

# Creadamo

Designing great learning

Solja Sulkunen



ULTRAHACK

SUP  
ERC  
ELL

SEUL

RELEX

impakt

DARE TO LEARN

GRADIA

LINKO

# Kahoot!

3 volunteers! And 3 cheering groups!

Go to [www.kahoot.it](http://www.kahoot.it)

Game pin: **5974203**

# Agenda

- 1.** A few words about Creaamo
- 2.** Selecting edtech solutions
- 3.** Measuring impact
- 4.** Task: applying edtech solutions
- 5.** Demo time!

# Creamo is a design agency combining pedagogics and design.

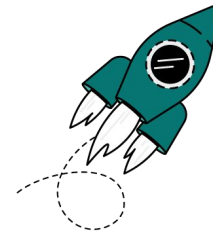
We create high quality educational services, products and courses.



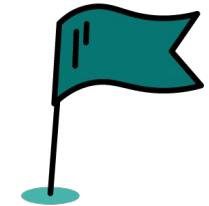
Learning organizations



Course design and  
production



Product and service design



Learning experience  
design

# EdTech Solutions for Teaching and Learning

Purpose  
Solutions  
Impact

To evaluate the need for an edtech solution, think about the following...

**Challenges in a classroom**

**Individual challenges of a teacher**

**Users**

**Local curriculum**

**Future predictions**

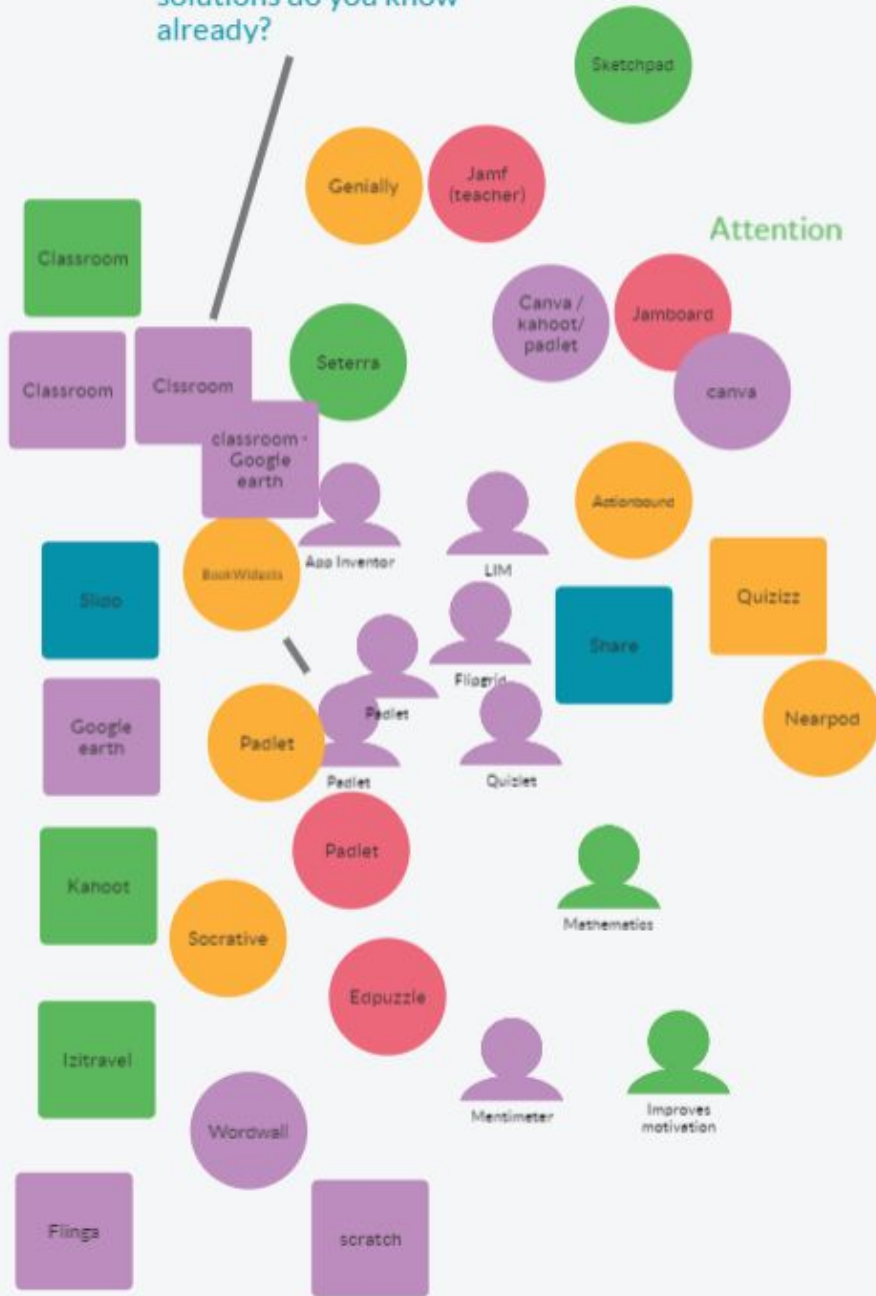
**Trends**

# FLINGA

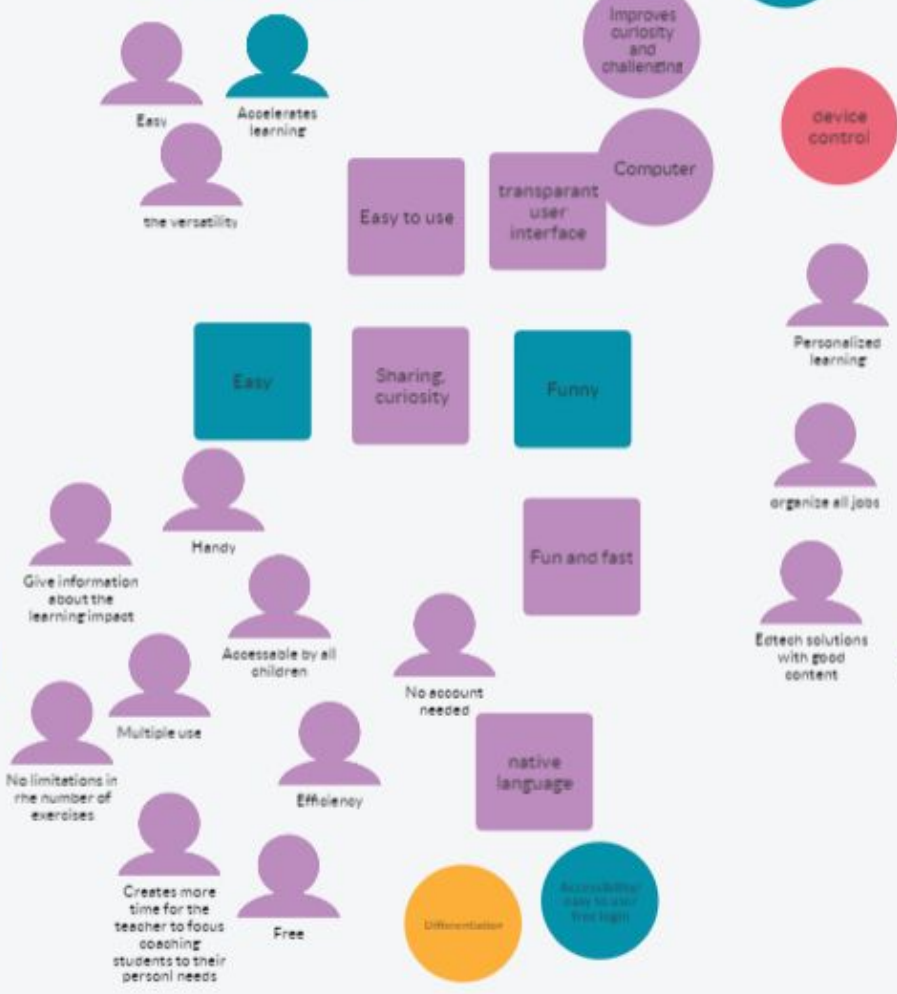
A collaborative whiteboard

Go to **<https://flinga.fi/s/FMJKNFK>**

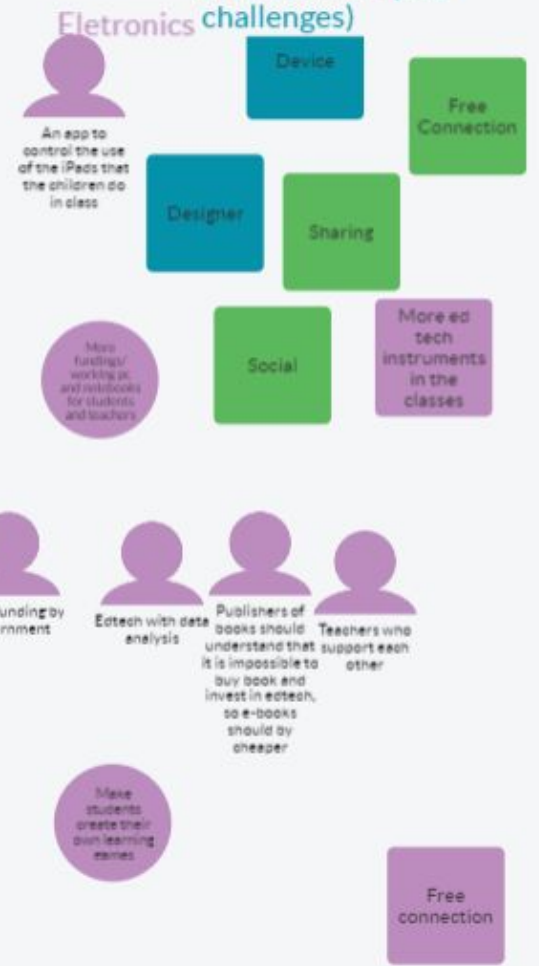
# 1. What edtech solutions do you know already?



# 2. What makes a great edtech solution?



# 3. Your needs (and challenges)





# 4 elements that make a great edtech solution

**1:** Collaborative and personalized learning

**2:** Creative and self-expressive learning

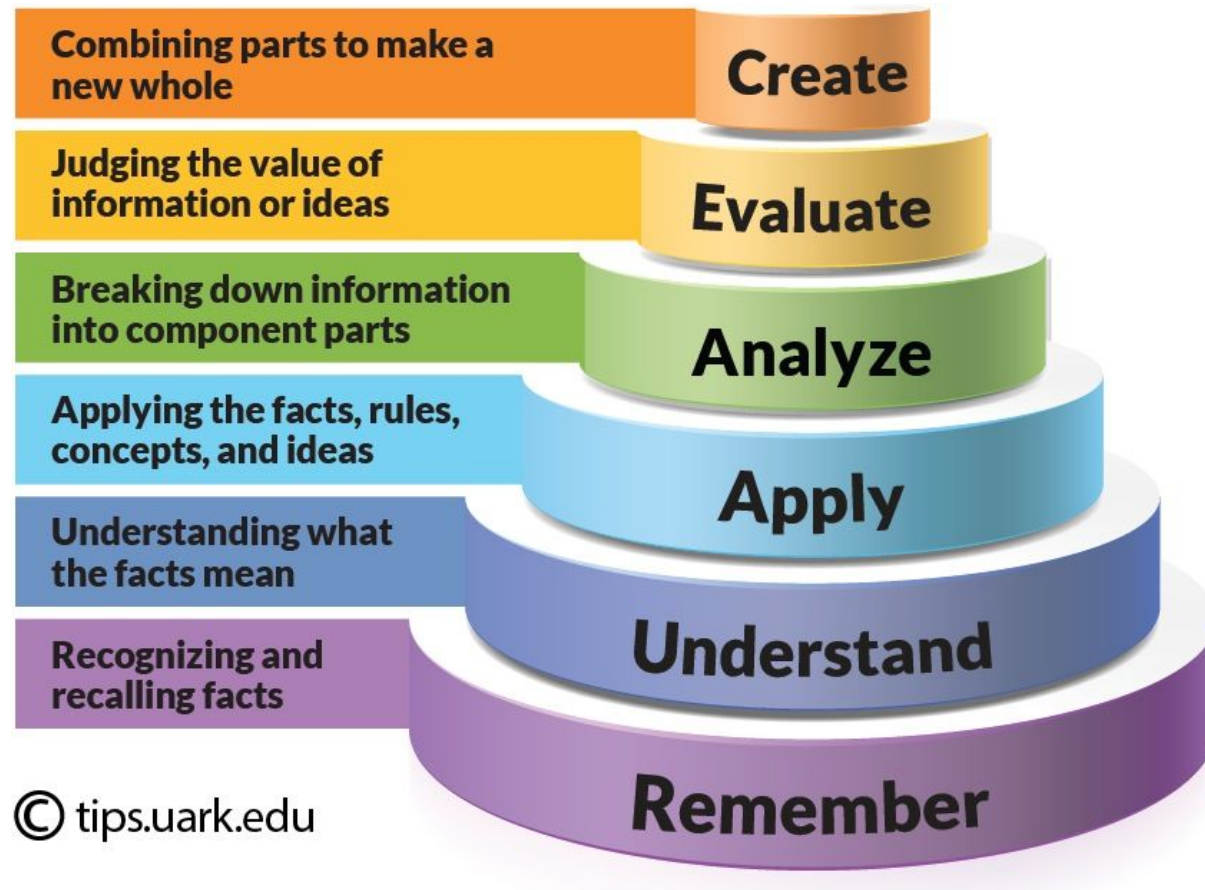
**3:** Active and research based learning (pbl, phenomenon based...)

**4:** Learning to learn

# Solutions

The variety is huge... from content to soft- and hardware

# Division of edtech solutions according to Bloom's taxonomy



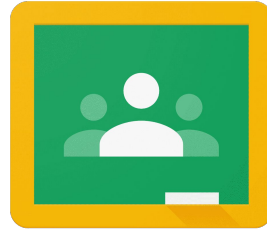
Where do you need help? What do you want to achieve?

© tips.uark.edu

# Division according to Navitas and Next Generation Learning Lifecycle



# Some Edtech solutions in a Finnish classroom



Kahoot!

KiDE  
SCIENCE



Google Classroom



MIGHTIFIER



sanoma pro



Alfons  
Education



bingel



thinglink..

Creamo

# Evaluating solutions

- 1.** What problem (or need) do you want to solve?
- 2.** Define objectives
- 3.** How does learning happen and does it support your objectives?
- 4.** Evaluate results and ask for feedback

# Measuring impact

# When should evaluation happen?



Before use

During use

Right after use

Long after use



# What **should** we evaluate?

- Test scores at the start of a topic or course
- Time of completion
- Previous attendance data
- How often a student contributes in class
- Amount of homework done
- Overall attitudes of students towards learning
- Learning itself (a change in how learners think about a topic, and how they gain skills and knowledge and develop values)
- Attainment (the level learners reach in an assessment)
- Achievement (the progress a learner makes in relation to where they started from)
- ... what else?

# Let's team up!

10 groups (3-5 ppl / group)

**Get some coffee and return to your group :)**

# The task: Utilizing an edtech solution in your classroom

**30min**  
(until 11:40)

1. **Briefly describe your learner group**
2. **Select a need/challenge you want to find a solution for**
3. **Set clear, measurable objectives**
4. Plan how you will measure pedagogical impact (what changes, how do you know?)
5. **Select an edtech solution (Note! Ask help and solution tips from other groups!)** \*Or try to identify suitable ones.
6. Plan a session and if possible, create it with the solution
7. Demo to other groups (3min)

<b>Identify your learner</b> 	<b>Identify the need/challenge</b>
<b>Set objectives</b>	
<b>Measuring impact</b>	<b>How to apply (lesson plan example)</b>
<b>The solution</b>	

# Demo time

3min!

# Creaamo

Thank you!

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