

Don't wait! Innovate!

Oktawia Gorzeńska



Introduction

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Don't wait!

Why?

Innovate!

How?

What ?

Why we must transform education?



Global warming.

Accelerated digital revolution.

Growing inequalities.

Democratic backsliding.

Loss of biodiversity.

Devastating pandemics.

And the list goes on...



Why we must transform education?



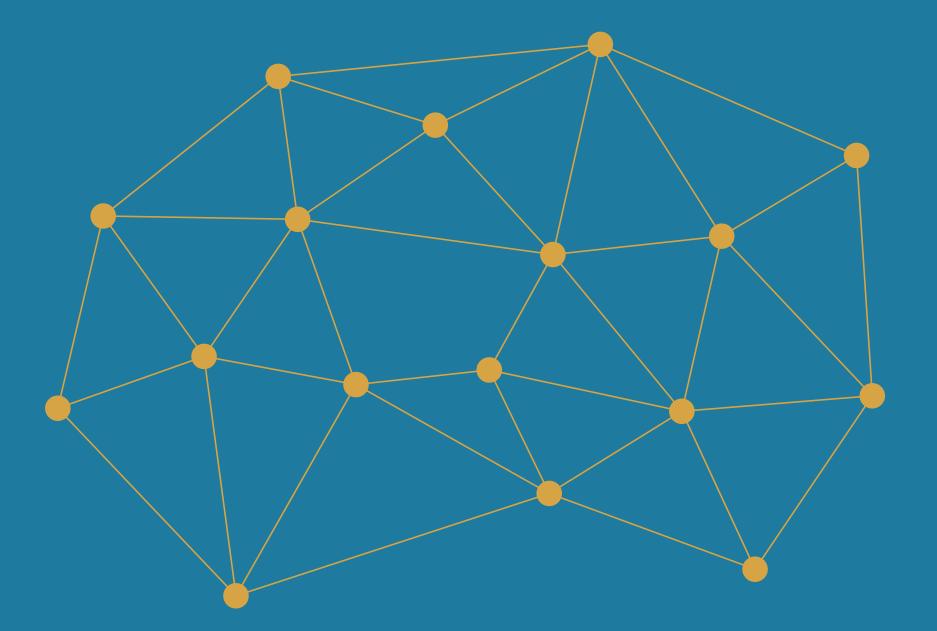
We must ensure
the right to lifelong learning
by providing all learners
- of all ages in all contexts the knowledge and skills
they need to realize
their full potential and live with dignity.

Education can no longer be limited to a single period of one's lifetime.



How?





- Through co-operation, creating ecosystem,
 - Connecting classrooms to the real world,
 - Importance of small steps...

Why?
How?
What?



What?



Empowering learners with knowledge, skills, values and attitudes to be resilient, adaptable and prepared for the uncertain future while contributing to human and planetary well-being and sustainable development.



- Effective teaching and learning strategies,
 - Strong relationships with the students.

Why innovation matters in education?

It helps to prepare students for the uncertain future (life and work) by providing them opportunities to develop their competencies (knowledge, skills, attitude).

It encourages teachers and students to explore, research, create, and use all the tools to discover something new.



Let me share my story

How to become an innovator

Imagine

How to keep my class interesting for students?



New possibilities

How to implement new methods in my classroom?



In dire straits

How to communicate effectively with my colleagues, headteacher and parents?



It works!

How to get inspired?



Beyond the horizon

How to find project partners?





- Group work
 and collaboration,
- Multicultural learning,
- Connecting learning to the real world,
- Engaging with my students' interests,
- Students as creators,
- Project work,
- Using mixed media.



The time for change is now



The School for Innovators project

- Collaboration,
- Using open-ended questions,
- · Learning from failure,
- Effective feedback.



The School for Innovators project

- Interdisciplinary learning,
- Problem-based learning,
- Competence-based learning.



STEAM lab project

- Interdisciplinary learning,
- · Problem-based learning,
- · Learners as creators.



"3 takeaways"



- Competency-based education,
- Importance of small steps,
- Co-operation.

What is your takeaway?



Your impact matters! Don't wait! Innovate!

