





Up2U Pilots

What is the project?

The Up2U Project https://up2university.eu/ is funded by the European Union's Horizon 2020 research and innovation programme under Grant Agreement No. 732049 - Up2U in order to bridge the gap between secondary schools and higher education by better integrating formal and informal learning scenarios. The project ends 30 May 2020.

The main objective of the project is to bring innovation to schools by piloting teaching and learning technologies and pedagogical approaches that empowers teachers and students to develop digital skills required by the 21st century internet society. To achieve this objective, the Up2U Project is designing and delivering a Next Generation Digital Learning Environment (NGDLE) that is modular, interoperable, highly customizable and portable.



The secondary schools, which wishes to participate in the Up2U Project's pilot activities will have the opportunity to:

- bring its teachers and students to the Up2U platform.
- engage with broad teaching and learning activities supported by the platform
- offer original online contents to the Up2U community

Up2U for students

- Up2U brings new technology from the cloud to the classroom and back.
- Up2U helps you experimenting with the informal learning spaces and develop new skills needed in higher education.
- The project helps you to adapt to new learning scenarios that will be useful when attending a university.
- Since the project has numerous international entities, we provide a multinational atmosphere.
- The project lets you experience the digital reward system.
- Distributed Learning: Access learning content anytime, anywhere
- Make your personal learning path and define your emphasizes on your own learn-specific goals related to your own learning objectives

Up2U for school teachers

- Up2U gives you online tools that you can incorporate into your daily teaching practice to make a change.
- Up2U helps your students developing "critical thinking" and be more independent
- Up2U allows you sharing your school projects and get information about other successful projects that you can repeat with your class.
- Up2U provides value-added learning analytics and community-based digital reward system for you to experiment with.
- The project offers training to acquire the basic skills and know-how to introduce the latest online tools in your classroom.
- Up2U create critical mass and good practices that can be applied in teaching and learning activities.









What is expected from pilot schools & teachers?

The goal of pilots are secondary school teachers and students using the Up2U Application Toolbox to support their learning and to bridge the gap between secondary and higher education by practicing the key competences of XXI century:

- Critical Thinking & Problem Solving
- Communication & Collaboration
- Information, Media & Technology Literacy
- Self-Direction
- Learning to learn

Up2U teaching models, methodologies and tools:

- Project Based Learning (Trello, wikis)
- Place-Based Learning Education (Treasure hunt)
- Experiential Learning (CernBox)
- Flipped Classroom (WebRTC, SeLCont, eduOER)
- Scenario-based learning (H5P)

What users (teachers & students) can do with Up2U:

- An authenticated course creation in Up2U platform
- Multi-disciplinary courses
- Recording a lecture
- Uploading a lecture & making assignments
- Interactive video creation and exercises
- Creation, storage and usage of open educational content in Up2U repository
- Virtual room communication

The Up2U project encourages high school teachers to learn and experience the Up2U Application Toolbox, and to choose tools and learning scenarios that can support the learning process in the classroom. To enable teachers to smoothly get engaged in the Toolbox, the project offers the Up2U Starter Guide (a user account needs to be created on the first access). With these support materials, teachers are welcome to invite their students to the platform and experience the Toolbox together.

Up2U Application toolbox have the following tools available:

- Learning Management System (Moodle, CommonSpaces, OpenEdx)
- Content (eduOER, D-Space, Swan, H5P)
- Collaborative Editing and Doc Sharing (CERNBox, Swan)
- Real-Time Interactions (Knockplop, Multiparty Meeting)
- Recording & Publishing (SeLCont, Poddium)
- Learning Analytics (Learning Locker)
- Open Badges

The project is open to users' suggestions on further improvements of Up2U tools. Such suggestions can be expressed in this questionnaire. Users are free to submit their feedback multiple times.









Teachers would be participating in the Continuous Professional Development (CPD) courses in three phases:

- Phase One Introduction to ecosystem
- Phase Two Hands on Experience and students involvement
- Phase Three "Train the Trainer"

The project covers the costs for the teachers to take part in the courses (travel...etc. in coordination with the national pilot coordinators) from the listed countries that are covered by the project (Germany, Greece, Italy, Israel, Hungary, Lithuania, Poland, Portugal, United Kingdom).

To evaluate activities conducted in pilots, the project expects teachers and students to respond to surveys before and after their activities with the Toolbox:

- Teachers: Pre-survey, Post-survey
- Students: Pre-survey, Post-survey

Moreover, teachers are encouraged to define an assignment for their students to collaboratively construct a learning-related object such as video, report, presentation, etc. Students' should be someway free to vguide their own creative process and to organize their group-works. The assignments should be performed using Up2U tools, leveraging searching for relevant information on the internet, and revising and improving the final group product. Teachers would then assess the group products and fill up the assessment rubrics defined by the project.

Above, some pilot activities of certain importance for the project are outlined, however, teachers are free to choose what is feasible to be done in their particular cases.

Access Up2U pilot platform:



Up2U intro video:



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