

Submit Good Practice

I. Key information of your practice

1. Title of the good practice *

Web 2.0 community building for teachers

2. Website related

<http://portal.opendiscoveryspace.eu/communities>

<http://portal.opendiscoveryspace.eu/community/digital-rural-schools-819110> (specific link for the digiskills project)

4. Target groups who will implement this practice *

Who will benefit from your practice?

- Teacher
- Learner

5. Educational level of learners*

What level of educational setting is best suited for this practice?

- Any

6. Area of good practice (select)*

- **Community Building** (methodology and tools such as blogs, social networks);

7. Subject of practice*

Is this practice related to a special learning subject, such as mathematics, arts, languages or courses such as economy, law, etc?

- Other (non-specifically connected with a subject – suited for any subject)

8. Learning outcomes

What learning outcomes are intended (knowledge, skills, competences) to be reached with your practice?

- Improved knowledge through exchange of experiences and educational material
- Better skills on collaboration with other teachers and on supporting learners/students

9. Keywords *

Web2.0, community building, collaboration, social networking

II. Details of your practice

1. Age of learners

Is the age of learner important when implementing your practice?

- n/a

2. Duration of implementation

Is there a typical timeframe to implement your practice? This information helps others to use your practice in their own settings. Include learning time and don't forget preparation and follow-up!

- Starting day – Day 1
- Ending day – Day 1 (just one day is needed –on technical level- in order to build a community in the open discovery space)

3. Typical Learning time

How much time is needed to in our outside of the classroom/at home to replicate the practice?

N/A

4. Short summary *

Networking (acquaintance, contact and exchange of experiences and advice) is one of the main tools to support and promote the professional career. It is important to remember that networking is a means of aid effectiveness at work and career growth. It requires time, thought, action ability, but the long term rewards can be huge .

Additionally, networking is considered as an important incentive for participation in adult education activities. in recent years the literature on non-obvious but important participation incentives to lifelong learning actions to enhance the knowledge and skills of an adult, has shown a significant those associated with the relations (achievement need for positive relationships with others, social acceptance, increase the existing social networks, knowledge and contacts through social networking). In this context, the current social networking applications (web 2.0) are a key tool to support lifelong learning and professional development, providing continuous and immediate opportunity to exchange experiences and gain new knowledge without cost in time and money. The opportunities offered by specific applications in recent years even bigger through the massive expansion of mobile systems and integration of social networking tools in them.

An example of a specific professional category to which empirical research has shown the importance of social networking applications to enhance their training and professional development, are the teachers. The time available within the daily routine of school is small for a teacher to deal with research necessary to remain innovative in relation to skills

and knowledge required for the very important role. Through the effective use of social networking applications, focusing on research and collaborative design learning scenarios and hardware teachers escape the "isolated" educational process by acquiring additional outlets for new knowledge useful in their work.

5. Description of challenges faced

Are there any difficulties teachers/learners might face when applying your practice and how can it be solved?

- Need to have access on a PC and Internet
- Need to an initial training on how to use such a platform for collaboration

6. Difficulty of ICT solutions used

How competent do teachers need to be in using ICT to implement the practice?

- Very easy
- Easy
- Medium
- Difficult
- Very difficult

Easy

7. Detailed description*

Give a thorough description of your practice, please. Concrete steps of activities can be added below at the '**Activities/implementation**' field.

The specific best case is related with the OPEN DISCOVERY SPACE Portal (ODS).

ODS is a pioneering effort to establish a pan-European collection of online learning resources and tools. ODS connects teachers to a wide range of resources and training available online, as well a variety of online communities where they can establish private or public groups for formal or informal communication, and for the sharing of experiences.

The ODS Web 2.0 environment offers users (mainly teachers) the ability to communicate in a safe (and private,) form through the use of a variety of tools. These are **Private or Public Groups, Discussions, Blogs, Polls, Activities and Events**.

Teachers have the option to create their own communities inside this flagship community. They may also create their own private Groups, Discussions and Blogs to address issues relevant to their localised contexts. School (private) Groups and Communities may be established to exchange information and material related to pupils and their progress. Discussions and Blogs offer the opportunity to teachers to engage in meaningful debates with comments on specific issues. They also have the ability to attract attention through the

uploading of material such as photographs and videos of specific school events. The Activities function may be used to supplement home studying. Events within communities may be used to circulate information on specific school happenings, school contests, festivals, celebrations, meetings, etc. In addition, communities include three important functions dedicated to the circulation of schools material. These are the **Educational Content, the Lesson Plans** and **Learning Scenarios**. Apart from the Activities, these functions are also designed to accommodate specific learning and supplementary teaching material.

8. Activities/implementation *

Concrete steps or actions other teachers should be aware of when using the practice.

It would be useful to have an initial training on the environment usage and benefits.

9. Resources/tools used to realise the practice

You might list here: technical resources (mobile phones/wi-fi/speakers, projector), other costs (travel, location hire); human resources other than your working hours (extra colleagues involved, external people involved), etc.

- Cost
- Human resources
- Infrastructure/material resources
- Other (please specify)

In order to use the system, the teacher should only need access to internet.

10. Tools used to realize the practice

You might list here: Non-technical equipment or material (flipcharts, etc.); Support from another teacher, museum, school leadership

See point 9

11. Country of origin *

Where is the practice originated from?

This specific practice presented as a showcase (Open Discovery Space communities) is derived on a big European project funded by the ICT/PSP Program:

<http://opendiscoveryspace.eu/project>

12. Language used for this practice

Fill this field in, so that people with special interest of a practice written in a specific language can find it easily.

The user can build communities in any language.

III. Author's recommendations and further credits

1. Why do you recommend this practice to others? *

What makes this practice good? We offer you some criteria of evaluation to choose. Press and hold the "Ctrl" button on your keyboard to select more than one. Their definitions are: **Transferable**–*It is easy to replicate in another classroom or learning situation;* **Innovative**–*It is innovative and new;* **Impact**–*It has a positive impact on students' learning;* **Availability**–*All resources and tools are available online without access barriers (costs, registration procedures, etc.);* **Adaptability**–*It is easy to replicate the activity for another subject/topic. There is plenty of space for variations.;* **Acceptability**–*I think other teachers will like it.;* **Creativity**–*It is creative;* **Collaborative**–*It supports collaboration between learners or teachers and other individuals outside of the formal learning context*

- [Transferable](#)
- [Innovative](#)
- [Impact](#)
- [Availability](#)
- [Adaptability](#)
- [Acceptability](#)
- [Creativity](#)
- [Collaborative](#)

2. Further contributors of this practice

Please, enter acknowledgements and name of further contributors, if available

See <http://opendiscoveryspace.eu/project> for info on the ODS partnership

3. Status

- Draft
- [Final](#)
- Revised
- Unavailable

4. Further useful literature

Feel free to add links or reading material for further readings related to your practice. What online or e-learning resources or tools did you use? Please add the

external URL(s) here, e.g. to platforms in case they are different than the weblink you entered to your practice.

N/A

Please add a Title here (no fields, just text, so that this section is understandable):

IV. Upload files and other media to this practice

1. File Upload

Upload	0	1
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N/A

2. Translated versions

Add a new file

N/A

3. Video link

Do you use videos for your practice? Please, share the URL link to it:

YOUTUBE CHANNEL: <https://www.youtube.com/user/OpenDiscoverySpace>

4. Image/sound

Do you use podcasts, audiofiles, music, etc for your practice? Load it up here (please, make sure that you have the right to share this file)

Upload	0	1
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N/A

8. Copyright

Please, observe on copyright related to your practice and your resources. Can your resources be used freely? You can quote Creative Commons licences here. In case of other open licences please use the option "Other". Similarly, in case your practice is based on external copyrighted materials please use the option "Other" so as to state names and affiliations and any relevance open license. To find out more about copy right cclick [here](#)

- *Attribution 4 international*
- *Attribution no derivatives*
- *Attribution share alike*
- *Attribution no commercial*
- *Attribution no commercial- no derivatives*
- *Attribution no commercial- share alike*
- *Other*

N/A

V. About you

1. Name of contributor *

Andreas Koskeris

2. Your position*

Member of the CTI team on ODS

3. Your institution

Computer Technology Institute (CTI) - Greece

4. Contact e-mail

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