



Newsletter n. 2

TALETE Project:

Teaching mAthS through innovative LEarning approach and conTEnts

[...] If I think of the future, dreaming of someday forming a school where children can learn without getting bored and are stimulated to pose problems and discuss them [...].

(Karl Popper)

K. Popper indicates as a new task characterizing the school, the setting of the teaching process on the ability to clarify issues, to make questions and then to resolve them. This type of school doesn't transfer passively preconceived knowledge from the teacher to the student, but it gets rich by working in the laboratories and the libraries.

EDITORIAL

TALETE project puts the focus on key areas that will offer promising opportunities for transforming education and assessment.

The main steps that were planned for this study were:

- identifying of common criteria for selection of relevant assessment schedules on national and international level in the domain of teaching and learning Math (especially Geometry) for 14-15 years old students;

- Selected criteria define desirable indicators and qualify these indicators in terms of measurement quality, feasibility and sustainability;
- Develop a proposal for a set of assessment schedules as a main foundation of the TALETE Prototype development.

The TALETE team, including educators and academics, aims at enabling education assessment methodologies and technologies, effective learning environments and replicable ICT-enabled teaching and assessment methods in order to foster the development and assessment of the students' skills. Current versions of PISA and TIMSS surveys -the most broadly used and recognized assessment instruments- are taken into account.

Please find the TALETE Research Report available for download on the project web site (<http://www.taletoproject.eu>) at the section Products/Results.

Under the Spotlight

The TALETE project intends to test a specific training path, tailored for the needs of teachers and constituted by highly adaptable and accessible content, to teach basic maths contents and learning processes to young students. It was created on the base of the selected schedules from partner countries and it is described in the Research Report. It aims to test an innovative pedagogical tool making the study of Mathematics more interesting and creative, transforming a possibly difficult situation into a simpler, more dynamic, flexible, surprising, engaging, intriguing one to foster the student's curiosity. Through the TALETE training path the pupils will improve their deep mathematical understanding, developing further



key competences, such as mathematical literacy, digital competence, learning to learn, social and communicative skills, which will be needed for lifelong learning and for their work life.

The use of pedagogical tools in the 3D environment, supported by social functionalities allows the pupils to be more familiar with the ICT instruments, fostering individual and cooperative learning processes.

The training path will begin with the training of all the teachers involved in the experimentation phase. It will be structured in educational pills delivered through the e-learning platform where they will be able to get more familiar also with the objects to be used in the 3D virtual environment by the students during the next step. The 3D virtual environment will contain the scenarios produced on the base of the assessment schedules previously selected by Research Team and it is intended for the teacher who will test the effectiveness of new pedagogical tools with their students.

TALETE is just one of many projects aiming at testing new pedagogical tools that can increase motivation and interest of students during their learning processes. Infact over the past 10 years in the network hundreds of machinima films have been producing using the engine of video games like Halo or GTA, without having to draw anything from scratch, but just "move" at will through precise actions, moves, shots and accordingly to changing time by time all the stories represented.

The YouTube channel "machinima" (collecting together the best ones) is the most subscribed in the world. Maybe Halo is the most exploited in the game while the most amazing machnima is called "the trashmaster", a phenomenal machnima made using GTA (available freely on Dailymotion).

What's Next

With the innovative browser game concept "Power of Research" the young people can for the first time assume the role of a researcher and experience the everyday life of an active scientist.

The purpose is to provide an entertaining insight into the world of bioscience and to arouse an interest in research.

In the coming years an attractive platform based on this strategic computer game will evolve using the state of the art technologies. This platform is aimed at the online European community with a focus on science communication.

The development of this game is supported within the 7th Framework Programme of the European Union. The Austrian Research Promotion Agency (FFG) also honored the project for its excellent success as an "Austrian Champion in European Research".

For the realisation of "Power of Research" the very latest dynamic technologies were developed, including the "Soft Body Physics Engine".

It' a nice game to support the science school curricula and future scientific career .
Enjoy yourself!

<http://www.powerofresearch.eu/>

Information Contact: m.tramonti@unimarconi.it

Project Web site: <http://www.taleteproject.eu>



BENEFICIARY

	Università degli Studi Guglielmo Marconi	Website: http://www.unimarconi.it
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PARTNERS INVOLVED IN THE PROJECT

	University of Thessaly Website: http://www.uth.gr
	Kadikoy İlçe Milli Eğitim Müdürlüğü Website: http://www.kadikoy-meb.gov.tr
	IAL Innovazione Apprendimento Lavoro Lazio S.r.l. Impresa Sociale Website: http://www.ial.lazio.it
	Burgas Free University Website: http://www.bfu.bg
	Rezzable Productions Ltd Website: http://rezzable.net



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Education and Culture DG

Lifelong Learning Programme