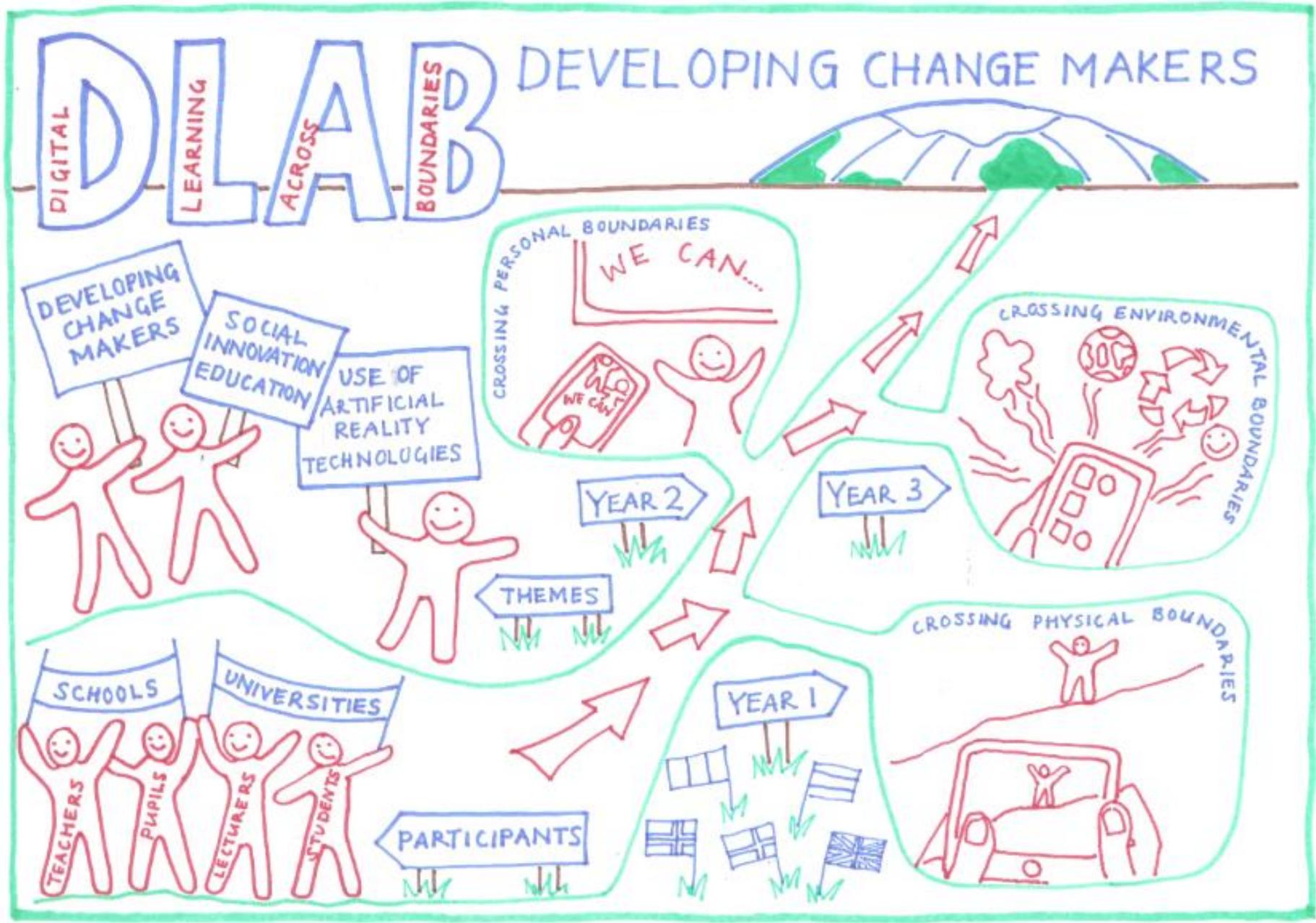


Digital Learning Across Boundaries: Developing Changemakers

Dr Helen Caldwell and Dr Emma Whewell
University of Northampton
England



Project overview

DLAB2 is inspired by the changemaker movement, which seeks to build the skills and attributes for individuals to find innovative solutions to society's challenges.

Two key themes are **developing changemakers** and **social innovation education**.

A third theme is the use of innovative digital learning environments including virtual and artificial reality technologies to blend physical and digital learning environments and provide powerful opportunities for international collaboration.

In this way, the project brings together two aspects of the maker movement: **digital making** and **change making**.

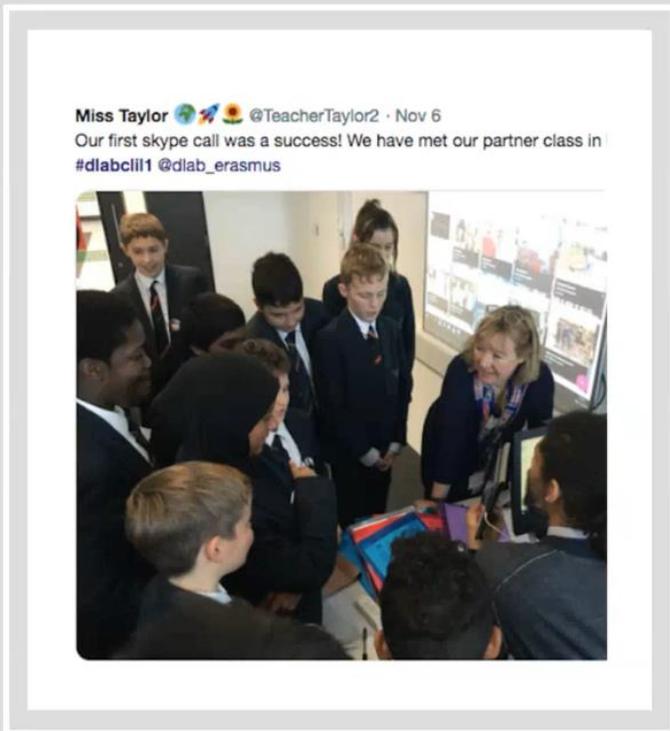
Activities

Over three years we adopt three types of 'learning across boundaries' challenges.

1. Crossing physical boundaries (what my body can do): learning through physical experiences (skills).
2. Crossing personal boundaries (my aspirations and confidence): learning through performance, public speaking, or gaining new skills (attitudes).
3. Crossing environmental boundaries (what we can do about the environment / developing a green curriculum based on the SDG's for sustainable environments)



Online collaboration



METHODOLOGY IN YEAR I

An Autumn learning and planning event.

Three international days with pre and post phases. (3rd was cancelled)

A spring dissemination and planning event, including TED-style talks. (online)

+16 EL GC VM MF TM LE KS BB H ER
Elise Glad Lien gonzález gonzález... vispalia otero... Mikkel Frandsen Thomas David... LATORRE RUIZ... Küpfer Stéphanie Bjørn Espen Po... hp EIRIN NEMIÑA...



Padlets

padlet

Frederik De Laere + 10 · 4d

DLAB LTT planning documents for project days

Made with a creative frenzy

Group 1

CURSO 7d

How can we empower children to be enterprising global citizens who are adaptable to change and agents for positive change?

Through social innovation activities that support the development of students and pupils as agents of positive real world change as well as build their digital skills.

Green energies and SDGs can be used as a framework tool to support students develop their research, critical thinking, problem solving, teamwork, and communication skills.

Group 2

Anonymous 6d



Add comment

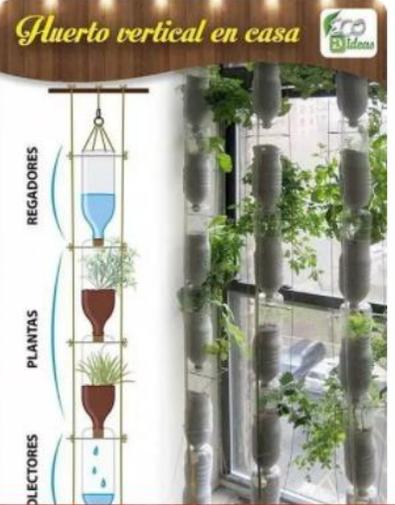
Anonymous 6d



Group 3

Anonymous 6d

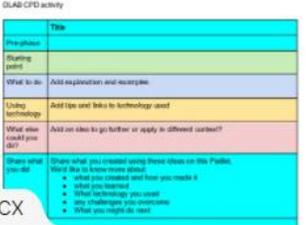
Day 1 - vertical gardening system



examples planning documents

Frederik De Laere 10d

blank template



DOCX

DLAB planning document blank template

Add comment

Frederik De Laere 10d

eTwinning

Erasmus+  DLAB 2-DEVELOPING CHANGEMAK... English Logout

 eTwinning TwinSpace Support    ³

[HOME](#) | [PAGES](#) | [MATERIALS](#) | [FORUM](#) | [ONLINE MEETINGS](#) | [MEMBERS](#)

Images

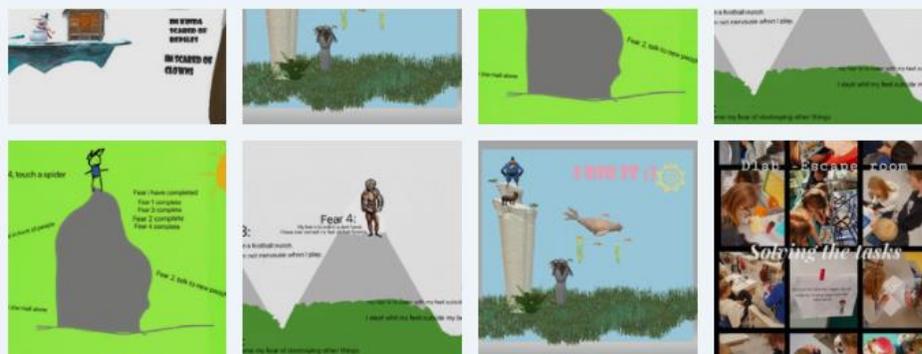
[Images](#) | [Videos](#) | [Files](#)

Albums

 25 Day 1, Belgium	 13 Day 1, Norway
 16 Day 1. Spain	 19 Day 1 Denmark
 42	 14

Images

By uploading a picture in this section I declare I own the copyright, or have permission from the copyright holder, to publish this picture. eSafety notice: this image will be accessible to anyone on this TwinSpace. If you are uploading a picture of a minor you need first to get approval from a parent or a guardian. [Read more](#)



Twitter - Tweetbeam



The image shows a screenshot of the TweetBeam application interface. On the left, there is a sidebar with the following elements:

- tweet beam** logo and an information icon.
- Tag your tweets with **#dlaberasmus**.
- Free version: for evaluation only >
- Get TweetBeam** section with the text: "Use TweetBeam as a social media visualization at your event or office:" followed by a list of features:
 - » Engage your attendees
 - » Turn your event into an interactive experience
 - » Generate brand exposure
 - » Tweets are loaded real-time
 - » Complete moderation
- A green **Buy now >>** button.
- Share** section with the text: "Share this show with your friends:" and a **Tweet** button.

The main area of the interface is a large grid of small images, primarily in grayscale, showing various scenes from an event, including people sitting at tables, standing, and interacting. A white-bordered inset window in the upper right of the grid shows a screenshot of a Twitter feed with several tweets. A semi-transparent gray box is overlaid on the right side of the grid, containing the following text:

Lorena Casal 
@l_casal
Some ideas, LTT day 1 #dlaberasmus
@tecnoeduc_usc
pic.twitter.com/dx4sDKokg!

At the bottom right of the interface, there is a red button with a white envelope icon and the text **Questions about Tweet...**

MS Teams meetings on project days



Team Denmark-UK working remotely

Welcome to the Technology Tent!

 P... • jean edwards

Your tent!

 P... • jean edwards
 Your tent!
 Add anything you have made or any ideas and responses to the art tent by clicking below to go to your tent!

Technology tools and tips to use!
A Complete Introduction to Audacity
 Padlet • henriette hansen
 DLAB Technology

Other Ideas for how to use AR/VR Tools

 P... • jean edwards
 Exploring augmented and virtual reality in education
 Have you tried something? We hope you will share the tools you have tried.

Kahoot

 Quiz with the partners from Belgium, Spain and Norway during one of our meeting sessions.

Scavenger AR trial hunt app review

 PDF
 Scavenger Review
 The app Scavenger enables users to create and follow AR scavenger hunts which can be customised based on your chosen theme. This document provides a review on the app and how it could be used to support physical education and activity.

Back to the Festival!

 P... • jean edwards
 DLAB Festival Summer 2021

Make your own digital exhibition!

 google docs
 Digital art exhibition tools
 Here are some useful tools and tips for making your own digital exhibition using Padlet, ArtSteps, GoogleSlides, BookCreator or GoogleJamboard.

Tweetbeam

 We used this online tool to show what was going on live in the different countries as we worked together. You can see the tweets saved as Wakelets on the DLAB website [here](#)

Greenscreen

 We used this for making videos with pupils presenting themselves using animal strength cards (Belgium). You can see these in the Art Tent.

app Roller coaster VR

 We used this app to overcome fears (Belgium). You can see more about this in the 'conquering fears' tent.

Wakelet

 Wakelet - Save, organize and share content
 We used Wakelet to capture the tweets we had made on international days!

Festival

https://uon1.padlet.org/jean_edwards/DLABFestival21

<https://mypad.northampton.ac.uk/dlaberasmus>

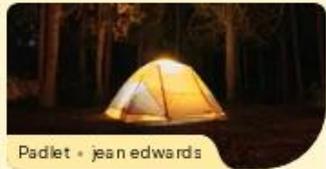


Art tent

Welcome to the Art Tent!



Your tent!



Padlet • jean edwards

Your tent!
Add anything you have made or any ideas and responses to the art tent by clicking below to go to your tent!

Art made by our Belgian students

In the next few posts you can see some art made by our Belgian students expressing their feelings during the recent Pandemic.

Art in Belgium



How can I cure this sickness?

Art in Belgium



Seeking connection during the pandemic

Art in Belgium



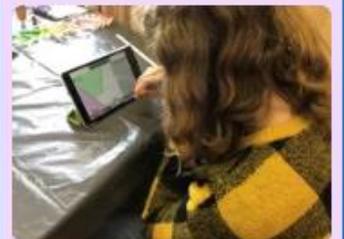
expressing emotions during the pandemic

Art in Belgium



Digital making expressing feelings

Art in Belgium



Digital painting with iPad

Art in Belgium

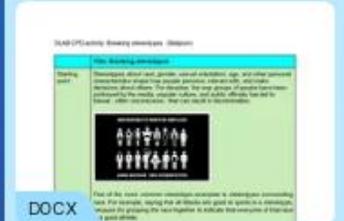


expressing emotions during the pandemic

Creating avatars

Find out more about how our Belgian students worked on creating avatars to overcome stereotypes.

Belgium CPD



DOCX
DLAB CPD template - breaking stereotypes
Creating avatars to overcome stereotypes - there is useful information here if you want to have a go at this yourself.

Digital art in Belgium



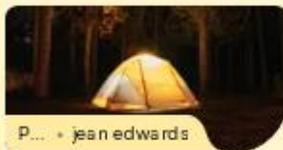
Our students had to create their own avatar. Below you can see our class photo:

Literature tent

Welcome to the Literature Tent!



Your tent!



P... • jean edwards

Your tent!

Add anything you have made or any ideas and responses to the art tent by clicking below to go to your tent!

DLAB CPD bringing literature to life



DOCX

DLAB Literature

In this activity pupils presented and re-enacted scenes from their favourite stories. They filmed each other doing this and shared what they had done. You can find out more about this below, if you would like to have a go yourself.

Exploring literature from Denmark



Pa... • henriette hansen

DLab - literature

Here are some examples of the video children made!

CPD Danish Children



google docs

literature

My poetic reflection on DLAB this year:

Glowing lights

We found ourselves in times of trouble
and from the rubble
we created things of joy, things of beauty
in our bubble
and virtually exchanged
our inner spaces filled with treasures.

We went for a hunt within
and discovered the figures and measures
of our hopes, broke free and gave expression
to our passion, our talents, our feelings
in the arts.

We pictured ourselves with animal strength cards
and painted what we'd learned from one another
on the canvas of our lives,
overcoming stereotypes we behaved
as sisters and brothers.

© Frederik Lucien De Laere

Stories about overcoming fears and challenges.



Padlet • jean edwards

Stories about overcoming challenges

A padlet of stories about overcoming fears and challenges. These can be used to start discussion and as a model for writing our own stories.

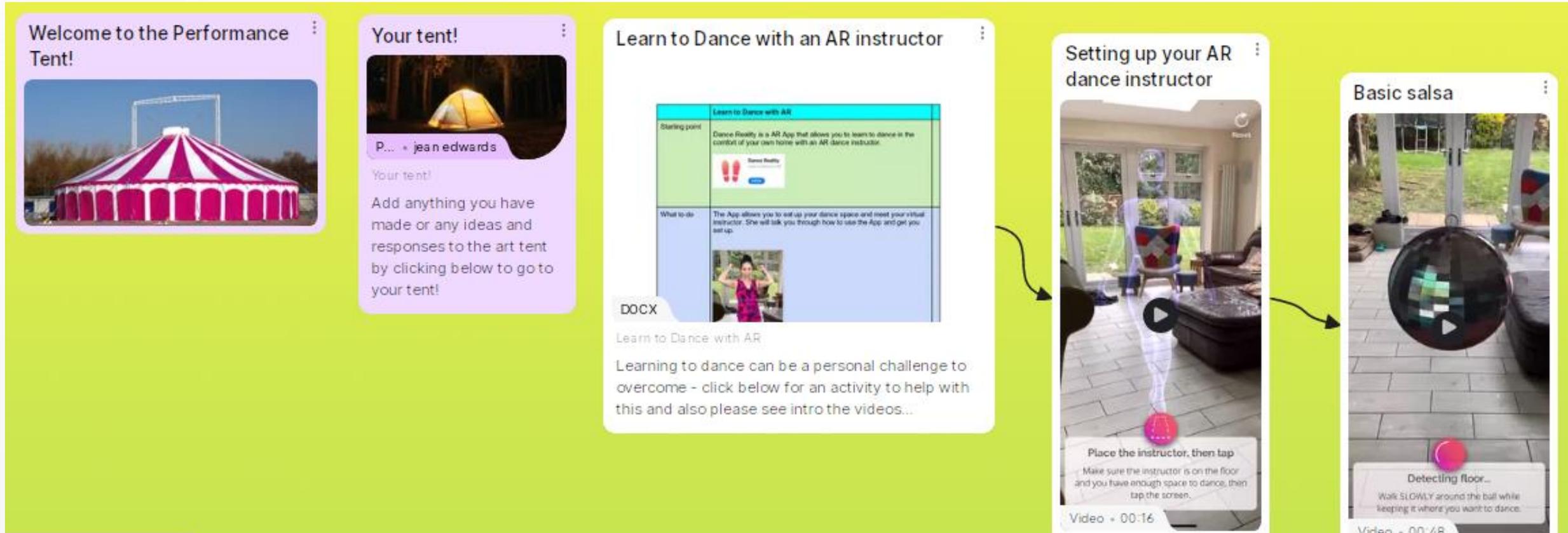
Back to the Festival!



P... • jean edwards

DLAB Festival Summer 2021

Performance tent



The image displays a sequence of five mobile app screens illustrating the setup and use of an AR dance instructor. The screens are as follows:

- Welcome to the Performance Tent!**: Shows a photograph of a red and white striped circus tent.
- Your tent!**: Shows a glowing AR tent in a dark environment. Below the image, it says "P... - jean edwards" and "Your tent! Add anything you have made or any ideas and responses to the art tent by clicking below to go to your tent!".
- Learn to Dance with an AR instructor**: A DOCX document preview with the following content:

Learn to Dance with AR	
Starting point	Dance Reality is a AR App that allows you to learn to dance in the comfort of your own home with an AR dance instructor.
What to do	The App allows you to set up your dance app and meet your virtual instructor. She will talk you through how to use the App and get you set up.

Below the document, it says "Learn to Dance with AR" and "Learning to dance can be a personal challenge to overcome - click below for an activity to help with this and also please see into the videos...".
- Setting up your AR dance instructor**: Shows a virtual AR instructor in a living room. A play button is overlaid on the instructor. Below the video, it says "Place the instructor, then tap" and "Make sure the instructor is on the floor and you have enough space to dance, then tap the screen." The video duration is "Video + 00:16".
- Basic salsa**: Shows a large, glowing AR ball on a tiled floor. Below the video, it says "Detecting floor..." and "Walk SLOWLY around the ball while keeping it where you want to dance." The video duration is "Video + 00:48".

DLAB Talks tent

Welcome to the DLAB Talks tent!

Your tent!

Martin and Carlos

DLAB talk on "Literature tent"

DLAB talk pupils Middle School Bruges

DLAB talk pupils Middle School Bruges

Paula- DLAB Talk (Spain)

DLAB talk Ida

Mikkel - DLAB Talk

Thomas - DLAB Talk (Denmark)

Wout, Szymon, Michiel - DLAB Talk (Belgium)

Mikkel and Thomas DLAB VLOG

Conquering fears tent

Welcome to the Conquering Fears Tent!



In this tent you can find out more about overcoming fears!

Your tent!



Padlet • jean edwards

Your tent!

Add anything you have made or any ideas and responses to the art tent by clicking below to go to your tent!

Trust Blind Trail, Group 1, Spetalen Norway



PDF

Trust-Blind trail group 1 Spetalen school Norway

Do we really trust each other? Try this exercise!

Escape Room, Group 3, Spetalen, Norway



PDF

Escape room Group 3 norway

This activity explores collaboration and working as a team to overcome challenges! Click below to find out how to have a go at this yourself.

Fear Challenge, MS Brugge, Belgium



The challenge was to hold (or touch) the snake for 15 seconds. This was very exciting!

Fear challenge: Belgium



Not just pupils are breaking personal boundaries, also lecturers cross the border...

Scary Spiders



DOCX

scary spiders- conquer your fear

You can begin to overcome this fear using Augmented Reality. Find out more here!

Reflecting & Learning on COVID TIMES



drive.google.com

Breaking Personal Boundaries (1).docx

Ideas submitted by the Spanish team on the theme of breaking personal boundaries.

Contacts

Helen Caldwell

helen.caldwell@northampton.co.uk

Emma Whewell

emma.whewell@northampton.ac.uk

Twitter:

@UONPEemma

@helencaldwel

Journal article:

**REALIA: research in education and learning innovation
archives journal Vol 7 2021**

**Digital Learning Across Boundaries: Immersive technologies
supporting changemaking in an international context**

Emma Whewell, Helen Caldwell, Grant Malloch, Beth Garrett

ABSTRACT

The Digital Learning Across Boundaries: Developing Changemakers (DLAB) project uses immersive technologies in education to explore three challenges across three years: physical, personal and environmental. This paper focuses on the first of these, bringing together the themes of digital making and changemaking to cross physical boundaries by raising awareness about physical inactivity in 11 and 12 year old school pupils. Immersive technologies such as augmented and virtual reality enabled the development of empathy and intercultural understanding among participants, fostered an understanding of changemaking, and created environments for sharing prototype exergames. Research data is analysed to seek evidence of the development of changemaker attributes and impact within a sample group of 60 English school pupils.