The HANDSON toolkit: A teacher training hands-on activity on ICT in education

The Hands-On ICT project aims at facilitating and accompanying educators in the inclusion of ICT in education. It is funded by the Lifelong Learning Programme and targeted at educators from SE, VET and HE as well as teacher trainers from all these sectors.
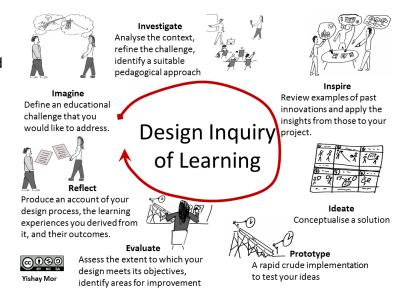
The rationale behind the HANDSON project is that
  1) ICT is just the means to an end;
  2) educators need accompaniment in the process of including ICT in the classroom; and
  3) the best approach to professional development is peer-mentoring.

Incorporating ICT in education is a process that requires a set of intertwined and time-consuming tasks such as defining the purpose, searching, selecting, setting up, including the ICT tools in the classroom, troubleshooting and evaluating their impact.

To minimize these difficulties the HANDSON project team have prepared an interactive activity based on the Learning Design Studio framework (image on the right).

Thus, learning from disciplines such as user-centered design and design thinking, the HANDSON toolkit provides guidance to apply this process during a 2-hour long hands-on activity. It contains a guide for facilitators and a guide for participants.

Investigate
Analyse the context, refine the challenge, identify a suitable pedagogical approach

Imagine
Define an educational challenge that you would like to address.

Inspire
Review examples of past innovations and apply the insights from those to your project.

Reflect
Produce an account of your design process, the learning experiences you derived from it, and their outcomes.

Design Inquiry of Learning

Ideate
Conceptualise a solution

Evaluate
Assess the extent to which your design meets its objectives, identify areas for improvement

Prototype
A rapid crude implementation to test your ideas

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Working in pairs, educators will design an ICT-based learning activity that meets their goals and is adapted to their contexts and students' needs. The design process they will learn during the activity can be applied any time they want to create a learning activity that meets both their educational challenges and the students' characteristics.

Lifelong Learning Programme