coherent and intuitively conceivable way
- The thematically related activities inside a LAS can be freely exchanged to provide flexibility



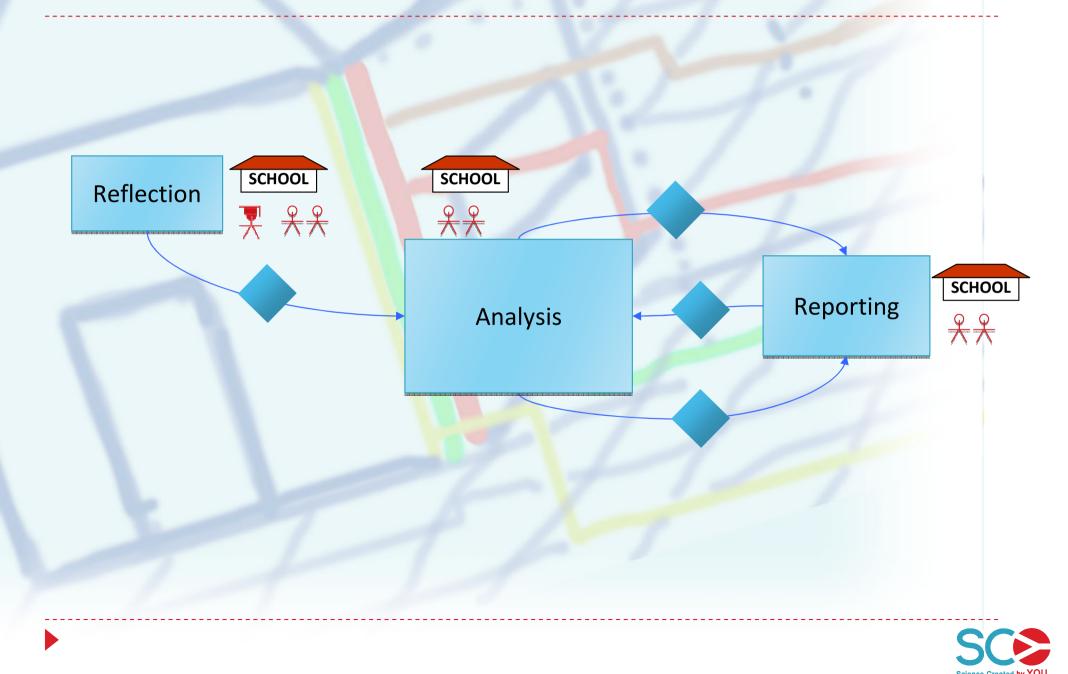
#### Advanced Pedagogical Scenarios



#### Inquiry Learning



#### Decision console



#### LASs for the learner

#### SCY-Lab mission CO2 House





## LASs

#### MAY

- Represent phases of learning
- Represent logically grouped activities
- Structure the learning process
- But definitively do not represent an enforced structure
- Gentle ride along the instructional guidance wave.
   Offer support without destroying the exploratory nature of the environment



#### Roles for the teacher in SCY

- Designer: tuning the learning environment for learners
- Source of knowledge during classroom discussion and work
- Coach/supervisor: providing hints and support for learners.
- Assessor of products
- Tasks are separated in SCY
  - And need not be executed by one person

## SCY and the teacher - survey

#### Teachers

- ... want to keep the fun in teaching
- ... want to be supported in routine tasks
- want support for differentiation
- ... need more time
- want to exchange data and documents





#### More SCY!

#### Assessment

- Portfolio-based assessment
  - Building ELO-based portfolio
  - Assessing portfolio
- Playful peer assessment
  - Learners assess each other's work

#### Authoring

- BuildingEditingFilling
  - Pedagogical plans
  - Based on scenario
  - Tailored to a mission



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http://www.scy-net.eu

