



Examples of good practice and case studies: School survey results

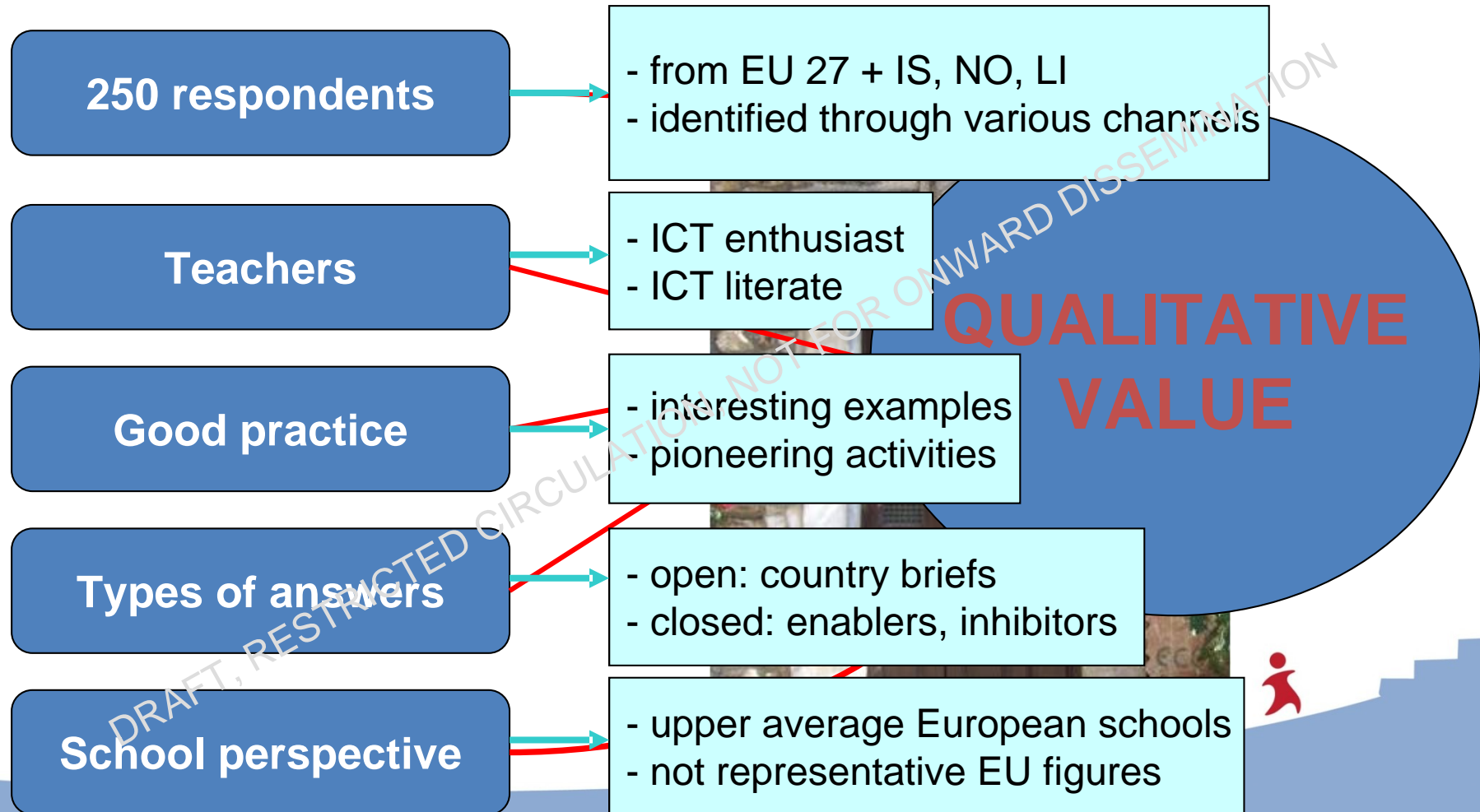
steps.eun.org

Lucia Sali – European Schoolnet

DRAFT, RESTRICTED CIRCULATION, NOT FOR FORWARD DISSEMINATION



The STEPS school survey



RESULTS - About the good practice

Issues tackled:

1. to boost pupils' motivation

- motivation in general
- curriculum coverage
- MST

2. to provide learning diversity

- personalised learning
- disengagement
- heterogeneity
- low attainment

3. to overcome a difficult context

- small school
- remote location

CAVEAT:

- retrospectiveness
- lack of helicopter view

RESULTS - About the good practice

Subject coverage:

ICT is used to cover the major areas of the curriculum:

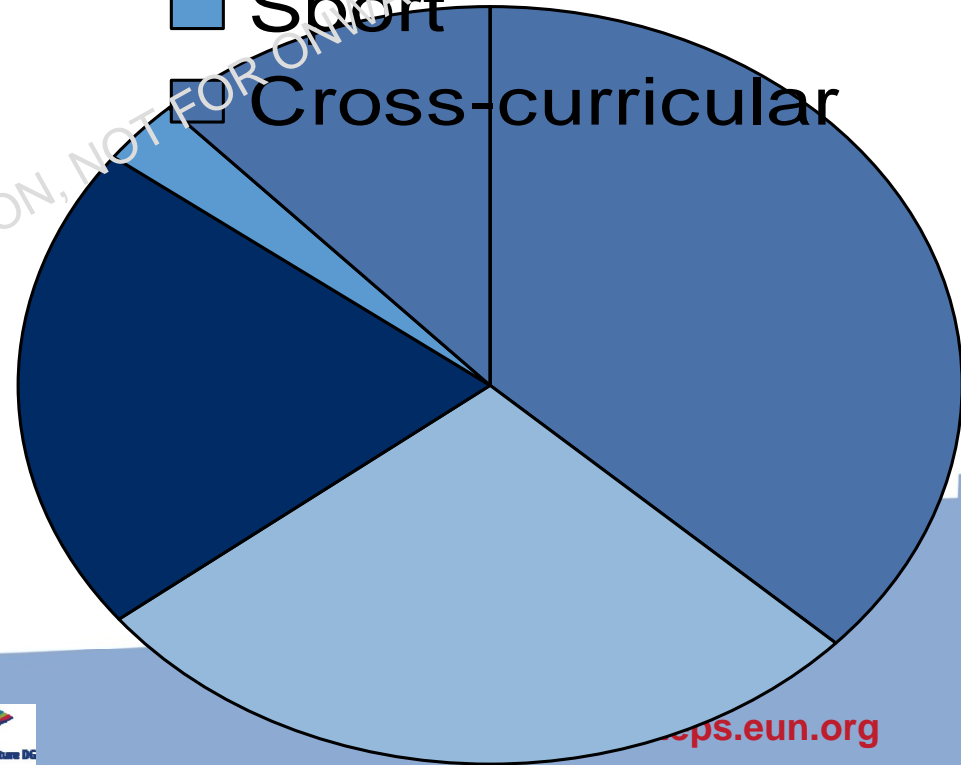
- **MST**
- **Language**



Less featured:

- **Sport**
- **Cross-curricular projects**

- MST
- Language
- Arts&Humanities
- Sport
- Cross-curricular



RESULTS - About the good practice

Type of activity:

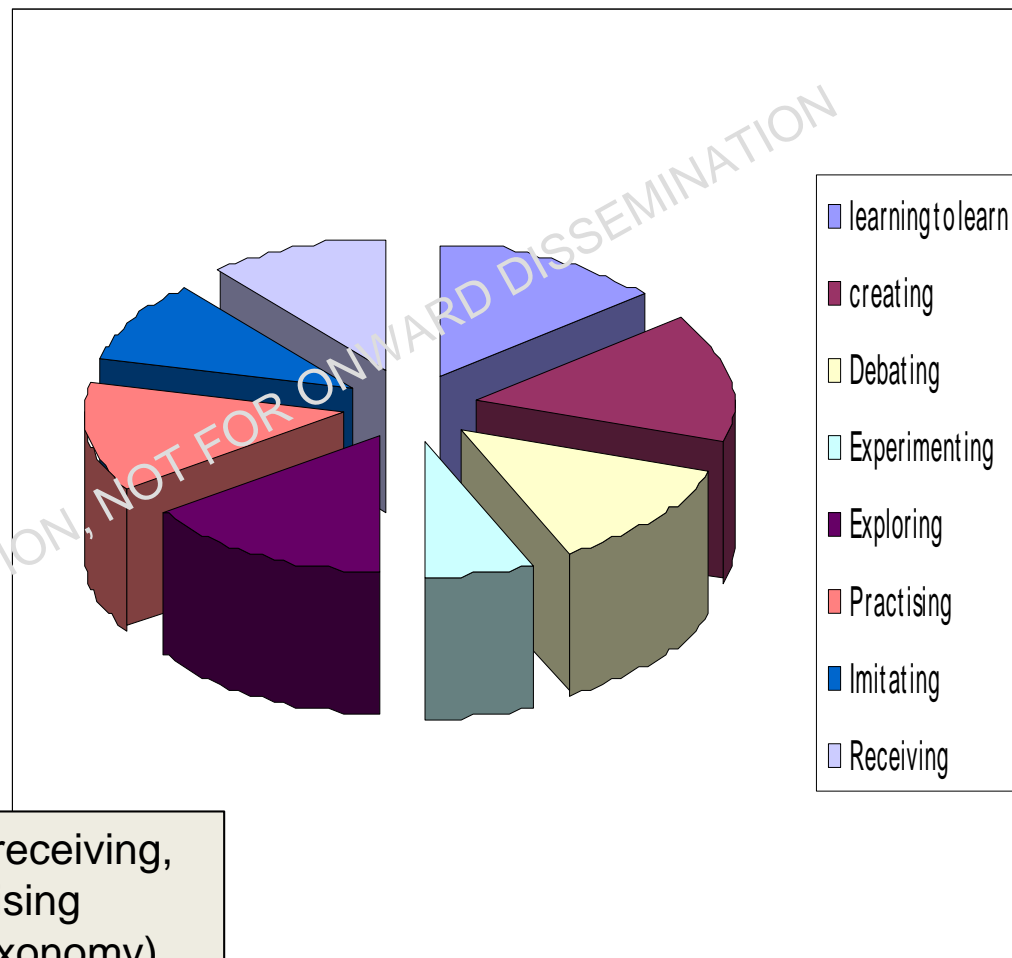
NO
single prominent activity

BUT

PRO-ACTIVITY prevails
over traditional pedagogy

Exploration, creativity,
debating, learning to
learn...
(8LEM taxonomy)

Imitating, receiving,
practising
(8LEM taxonomy)



RESULTS - Impact

On learners:

Largely **POSITIVE**
or very positive

BUT

**Bigger impact = areas
not strictly connected to
traditional test evaluation**

Variety of learning,
motivation,
understanding, digital
competence

MST, test scores,
languages

**Lack of adequate
assessment systems
=> to be explored**

RESULTS - Impact

On teachers:

Even MORE POSITIVE
than on learners

BUT

Bigger impact = personal skills
vs
teaching organisational dimension

Working with others,
planning, resources,
identification of
learner progress

Motivation,
teaching skills,
ICT competence

**- Lack of impact
indicators for pupils
- ICT local context**

RESULTS - Impact

On schools:

Positive but **LESS EVIDENT**
than on learners/teachers

BUT

Bigger impact = home-school linking
vs
school organisation

Collaboration,
resources,
administration

Communication,
cooperation with
families + leadership

**- Lack of means to
gather evidence**
**- Prudence in
evaluating school**
**- Other aspects
additional pay-offs**

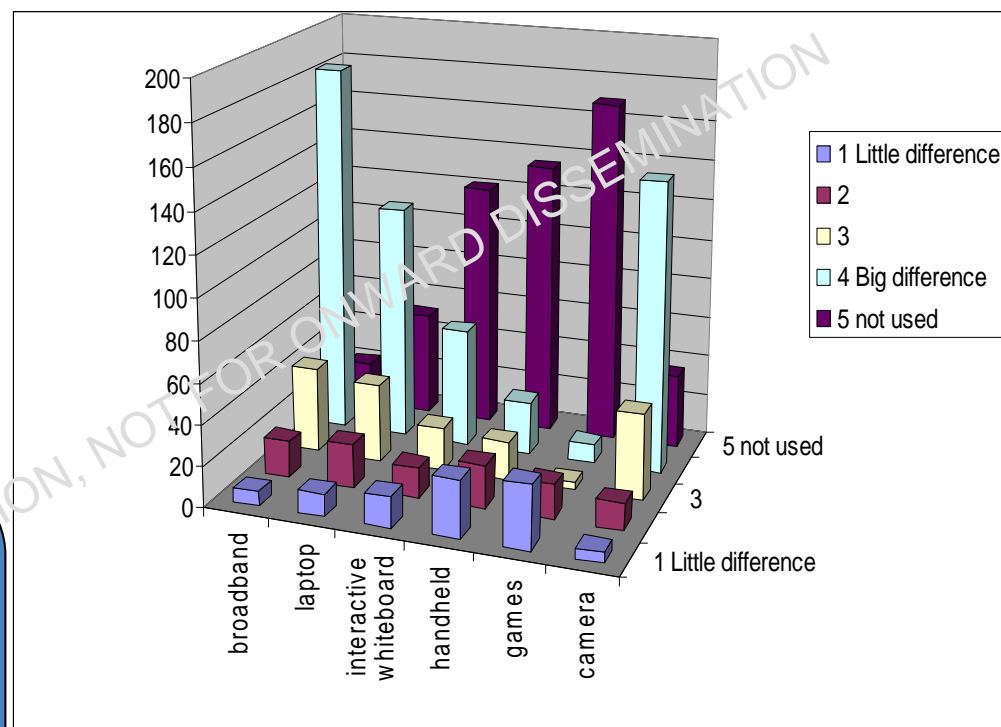
=> to be explored

RESULTS – Enablers and inhibitors

Technology used:

- Broadband
- Digital camera
- Laptop

- **IWB**: not widespread but high impact
- **Handheld devices + digital games**: more problematic introduction, benefits less obvious



RESULTS – Enablers and inhibitors

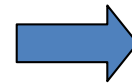
Success factors:

- VISION
- People
- Resources



- Collaboration
- ICT strategy
- Support

=> **LESS INFLUENTIAL**



ICT strategy
=
impediment

when:

- over-prescriptive
- poorly thought-out
- not based on consensus

=> to be explored

RESULTS – Enablers and inhibitors

Link to policy and strategy:

DRIVERS:

- Equipment
- Support
- Content

Hardware, internet access

Training, agency, helpdesk, workshops

Educational software/material

CHALLENGES:

- People
- Processes
- Resources

Teachers' ICT skills and attitude

Planning, co-operation, support, curriculum

Equipment, funding, content