

Inclusion



Description

Digital technology has potential to reduce or amplify existing social inequalities. Therefore it is pertinent to work purposefully with pedagogical elements of inclusion by e.g. considering diversity in terms of learners and digital ecosystems.

Also connects to: Diversity; Care; Access



Inspiration - Space crafter

Craft large anonymous spaces where players feel free to express their hearts' will. This card can be played when a large group of players (50+) need to identify and narrow down e.g. a problem or reach a decision for their learning journeys. **WARNING-** profanities might occur.

Technologies: Padlet or Whiteboard.
[LINK](#) for more resources

Playfulness



Description

Playfulness is a mindset that embraces more creative, disruptive and explorative ways of teaching and learning that push traditional boundaries within a larger and more complex education system. A playful approach can reduce anxiety and stress and promote engagement and motivation.

Also connects to: Inclusion, Access, Flexibility



Inspiration - Digital makerspace!

An immersive, interactive virtual environment for learning, where students collaborate in a 3D space. It encourages playfulness with customizable avatars and surroundings, supports inclusivity through chat and microphone communication (benefiting deaf students), and is accessible online for flexibility.

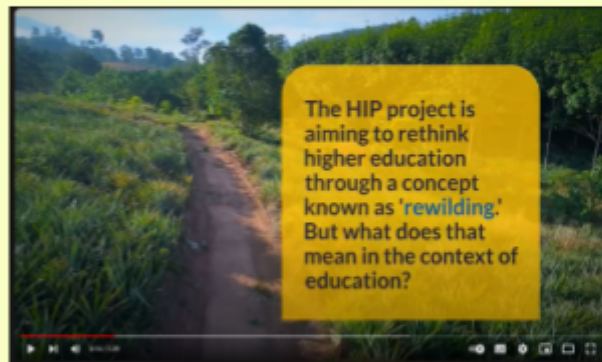
Technologies: Spot Virtual, Gathertown, Wonder.me
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Access and openness



Description

Openness and access refers to the purposeful use of technology to remove barriers and improve access to educational resources for all students. Openness also includes breaking away from walled ecosystems, e.g. institutional limits, through technological openness and diversity and opening up for sharing and collaboration that goes beyond. Also connects to: Community, Resistance



Inspiration - Teaching based research

Investigating your own practices as a teacher together with your students can result in better pedagogical dialogue and transparency for your students. This can be done by sharing current research that you are part of or inspired by through short videos.

Technologies: video platforms, wikis.
LINK for more resources

Empowerment, Resistance & Non-doing



Description

Here we focus specifically on empowering teachers and students in digital education for a bottom-up approach resisting and challenging the dominance of Big EdTech and top-down, managed approaches. This also means letting go of control and pushing back against the demands for relentless performativity and productivity.

Connects to: Agency, Community, Care



Inspiration - Fantasy storytelling!

Close your eyes and dream about alternative futures of education! This method can be used for teachers and learners to think about and share possible future scenarios. These can be shared through drawings and telling stories to each other.

Technologies: Pen & paper, Whiteboard.
[LINK](#) for more resources

Variation



Description

The introduction of more varied learning experiences and types of assessment in higher education is important both in terms of sustaining students' motivation and meeting different learners' needs. Different methods, materials, formats have different affordances and challenges.

Connects to: Flexibility, Inclusion, Access



Inspiration - Zine video!

Make a zine about what you learnt. Add your comments, images and quotes that you liked and maybe glimpses of your own rewilding projects. Just remember that zines tend to run wild, so don't worry too much about the form. Share your zine on video.

Technologies: Pen & paper, scissors.
[LINK](#) for more resources

Care



Description

A pedagogy of care is aware of the importance of emotions in teaching and learning and that teaching and learning can be fun. It requires an ongoing engagement with students' needs and the willingness to enter a caring relationship with students that is characterised by mutual appreciation, but not afraid of conflict.

Also connects to: Community, Openness



Inspiration - A space of care!

Designing the learning space as a space of care is not really an activity but rather a stance to teaching and learning. Reflect on how teacher-student relations and roles, physical teaching spaces, your own effort and engagement can contribute to creating a space where teachers and students feel cared about.

Technologies: Fantasy story telling, drawing and design tools
[LINK](#) for more resources

Flexibility



Description

Digital technologies can organize more flexible educational processes in terms of space, time and formats by enabling remote access, asynchronous interaction and the use of diverse multimedia resources. Students can learn at their own pace, from any location and fosters learning outside traditional schedules.

Also connects to: Variation, Inclusion



Inspiration - Educational Escape Room!

A digital escape room is an alternative and more flexible space for learning. The task for learners is to familiarise themselves with the space and explore it carefully at their own pace, finding hidden resources and solving quizzes throughout the space.

Technologies: SoWork
LINK for more resources

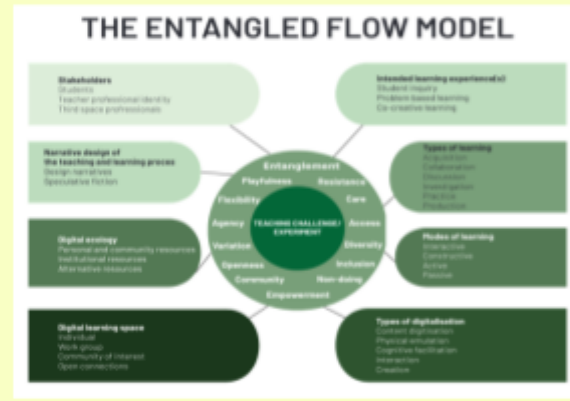
Entanglement



Description

Entanglement is not really a pedagogical value but a consideration and point of attention in designing learning activities. Like other technologies, digital tools are entangled with their surroundings and can serve different purposes. Being mindful of entanglement means recognizing the interconnections, dependencies and effects of technology in learning designs.

Also connects to: Agency, Non-doing, Resistance



Inspiration - Entangled flow!

The Entangle Flow Model is presented in the HIP framework and can be used by teachers to support reflection and decision making when designing learning activities. It considers the entanglement of important choices and elements in a learning activity helping teachers become more aware of these aspects.

Technologies: HIP framework, Entangled Flow Model
[LINK](#) for more resources

Diversity



Description

Considering diversity describes how teachers respond to disciplinary needs, diversity of learners, individual use of digital technologies and how digital technologies support equitable access to education. It includes how digital ecosystems may add discriminatory biases that impact learners.

Also connects to: Community, Inclusion, Empowerment



Inspiration - Guess the prompt!

This activity aims to strengthen AI-literacy of the participants and to sensitise them to bias. Participants receive AI-generated images of people. They are asked to describe what they see and to guess the possible prompts that were used to generate the images. In this case the prompt was "A selfie of Irish teachers at an AI workshop"

Technologies: ChatGPT 4o
LINK for more resources

Agency & Community



Description

Self-described groups (e.g., teachers, students, and other community stakeholders), can be considered communities. They can develop a community feeling and the capacity to initiate purposeful action. The members can experience agency as the community develops and increased will, autonomy, freedom and choice.

Also connects to: Empowerment, Inclusion



Inspiration - Community owned chatbot!

This activity is meant for small communities, e.g. a project group or small class, to co-create a community owned chatbot. Participants are invited to a co-creation workshop to build a bot on a purposeful pedagogical foundation that can support the community using a series of prompts.

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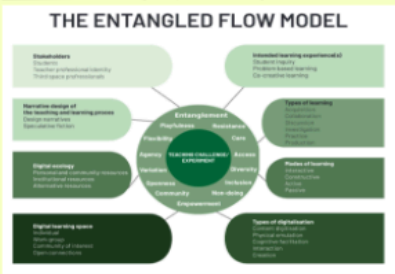
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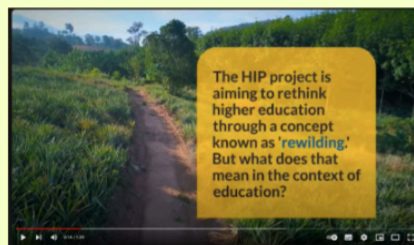
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