The aim of the Academy is to support school innovation and to train school leaders and school staff to promote the development of their schools into **open learning communities**, and thus improve the quality of all aspects of schooling. The ODS academy offers different summers courses on how to promote **innovation in the school**.

Innovation in action
The Open Discovery Space development and innovation course is addressed to school leaders and leading members of school staff, who can act as change and innovation agents. The aim of the course is to support school innovation and to train teachers to act as successful change agents in their schools and to promote the development of schools into open learning communities. The participants will be invited to monitor their schools' profiles and assess their needs, as well as to acknowledge their own professional competences, so as to then set specific development goals.

Designing inclusive learning activities
This summer school will offer a range of pedagogical strategies, curricular content, and scenario-based learning, addressing key ethical and political concepts, emerging in the classroom or generated by students and/or teachers. and supporting dialogue and experiential learning in relation to Education about Religions and Beliefs and Ethics through pedagogical strategies and content. The summer school will focus on issues such as: a) techniques for teachers to facilitate difficult ethical discussions, b) building social skills through innovative learning activities to facilitate inclusion and democracy in the classroom c) social inclusion, learning design and games.

Opening up the school to the society
This summer school will present an educational community building framework bringing together individual schools, school associations, parents associations, science centres and museums, industries, research institutes, universities and European organisations in an innovative collaboration. It will focus on the process for envisioning, managing, monitoring and assessing change in school settings that's appropriate for a school's local needs. This process will make it clear that schools have much to gain by fostering connections between formal and informal learning, between existing providers of education and new entrants and stakeholders.

Games in 21st century teaching and learning
This course focuses on how school communities can make use of games and gameful design to promote innovation and the development of an open and inclusive education culture, preparing students for the challenges and opportunities of life in the 21st century. Participants will work with state-of-the-art pedagogical concepts and game design methods to create learning activities addressing the needs of their

own professional context. Practical case studies will explicate the possibilities offered by games and gameful pedagogy for the development of creative thinking, prosociality, conflict resolution and debating skills, in learning scenarios that get students to address controversial topical issues and dilemmas

Methodology

Throughout the courses participants will be encouraged and guided to monitor and evaluate the current context, the prevailing culture and attitudes in their school towards change and innovation, as well as to identify the real needs and identify priorities. Following a participatory process, participants you will then collaborate with their group in order to design an innovation plan for their school that will address those needs, as well as methods to evaluate the impact of their innovation strategy in a specific time-frame. All courses will include presentations of actual experiences, lectures, interviews, group-work, observations and hands-on activities aimed to stimulate participants to think out of the box.

Participants will be trained in all aspects of school innovation by:

- using the **school innovation tool-kit**, that has been developed by the Open Discovery Space project and is being used by more than 2000 schools across Europe. Throughout the duration of the course teachers will be handled in three different modes:
  a) as learners participating in authentic learning activities;
  b) as teachers implementing and assessing competence based/holistic approaches in their classes; and
  c) as researchers collecting, examining and interpreting data about their practice and their students' learning.
- strengthening their **organizational** and **administrative skills**, as defined by the UNESCO ICT competence framework.
- addressing resistance to change within the school and improving their **change management skills**,
- introducing new ways of producing, accessing and using **educational content**,
- fostering **sharing** and **collaboration**,
- systematically acting as a **change leader** in their school as a developing community.
- helping participants develop skills in designing learning activities, basing this on the identification and addressing of concrete needs and the development of corresponding scenarios
- helping participants act as innovators, researchers and reflective practitioners.

At the end of the courses the participants are expected to**:**

- Understand how to use the Open Discovery Space school innovation tool-kit in order to implement an innovation strategy in their schools.

- Have a clear picture of their own professional competences and their role as change agents in their schools.
- Improve their leadership and change management skills.
- Increase their understanding on how the use of technology can facilitate innovation.
- Have a clear vision about the progress of their schools that they will then set out to share with the rest of their school community.
- Develop a clear strategy for helping their schools to innovate and to develop as a learning community, in which other stakeholders, such as parents, are actively involved.
- Network with teachers from European countries, share ideas and successful practices and be empowered by a collaborating group of peers that will be engaged in follow-up interactions after the completion of the course.
- Have experienced a creative and inspired working atmosphere as well as a culture of collaboration among teachers of different science disciplines in organizing multidisciplinary activities to commonly develop ideas for Erasmus+ Strategic Partnerships;

The Open Discovery Space Academy offers a comprehensive open learning network approach that allows teachers to access and analyze their colleagues' course materials, share their own and collaborate with each other. All courses will encourage participants to examine their own teaching practices and compare them in the light of the best performing approaches developed during the academy.

Based on the **UNESCO ICT Competency Framework for teachers**, our courses address 6 competence areas that we will endeavor to develop:

Competences	Learning objectives
Policy and vision	Teachers and heads of schools develop a clear strategy for helping their schools to innovate and to develop as a learning community, in which other stakeholders, such as parents, are actively involved.
Curriculum and assessment	Teachers learn to assess their own individual competences as well as the development of their schools.
Pedagogy	Teachers learn to solve complex problems in pedagogy and development of self-management.
ICT	Progressing from basic ICT tools to sophisticated educational design and digital authoring tools
Organisation and administration	Promoting the school as an open learning community through learning to produce and share open resources. Improving leadership and change management skills.
Teacher professional development	Exchange of good practices among teachers

	and international networking between teachers and schools.

Funding by Erasmus+

Your participation in any Open Discovery Space Academy course can be funded by the **Erasmus+ Programme** (Key Action 1, Mobility project for school education staff). Teachers interested in the ODS Summer Academy can apply to their National Agencies for an Erasmus+ funding. The applications are submitted by the schools, and no individual personal applications can be submitted.

Eligible countries for Erasmus+ funding are the 28 EU member States, plus Iceland, Lichtenstein, Norway, Switzerland, Turkey and FYROM.

How to apply for funding?

The steps to follow to apply for an Erasmus+ (School Education Staff Mobility) grant are:

- Contact your National Agency to obtain information on the grant application procedures in your country.
- Contact us by e-mail (see contact details) to express your interest in our courses and if you need assistance with the application procedure. By doing so we will reserve places for your school/organization.
- Register your school/organization on the European Commission Authentication Service (ECAS) if not already registered.
- Log in to the Participant Portal with your ECAS account details and register your organization to obtain your unique Participant Identification Code (PIC), if not already registered.
- Download the application form for School education staff mobility of the Erasmus+ Programme from the website of your National Agency.
- You will receive our application assistance form, giving useful guidelines on how to fill it in.
- Fill in and submit the application form to your National Agency.
- Do not forget to inform us as soon as you get notified from your National Agency whether your grant application is accepted or rejected.

After having submitted the funding application, fill in the registration form to the ODS Summer Academy with your details. This is an individual registration form, so if there is more than one participant from the same school, each one will have to submit a separate registration form.

Visit the ODS Academy website for more information! http://ods.ea.gr

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