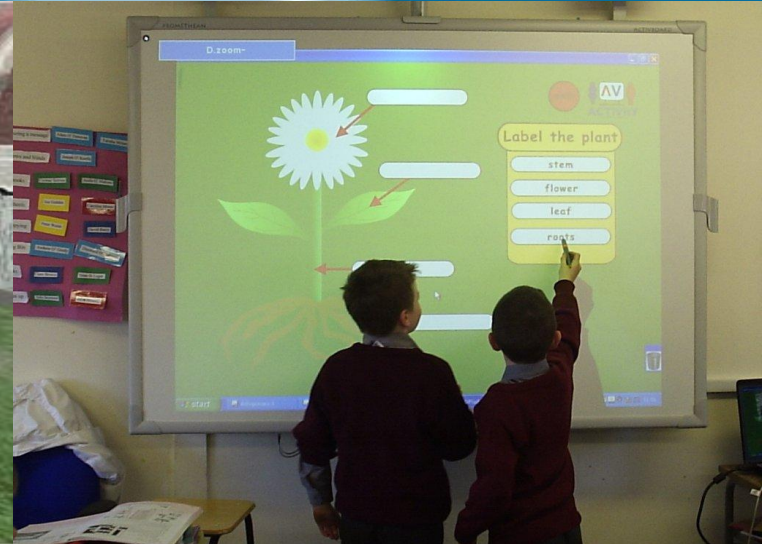




Education and Culture DG

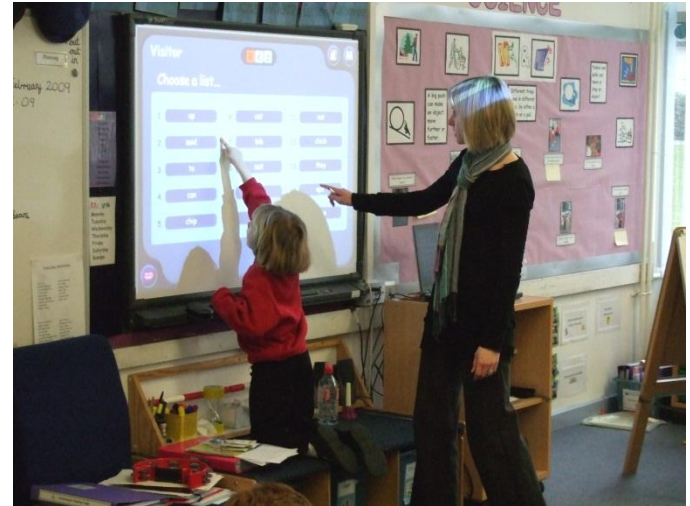


# Creative Classrooms for an innovative Europe

Lieve Van den Brande, EC, DG EAC-A2  
EMINENT Conference, 17.11.2011

# The reality—a huge implementation gap

While ICT is well mainstreamed within informal settings, formal education and training is only in its adopter's stage



Education and educational institutions can not stay behind these changes in an increasing networked and digital society.

# Shortages

- Teachers lack pedagogical strategies and experiences to effectively use ICT
- Professional development of teachers lacks the pedagogical, innovation and practical dimension
- Assessment of digital literacy is not widespread
- Major lack of systematic impact in practices
- Innovations not enough supported by changes in pedagogy
- Discrepancy between children's under-use of ICT at school and frequent and sophisticated use at home

## What is at stake?



- The infrastructure to promote ICT
- Research base to guide the process
- Wealth of bottom-up initiatives (pilots, trials, RTD projects, policies, action plans, ...)



- No systemic integration and mainstreaming in formal education
- No links formal – informal learning

## ■ BUT... SYTEMIC IMPACT ?



- Top-down policies are not close enough to users and practitioners
- Lack of brokerage mechanisms to policy makers
- Lack of evidence-base for policy making
- Small scale, grass roots initiatives
- Short-term - lack of sustainability/ scalability
- No cross-sector dimensions
- Whole systems integration and leadership



# EU Policy context

**Lifelong Learning Programme (LLP) contributes to strategies and initiatives:**

**Europe 2020**

**ET 2020**

- ❖ Early school leaving
- ❖ Higher education attainment

- ❖ Making LLL and mobility a reality
- ❖ E&T quality and efficiency
- ❖ Equity, social cohesion, active citizenship
- ❖ Creativity and innovation

**Flagships initiatives**

**Youth on the move**  
(Sept.2010)

**Digital Agenda**

**Agenda for new skills  
and jobs** (Nov.2010)



## Objectives linked to Europe 2020 & ET2020

- **e-literacy for all – digital competence**
- **ICT enhancing innovation of E&T**



**IDEA: Creative Classrooms**

# Creative Classrooms



- **A new European initiative towards systemic impact of ICT use in education**

Term 'Classroom' refers to all learning settings

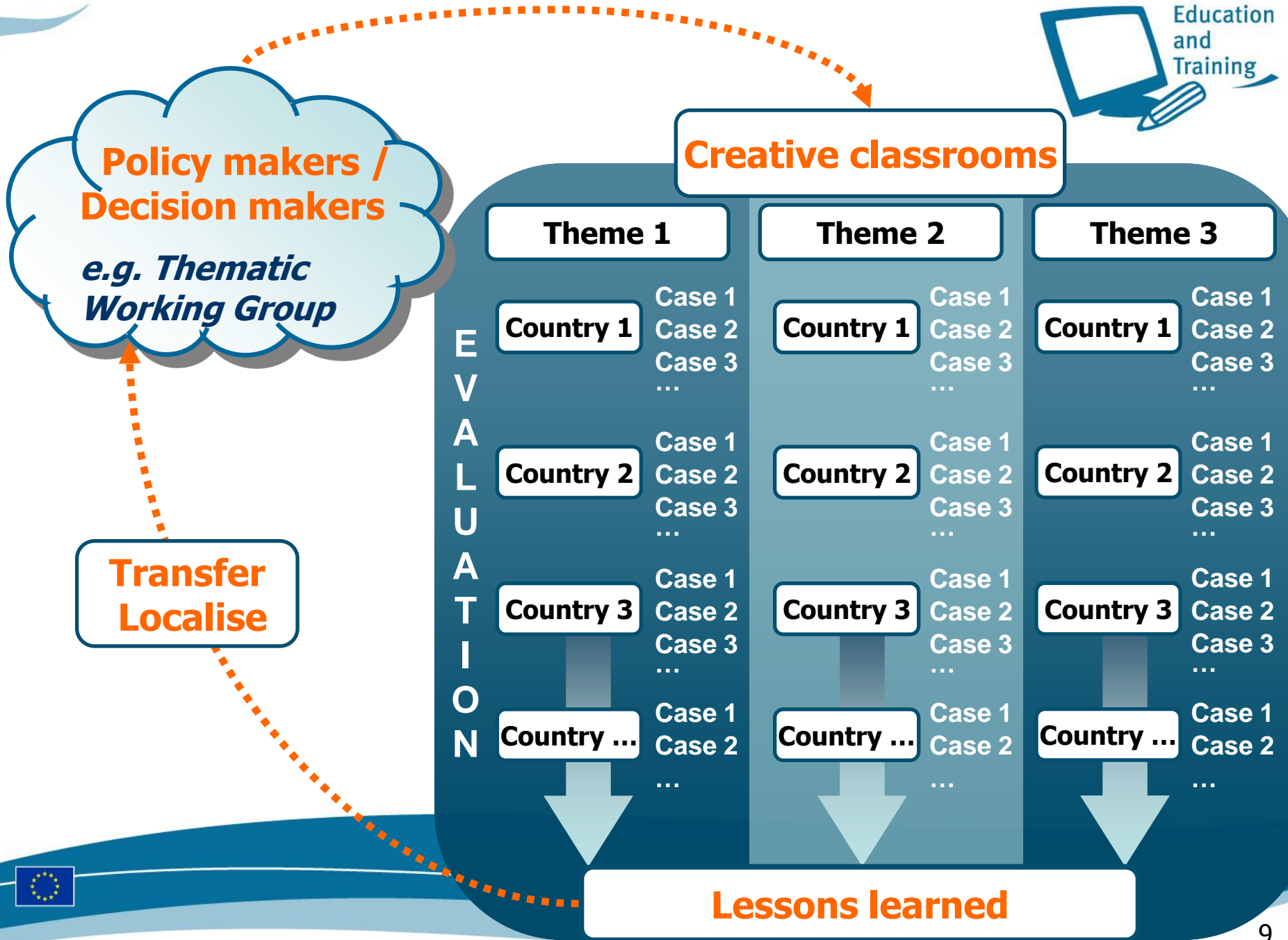
Term 'Creative' to innovative learning processes

Today's practices with today's technologies

- **Objective: Support to Member States to integrate/mainstream ICT use in educational policies and practices**







# What ? Creative Classrooms initiative



- Experimentations which will be linked up
- Based on concrete problems
- Whole-system oriented
- Providing evidence-based responses
- Real-life experimentations in local context
- Carried by the users - innovation (bottom-up)
- Upscaling of innovations
- Leadership top-down (policy makers; key stakeholders)
- Emphasis on European-wide cooperation in policy development



# What ?



- Providing **guidance** to policy makers and practitioners
- ‘**Learning what works and what does not**’ as input to evidence-based policy making at all levels of E&T
- Linking **policy experimentations** in **real life** settings
- **Upscaling** across Europe
- Increase impact on **systemic** level
- Reaching a large number of learners, institutions, learning centres
- Involving **multiple** stakeholders (informal, non-formal & formal)



# Horizontal coordination



- Sound methodologies
- Monitoring and evaluation of the various experimentations around a common problem
- Deriving key lessons
- Transferring these lessons to the policy makers as well as to practice
- Reporting and brokering the lessons

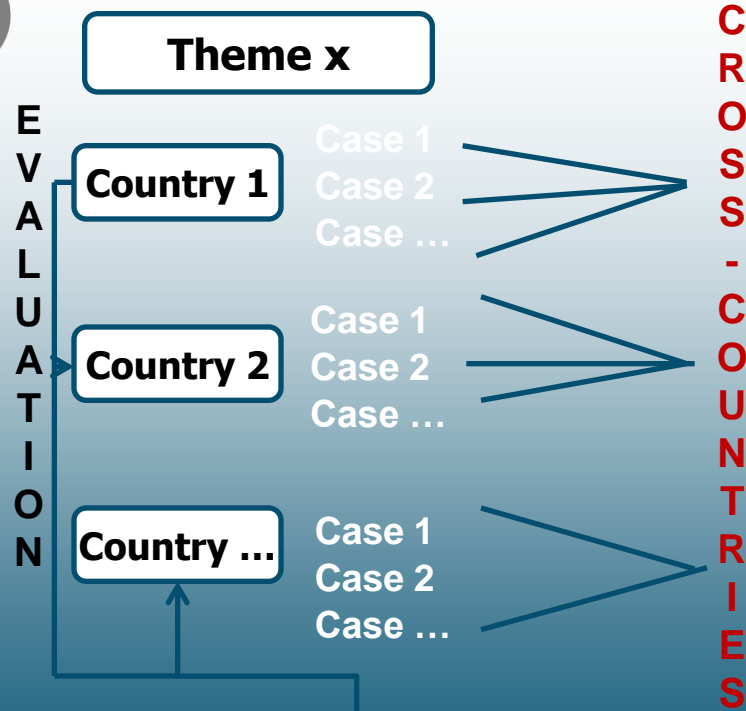


Testing innovation in real life  
settings = policy experimentation



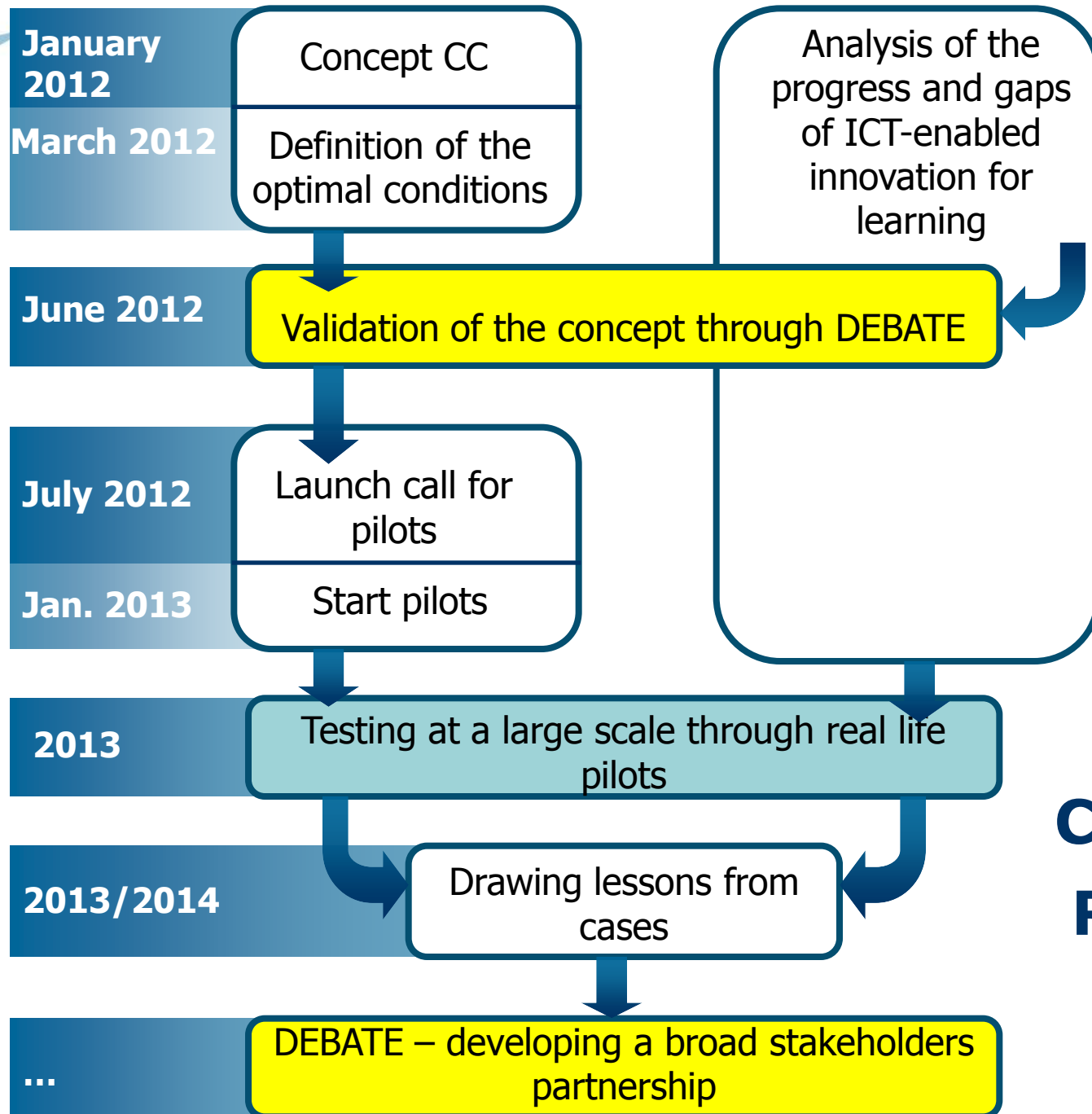
# Creative Classrooms

**Transfer  
Localise**



**Lessons learned**





# Creative Classrooms ROADMAP

# Thank you !



*'Learning and innovation go hand in hand. The arrogance of success is to think that what you did yesterday will be sufficient for tomorrow. '*

*William Pollard*

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DG Education and Culture:

[http://ec.europa.eu/dgs/education\\_culture/index\\_en.html](http://ec.europa.eu/dgs/education_culture/index_en.html)



The Lifelong Learning Programme:

[http://eacea.ec.europa.eu/static/en/llp/index\\_en.htm](http://eacea.ec.europa.eu/static/en/llp/index_en.htm)



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