



Technology for Social Justice: Challenges and Opportunities

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#ILE2018 Social Inclusion & New Technologies

25 OCTOBER



We proudly announce the 11th annual Innovative Learning Environments Conference that will take place on October 25, 2018 in Nicosia, Cyprus. Under the umbrella of the international conference, which focuses on the theme of "Social Inclusion & New Technologies", we are hosting the final conference of the iDecide project. The event is organized by the international research and development center CARDET (Centre for the Advancement of Research and Development in Educational Technology), in collaboration with the Cyprus Ministry of Education and Culture, and the Cyprus Pedagogical Institute.

iDecide



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10th Innovative Learning Environments 2017

Adult Education Policy and Practice:

Gamification, Entrepreneurship Education,
and Education Policies

We proudly announce the 10th annual Innovative Learning Environments Conference that will take place on October 12-13, 2017 in Nicosia, Cyprus. The international conference focuses on the theme of "Adult Education Policy and Practice: Gamification, Entrepreneurship Education, and Education Policies" and will be held on October 12-13, 2017 in Nicosia, Cyprus. The conference is organized by the international research and development center CARDET (Centre for the Advancement of Research and Development in Educational Technology), in collaboration with the Cyprus Ministry of Education and Culture (European and International Affairs Office), the International Council for Educational Media, and the University of Nicosia.



October 12-13, 2017
@ 8:30 AM



University of Nicosia
Nicosia, Cyprus

[Registration](#)[Call For Papers](#)[Paper Guidelines](#)

Organizers:



Supported by:



15 YEARS
OF GLOBAL
CONTRIBUTION



200+
PROJECTS



+1,000,000
PEOPLE
REACHED



45+
COUNTRIES

Vision

CARDET aspires to be one of **the leading research institutes in the Euro-Mediterranean region** in the areas of **education** research, sustainable development, **social justice** and **technology empowered solutions**.



Mission

Inspire **innovation**, and to promote **education, research, and development** through **evidence-based practices**, cutting-edge **research**, and empowered **people**.



Global Network – Affiliations - Partners



UNIVERSITAT DE
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United Nations Educational,
Scientific and Cultural Organization



The Open University



cait



UNIVERSITY OF NICOSIA
ΠΑΝΕΠΙΣΤΗΜΙΟ ΛΕΥΚΩΣΙΑΣ

MACQUARIE
UNIVERSITY
SYDNEY ~ AUSTRALIA



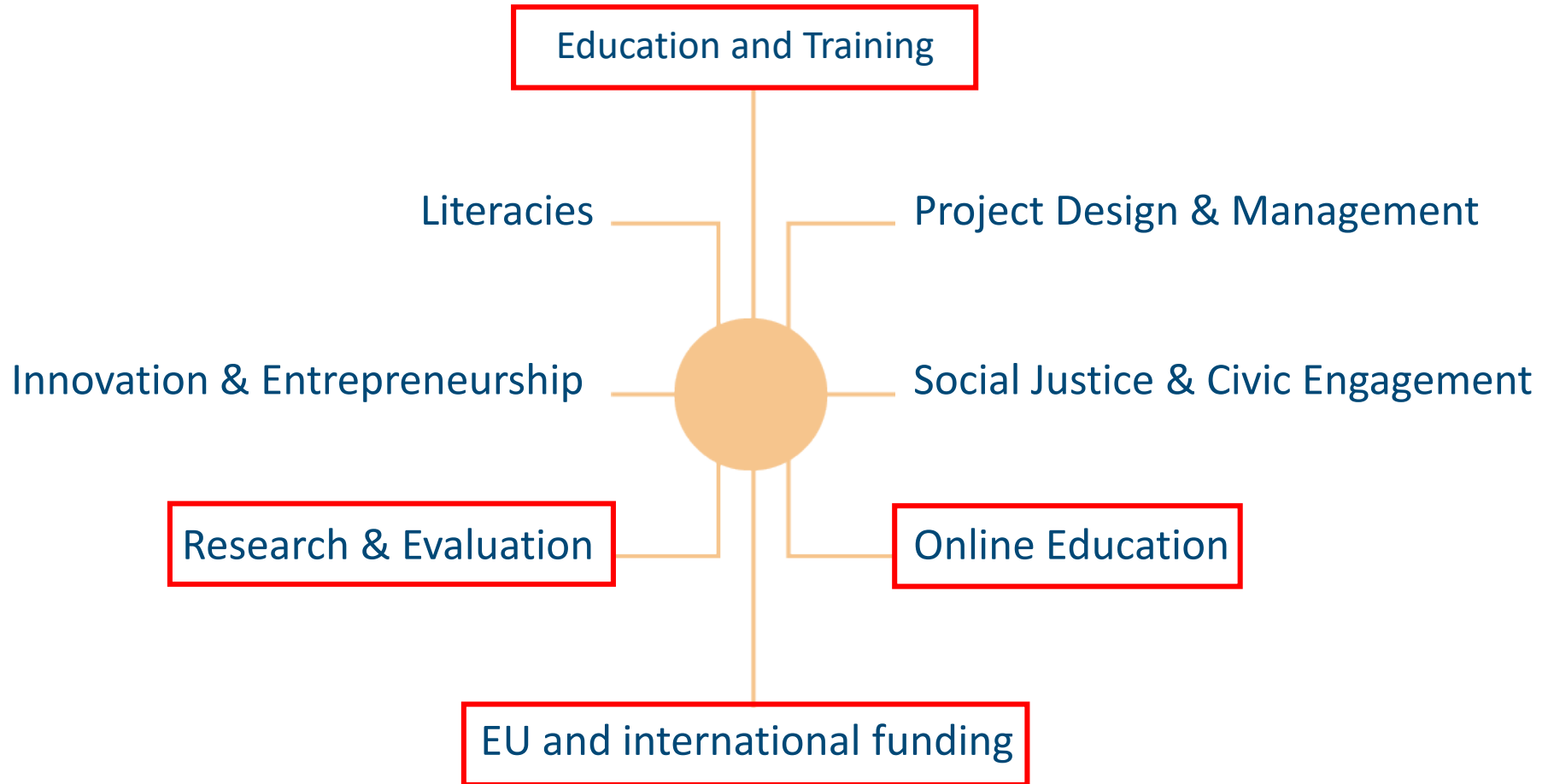
Western Illinois University



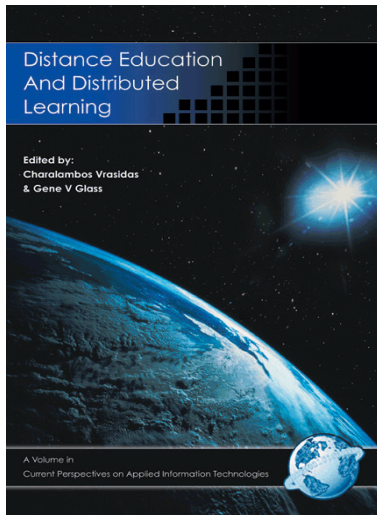
Anadolu University



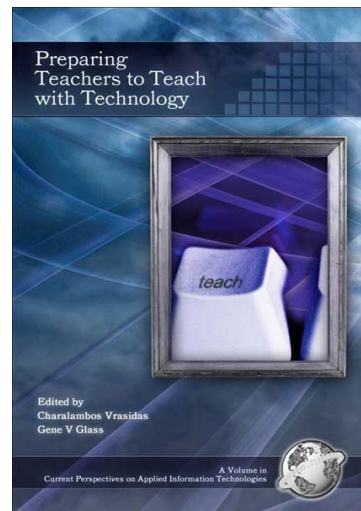
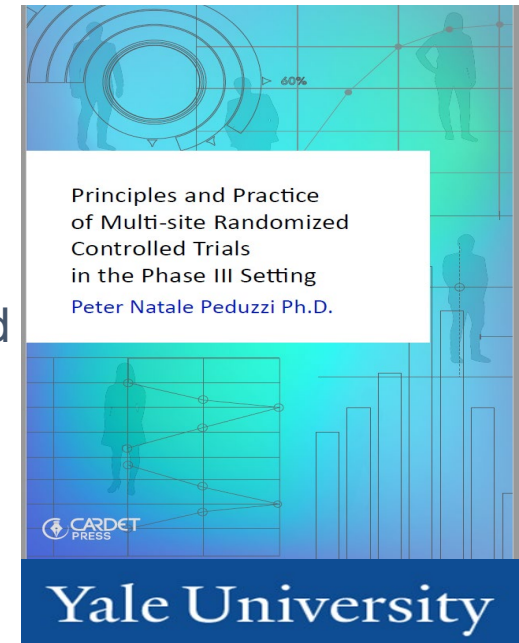
Core Expertise



Research & Dissemination



- Edit an International Journal on Educational Media
- Publish a Book series
- Case studies from around the world
 - Harvard, UCLA, MIT, YALE
 - Boston College, Open UK



Rethinking Education

Towards a global common good?

- War & Conflict
- Climate Change
- Migration
- Violence in Schools



Key Questions about Inclusion

- Which groups are at risk of social exclusion?
- Are education policies and practices supporting social inclusion in education?
- What are the barriers to inclusive education?
- In what ways does inclusion/exclusion contribute to learning outcomes?
- In what ways does inclusion contribute to happiness and well being of learners and teachers?

Key Questions about technology

- Which technologies and tools can better support inclusion?
- Are education policies and practices supporting the use of technology in schools?
- What are the barriers to using technology for inclusive education?
- In what ways can technology support inclusion and contribute to improved learning outcomes?
- In what ways can technology act as a barrier to inclusion?



Mapping & analysis of MOOCs & free digital learning for inclusion of migrants & refugees

MOOCs4inclusion is a study, commissioned by the European Commission, the Directorate General Joint Research Centre (DG JRC), which aims at assessing the adequacy (mapping and analyzing) of Massive Open Online Courses (MOOCs) and Free Digital Learning (FDL) for inclusion of migrants and refugees.

[More about the project](#)[Download the JRC report](#)

Browse the Catalogue

Submit an initiative that fits the purpose of the project to be considered for the catalogue.

[Submit an Initiative](#)

<http://moocs4inclusion.org/>

Language Learning



Teacher Training



Primary/Secondary Education



Higher Education (formal)



Social Inclusion



Employment



Infrastructure



Support Personnel



 MOOC

 Online course

 App

 Video

 Digital resources

 Electronic handbook

 Other



Funded by the European Commission

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Challenges

- Lack of resources
- Lack to teacher competencies
- Limited access to k12 education
- Restricted access to higher education
- Trauma and identity struggles
- Disorientation in new setting
- Exclusion and isolation

Challenges



90% of future jobs
will require digital skills.



44% of Europeans
lack basic digital skills.



Less than 20% of ICT
professionals are female.



More than 48 000 schools
lack broadband connection.



Digital wellbeing is threatened
by misinformation, cyber bullying,
data privacy issues.

DIGITAL, RESPONSIBLE CITIZENSHIP IN A CONNECTED WORLD



<https://digital-citizenship.org/>



AIM & OBJECTIVES

The DRC project **aims** to empower students and teachers to develop digital citizenship skills, and to integrate digital literacy and digital citizenship as part of school curricula.

(terms: skills, competencies, literacies, citizenship)

Digital Citizenship: A working Definition...

- A collection of knowledge, skills, competencies, values, and **practices** which **empower individuals and groups** (collaboratively) to access, analyze, construct, comprehend, evaluate, deconstruct, communicate messages in various forms, in ways that it allows them to function effectively, ethically, responsibly in society.
 - **(CARDET Research Group, 2017).**

An innovative toolkit for inclusive
decision making policies



Welcome to the iDecide project! Here you can
access our innovative toolkit and induction course to
help you integrate inclusive education practices in
your school.



<http://www.idecide-project.eu>



Problem

- Complexity of running schools and classroom
- Inclusion – easier said than implemented
- Practical tips – evidence based
- Decision making is a complex, political, biased process.
- Time for learning and unlearning

TEACHERS: THE REAL MASTERS OF MULTITASKING

1,500

EDUCATIONAL
DECISIONS MADE BY
AN AVERAGE TEACHER
EVERY SCHOOL DAY

4

EDUCATIONAL
DECISIONS MADE BY
AN AVERAGE TEACHER
EVERY MINUTE

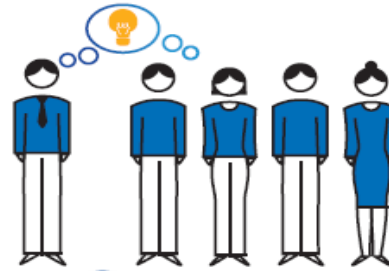
The average classroom teacher will make 1,500+ educational decisions every school day.
In a 6-hour school day, that's more than 4 decisions every minute.
How multitasking is that? :)

<https://www.teachthought.com/pedagogy/teacher-makes-1500-decisions-a-day/>

Jazz, Basketball & Teacher Decision-making

- Researchers [Hilda Borko](#) and Richard Shavelson summarized studies that reported .7 decisions per minute during interactive teaching.
- Researcher [Philip Jackson](#) (p. 149) said that elementary teachers have 200 to 300 exchanges with students every hour (between 1200-1500 a day), most of which are unplanned and unpredictable calling for teacher decisions, if not judgments.
- <https://larrycuban.wordpress.com/2011/06/16/jazz-basketball-and-teacher-decision-making/>

- School Staff
- Toolkit
- Sharing the Idea
- Feedback Process/ Stakeholders
- Final Decision
- Improve teaching and learning



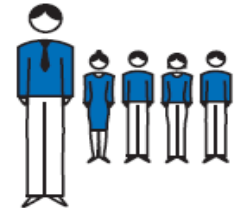
1. School leader and staff need to make a decision on topic X.

1

2. The toolkit is used to provide guidance on making inclusive decisions. Toolkit includes checklists, best practices, examples, flow diagrams, etc.



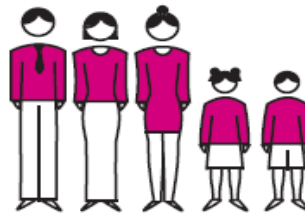
2



4

3

4. Input is received via multiple iterations of face-to-face consultations, online debates, comments, and voting (via online and mobile interfaces). needed.



vote



debate



comment

3. Draft decision is made and a brief document is shared with stakeholders (teachers, students, parents).



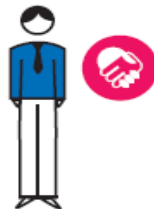
face to face

online

mobile app

5

5. Final decision implemented.



6

6. Improve teaching and learning.

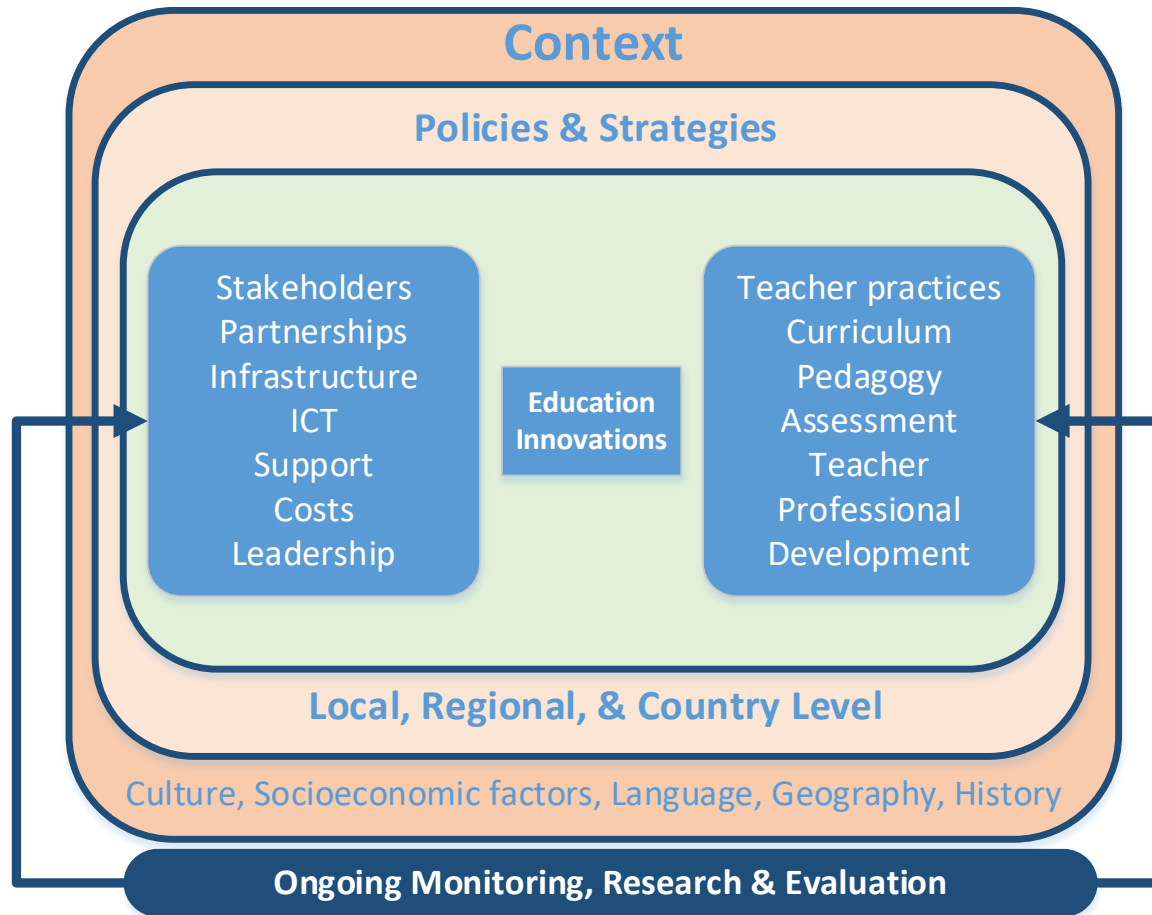


Lessons Learned

- Inclusion – is hard work
- Changing the culture and habits of school staff
- Ongoing support
- A good tool for teacher professional development
- Time release for school staff
- Systemic addressing of inclusion
- Scale-up innovations

3-Sigma Model for Scaling

Systemic Systematic & Sustainable



International Conference of the Mediterranean Migration Network

"Social inclusion and integration in the Mediterranean region: Challenges and Opportunities"

Friday, October 26, 2018

8:00 - 15:00

Cine Studio - University of Nicosia

08:00-08:30	Registration
08:30-08:45	<p>Welcome – CARDET – "Social inclusion and integration in the Mediterranean region: Challenges and Opportunities"</p> <p>Dr. Charalambos Vrasidas, <i>Executive Director of CARDET – Professor of Learning Innovations & Policy, University of Nicosia</i></p>
08:45-09:00	<p>Welcome – European Funds Unit</p> <p>Mr. Constantinos Kyprianou, <i>Head of the European Funds Unit – Ministry of Interior – Responsible Authority of Home Affairs Funds 2014-2020</i></p>
09:00-09:20	<p>"Reflections on the achievements and potential of the Mediterranean Migration Network"</p> <p>Ms Kyriaki Yiakoupi, <i>Project Manager – Researcher – MMN management committee Officer, CARDET</i></p>
09:20-11:00	<p>Panel Discussion "Sharing good practices from the EU on migrants integration and social inclusion"</p> <p>"YOYO: Educational YOGA for the YOLO Generation" Ms. Nancy Pyrini, <i>YOYO Coordinator, 1st Primary School of Rafina ICICTE Founder & Director</i></p> <p>"The user-led model of social inclusion" Dr. Theo Gavrielides, <i>IARS Founder & Director</i></p>

Relevant Projects

- InterCap
- DRC
- SCHOOLS FOR FUTURE YOUTH (SFYOUTH),
- B-Learning: Curriculum Design for Blended Learning (B-LEARNING)
- EUciTEC
- Digital Tools for Inclusion of Refugees, Asylum Seekers and Migrants
- Digital, Social and Civic Competences Development for Adult Educators Working with Migrants and Refugees -DiSoCi
- Digital Tools for Inclusion of Refugees, & Migrants
- AGEFACTOR
- COMMIX
- FEFE
- Girls on Global STEM (GIGS)
- MIELES - e-learning in Indian higher education
- Work 4.0
- Shanarani
- CIVACT
- Journey to Employment (GET THERE)
- Health Communication Training for Health Professionals (H-COM)
- iDecide
- Innovation Ecosystems for VET (InEcVET)
- Training community volunteers
- Welcome to universities and HiEd. (WELCOME)
- 'Young European Talent on the Move- YET'
- TrainVol: Capacity Building of Civil Society to Strengthen Volunteerism
- Video/Visual Literacies (ViLi)
- SELF-E
- Airthings
- Soci@I
- SIMILAR
- Mindfull managers
- BRAMIR
- MEDIS
- BACKPACK

