

Managing for @ School of Success

Education Show

In Education Show choose one product that is effective to promote innovation in the learning in your school.

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Canas de Senhorim Group of Schools

Name	Seppo – game based learning
Provider	Seppo.io
Description	This methodology consists of game-based learning that gives a joyful experience and combines teamwork and using students skills and knowledge to achieve a common goal. Completing tasks, earning points and receiving instant feedback encourage the learners to pursue new achievements.
Resource	Personal smartphone
Use	Teach with a game, in a fun and easy way. The teacher gives a creative exercise /task to the students (it can be about science, history, maths, others and includes several). It is a kind of pedagogy that combines social learning and versatile ways of using mobile technology. It can be used inside or outside the classroom; applies to all ages; facilitates building group cohesion; can be used for almost anything.
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	We already use many pedagogical approaches / app games of web 2.0 like kahoot, Storybird and others, so it in is not completely new. But this one can be used out of the classroom and can inspire more the students and give them more autonomy.
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	This product / game must be introduced by the teacher, no other school staff is needed. Most of the teachers are used to digital approaches nowadays in our school. For example, to write the lesson summary and mark the students missing, teachers must use computers and informatics applications. About Seppo, i'm sure most of teachers will love it. Otherwise, it's not compulsory that all of school must use it.
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	Well, the goal is not saving money – but it can. For example, students can do a work about a specific monuments and visit them, in the app, just like if they were on visit schools. In this point of view, money can be saved. About the cost of the games, it depends if we are talking about personal licences or organization licences. In this case, a form must be filled. Anyway, sponsored games can be downloaded for free.

	But the real goal is to improve student success, by inspiring and motivating students. Because it improves problem solving, creativity, teamwork, and sharing know-how as an integral part of the learning process.
What is the expected effect of this innovative product in your curriculum development? What should it change something?	It's a real facilitator. It involves almost all things that students like: technology, collaborative / social tasks, game-based, moving and can be done out of classroom and this is innovative. The teacher can take the students outside to explore in a real environment and challenge them to solve problems together. Completing tasks, earning points and receiving instant feedback encourage the learners to pursue new achievements. At its best, a game can affect the players on a deep level, which makes them understand the topic better.

Branston Junior Academy – United Kingdom

Name	Zumos
Provider	Insight4Life
Description	<p>"In an urgent bid to support child mental health and to break the negative cycle of decline in mental wellbeing in England, Insight4Life – the company that provides the Zumos Wellbeing project, will be delivering Zumos free to every child in England from September."</p> <p>"Developed with CAMHS, the Zumos Pupil Wellbeing Project is groundbreaking and is the only system like it in the UK! We can offer preventative methods combined with reactive support resources to offer support to your students as well as give you the power to see activity in a way that can guide future resources and combat crisis being reached in your school!"</p> <p>[The basic package is free; but more resource and more support come at a price.]</p>
Resource	"The Zumos platform is an online resource available 24/7 and can be accessed by internet connected devices such as laptops, smartphones, tablets and desktop computers."
Use	An online system of games and support.
Interoperability	Yes. It will be another way of supporting children with their mental health wellbeing.
Usability	<p>We will need training. But it looks fairly simple to use, once we have understood the basics.</p> <p>However, it is relying on technology working ok!</p>
Return on Investment	<p>It will be difficult to measure impact. As with all things related to improving mental health, the impact can't be measured in terms of test results. Indeed the impact may not be seen until the child is much older.</p> <p>In terms of impact for staff, it will help that they can find some good quality resources, that have been specially designed to improve mental wellbeing.</p>
What is the expected effect of this innovative product in your curriculum development? What should it change something?	If we decide to use the system, it will add to the other activities that we use to improve mental wellbeing in the school.

Vila Nova de Paiva Group of Schools

Name	Twinkl Originals story
Provider	Twinkl Educational Publishing
Description	Book with stories and performed augmented
Resource	Book and APP
Use	Motivation for reading and science
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	Having the application installed on the tablet or smartphone, the use of the book is very simple and attractive
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	This resource implies some investment but can greatly contribute to student success
What is the expected effect of this innovative product in your curriculum development? What should it change something?	This product can be used to introduce subjects from different disciplines, as well as to initiate and develop reading and interpretation in an innovative and attractive way for students.

Gemeente 's-Hertogenbosch - The Netherlands

Name	Miriam Spijkers
Provider	www.ScottieGo.com
Description	Scottie go is a cutting-edge game designed to make the key concepts in programming available to the youngest students
Resource	Pad
Use	Children primary school
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	Yes, there are more program materials . When we use this program we also learn program in the English language.
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	It is possible to use this app daily in the program and
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	The costs will be acceptable, it can be used in all groups. They share program materials.
What is the expected effect of this innovative product in your curriculum development? What should it change something?	it contributes to the 21st skills

Sátão Group of Schools

Name	Phonic Books
Provider	Phonic Books Ltd – www.phonicbooks.co.uk
Description	It is a good tool for learning to read in English. Besides the ibook available free online, there is a collection of stories adapted to each age to get to know the reading and writing of phonemes.
Resource	Several books
Use	In learning/teaching English in basic schools.
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	It is a great tool that can also be used to learn phonemes in Portuguese through comparative teaching (bilingual teaching)
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	Given the simplicity of the materials used, even a teacher who does not speak English can learn together with his students. The publisher also provides synthesis tables with the phonemes.
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	Books are not expensive. The cost is, on average, 3 euros per book. The "Beginner Readers" collection, containing 12 books, costs approximately 36 Euros. The entire collection sits at 72 Euros. It is a low investment that is worthwhile, because the return in terms of learning success is guaranteed, due to the simplicity and the systematicity of the learn materials.
What is the expected effect of this innovative product in your curriculum development? What should it change something?	Ensure an effective learning of the English language from the first years of school is my first goal.

Nelas Group of Schools

Name	School Radio Station
Provider	SchoolRadio
Description	Advanced radio studio in a portable format ideal for sharing between sites or schools in a cluster.
Resource	<p>School Radio supplies hardware, software and services to commercial and community radio stations. It provides everything from initial setup through the broadcast platform and the resources we need to sustain and build a station. This includes some core equipment in order to run, such as:</p> <ul style="list-style-type: none"> • Broadcast mixing desk. • Computer playout system (to play music and record content). • Microphones. • Speakers & Headphones. • A 'mic live' light. • A transmission method. <p>School Radio packages include all the equipment needed to launch a radio station plus they all include onsite installation, onsite training and at least a years support to get the station up and running. The Sr2 Package is installed from 6,499 pounds + VAT.</p>
Use	This School Radio system can be used either by teachers and students in several different ways- Internet radio, speakers around the school, interactive whiteboards in the classrooms, access via mobile devices (iPads etc), short term FM broadcasts to the whole town.
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	<p>There is already a mixer in the students' room in two schools of our cluster, however in this case the radio equipment is quite different to sound recording equipment. But there is a lot of technology we can reuse. iPads or other tablets make great portable recorders and installing audio editing software (like Audacy) on a PC makes it possible to make content for the School Radio station throughout the school.</p> <p>This kind of portable package would be easy to take to different schools of the cluster, for example every two months, so that more students can benefit from this equipment.</p>
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	These School Radio systems have been designed to be fun, intuitive and simple for presenters of all ages. Occasionally if we need some help, there is a full range of written and video resources covering all the aspects of this School Radio system including quick guides, mixer tutorial videos, Myriad tutorial videos, product documentation and other general helpful documents or user guide available on the website www.schoolradio.com

	<p>Lots of ideas can be used on this school radio station: music, special interest shows, live events, interviews, revision aids, talk shows, current affairs, debates, science and technology shows, local interest, community events, arts and culture, school sports commentary, sports shows, book reviews, maths quiz, history Live, news, drama...</p> <p>School Radio also provides a great platform for students to showcase and share their work. If a student writes a good poem or story, they can be recorded (either at the station or in the classroom on an iPad, etc) and broadcast it on the School Radio station.</p>
<p>Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)</p>	<p>Many of these programming elements are supported by Premium Resource Kits to help teachers make engaging, exciting and fun programming. These PRK will also inspire students and help teachers to develop content that not only covers many aspects of radio but also relates directly to goals and statutory requirements of the National Curriculum (adaptable to Essential Apprenticeships in Portugal). Teachers can login to schoolradio.com for a full list of premium resources. Each premium resource kit includes skill summaries, references to the National Curriculum (adaptable to Portugal), examples and frameworks, industry tips, technical pointers and much more.</p> <p>School radio will improve student success as they build confidence and self esteem, improve speaking and listening skills, learn to write creative scripts and copy, conduct research into a range of topics, work as a team, understand the value of communication.</p>
<p>What is the expected effect of this innovative product in your curriculum development? What should it change?</p>	<p>A creative innovative school enhances curriculum to stimulate students that are eager to learn new and exciting ways of communication. With this creative, engaging and exciting medium students are allowed to express their views, engage in lively debates and explore their creativity whilst simultaneously developing their speaking and listening skills, building confidence and raising literacy standards.</p> <p>Besides discussing their ideas, this platform allows students showcase their work and interact with the school and the local community as they wish. Whether it is music shows, current affairs programs, history revisited, debates, coverage of events or radio drama, School Radio provides a unique accessible and engaging medium which not only builds self-esteem for the presenters but also helps to enhance the community atmosphere within the school.</p> <p>As a conclusion, there are many benefits for the curriculum development:</p>

	<ul style="list-style-type: none"> • Improved inclusion for pupils and staff providing a cross school communications platform. • Better engagement between teachers and students. • Aid teachers in achieving a majority of the National Curriculum Standards. • Engage students that struggle with more traditional forms of demonstrated learning. • Develop a school community. • Improve links with our wider community and around the world. • Showcase the talents of our pupils.
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Penalva do Castelo Group of Schools

Name	Seppo platform
Provider	Siltavuorenpenger FI-00170 Helsinki, Finland 7
Description	Seppo is an online platform that combines gamification, social learning, digital storytelling and physical movement. It is a globally used and awarded innovation built on world class Finnish pedagogy. Seppo can be used for any school subject at any school levels.
Resource	Mobile technology
Use	<i>Seppo</i> is an online programme for creating educational games. It can be used on all levels from pre-school to university. Seppo can be used for any school subject at any school levels.
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	The new product integrates easily into our practices since we have enough tablets to work with multiple groups of students.
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	It is not difficult to use this tool on a day to day basis since there are programs already designed to be used. From these we can advance to the construction of our own games.
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	There is no need for a large material investment since we have enough mobile technology. The gains can be great, because in addition to making learning more enriching we will develop in students other skills.
What is the expected effect of this innovative product in your curriculum development? What should it change something?	Gamification helps engage students and make learning more efficient. The magic of games creates a reality where new rules apply: students can try and fail in a safe environment. Teamwork and playing with roles helps build empathy and develop emotional skills. Mobile technology in learning reinforces skills of digital storytelling. Seppo enables students to bring the modern tools and practices from their private life to formal

	learning. This empowers them and gives their learning experience a personal feel.
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Mangualde Group of Schools

Name	Make Our Book
Provider	Make Our Book lda
Description	Make Our Book is a straightforward online book publishing service for schools to achieve their ICT and communication goals, and can even raise money
Resource	This online book publishing service is an important resource for the school as it inspires students to become published authors, thus promoting a taste for writing and reading
Use	This resource can easily be used in a transversal way: at the level of the native language (Portuguese), of the foreign languages and in the different areas of knowledge
Interoperability (Question: Will the new product integrate seamlessly with other products already have?)	It will be easy to articulate this product with others that teachers and students already use at school.
Usability (Question: How easy is it for school staff to use this product on a day-to-day basis?)	Is easy for teachers to use, since it does not require much computer skills. The application is easy to use.
Return on Investment (Question: How much (time, money, resources, etc.) will this save, and how much will this improve student success?)	<p>The return on investment is more evident in pupils' motivation and learning in reading and especially in writing than in material aspects.</p> <p>This resource will facilitate the materialization of the writing activities produced by the students.</p>

<p>What is the expected effect of this innovative product in your curriculum development? What should it change something?</p>	<p>The skills of reading and writing are structuring and transversal; however, it is found that, more and more, students are less predisposed to writing, especially the creative, and some difficulties in interpreting more elaborate texts, because their investment in reading is reduced.</p> <p>With this tool and with the digital skills that students have, there is the possibility of transforming a student reader and with little appetite for writing in an author student who learns to enjoy reading, writing, regardless of whether he is using his mother tongue or not to use a more or less formal register.</p> <p>Make Our Book would allow a different diffusion of the works done by the students (and also by the teachers), would allow their use as another resource present, for example, in the classroom or in the library ...</p>
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