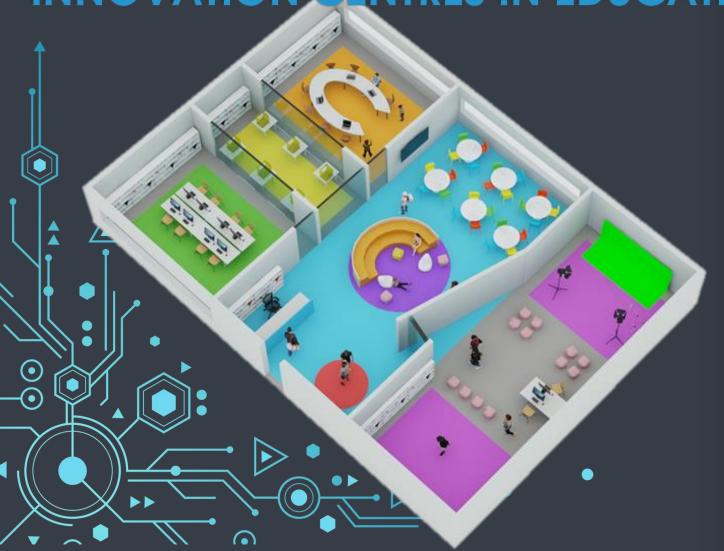
INNOVATION CENTRES IN EDUCATION



**Project Manager:** Ministry of Education, Religious Affairs and Sport

## Implementing Agency: CTI "Diophantus"

- Design and supervision of the implementation of the Innovation Centres (both the central infrastructure and the installed Innovation Centres in physical locations)
- Maintenance/support/operation of the Central Support Infrastructure

**Duration:** 3 years

**Project budget:** EUR 4,7 million (plus VAT)

Inclusion in the "Recovery and Resilience Facility" (RRF)

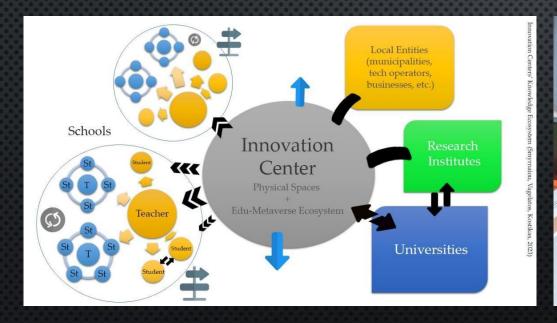


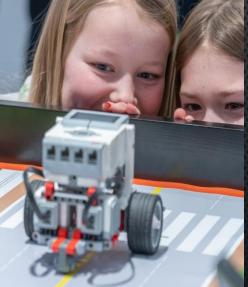




#### **OBJECTIVE OF THE PROJECT**

The creation of a knowledge ecosystem (Innovation Centres) that will integrate and interconnect: the school community, the local community, research institutions, universities and local businesses, while interconnecting with similar educational ecosystems in Europe and elsewhere in the world.





The Innovation Centres will be purpose-built, high-quality environments for STEM education, Green growth, sustainable development and innovation promotion.

Each lab can be designed to support multiple topics and curriculum modules to meet the unique educational needs of each community





### SUSTAINABLE GEALS



















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#### **Digital Transformation & SDGs**

#### The priorities of the updated Digital Education Action Plan (2021-2027)

- Quality and relevance of learning
- Inclusion and accessibility
- Flexible and adaptive learning environments
- Teacher empowerment and professional development
- Innovative pedagogical approaches

Alignment with the **Sustainable Development** Goals (SDGs), adopted by the United Nations in 2015 as part of the 2030 Agenda for Sustainable Development

#### Improvement of **DESI** indicators

Study of international practices on digital transformation













- A Central Support Infrastructure: to be set up by CTI, supporting remote areas and educational institutions, but also the innovation centres themselves
- Innovation Lab in the CTI premises for preliminary studies and activities, but also to support the education community with hands on applications, webinars and help desk.
- Thirteen physical Innovation Centres: located in physical spaces (one per region)



They will be sought/utilised to the maximum extent possible:

- Synergies with other programmes/structures/initiatives of the Ministry of Education
- (e.g. NSRF: innovation structures, poles, hubs, etc.)
- Synergies with other programmes of the Regional Directorates of Education
- Synergies with other CTI's programmes/projects/actions
- Synergies with other programmes/projects/actions of the Municipalities or Regions
- Synergies with other European actions/options/directions
- Synergies with research institutions and universities





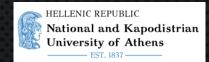




















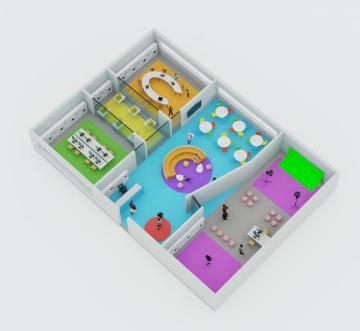






# Innovation Centres in 13 Regional Directorates of Education Spaces required and their use

- Extended Reality (XR) Lab
- Al & loT Lab
- STEM & Robotics Lab
- Fabrication Lab / MakerSpace
- Meeting & presentation area





Cutting-edge issues that students will deal with













Cutting-edge issues that students will deal with





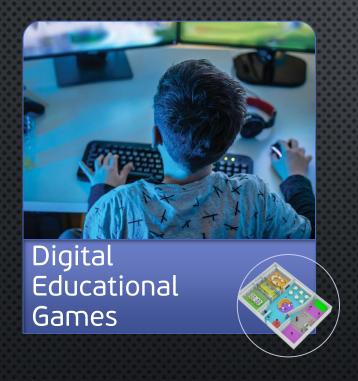


challenges





Cutting-edge issues that students will deal with















#### Innovative pedagogical/teaching approaches

The OECD reports (2018, 2020) explore new forms of teaching, learning and assessment ("Innovative Pedagogies for Powerful Learning" (IPPL)) for an interactive world, in order to guide educators and policy makers in producing innovative practices that have the potential to bring about significant changes in educational practice. Some innovative practices enrolled in Innovation Centres design are:

- 1. Artificial Intelligence in Education Preparing for life and learning in the age of Al
- 2. Post-humanistic perspectives Addressing the relationship between humans and technology
- 3. Learning from open information sources Using real world data for personal learning
- 4. Inclusion of data ethics Ethical use of data in digital life and learning
- 5. Social justice pedagogy Addressing injustices in life and society
- **6. Esports** Learning and teaching through collaborative virtual play
- 7. Learning through animation Watching and interacting with short animations
- 8. Multisensory Learning Using multiple senses to enhance learning
- 9. Offline Learning Online learning over the Internet







## Innovation Centres in 13 Regional Directorates of Education Indicative Timeframe

- Design Finalisation/Analysis (6 months)
- Preparation of tender documents (4 months)
- Software implementation (16 months)
- Establishment of Regional ICs (12 months)
- Implementation of Virtual IC infrastructure (14 months)
- Project monitoring and dissemination of results (36 months)
- Internal Evaluation Development of a Sustainability
  Plan (6 months)
- Pilot Operation Operational Support (6 months)













