

## Individual method

# Co-designing collective processes for digital competences for leaders and mentoring teachers

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### 1. Aims

When teachers go to courses and workshops, outside the schools, new ideas and knowledge are difficult to share or implement in the whole school. The aim of this workshop is to co-design a method for collective knowledge sharing. Participants are school leaders and school mentors. The aim of the method is to enable them to bring back new knowledge from courses, seminars or workshops and share or implement new knowledge in the schools. The method is suitable to be used in phase 6. *Collaborative development actions* in the school mentoring process.

### 2. Description

The method starts with a design thinking process in a whole-day workshop. Participants, leaders and mentor teachers from different schools come together to share how they work with digital competence, and further investigate how they can develop collective learning processes in their own schools. In the workshop, leaders and mentor teachers design the collective knowledge sharing process. The designed method is brought back to the schools to do the workshop again, with input from schoolteachers and adjust the method for local needs.

### 3. Context

School leaders and mentor teachers from different schools come to the university for a design workshops (Multiple school workshop). The participants do the workshop again in their own schools (local workshop).

### 4. Requirements for implementing and resources needed

Material: Presentation for introduction. Presentation about the design principles. Printed posters with steps for the design thinking process. Post-it notes. Printed playing cards. The participants do not bring anything.

### 5. Structure

The schools come to the university and investigate school practices using design principles through co-design.

#### Step 1. Presentation

- Background and purpose presented by the university representative.

#### Step 2. ExperienceMap

- Leaders and mentor teachers are put in separate groups.
- Each group gets a poster (The ExperienceMap) to share thoughts about practices:
  - What they have done in the school to develop practice
  - What is said about how they have been working
  - What they think about practice
  - What they feel about practice

### Step 3. Presentation

- Introduction about design principles and what the participants should pay attention to when designing for Collective learning processes in their schools.

### Step 4. JourneyMap

- In groups, the participants use the JourneyMap for the post-it notes and write down what knowledge they have got from the university, and what they will bring back to the schools.

### Step 5. Local workshop

- The schools organise the same workshop in their own school for a local adjustment.

### Step 6. Sharing school experience with other schools

- The schools will come back to the university and present how the local workshop went. The schools adjust the design, to make an aligned design.
- For the second workshop the schools are also presented with a new topic to learn more. New knowledge is brought back to the school and shared and implemented using the co-designed method for collective knowledge sharing. For example, interaction design, algorithmic thinking, ethics, etc.

## 6. Actions after implementing the method

A collective knowledge sharing process on how to transfer knowledge from university workshops, on different topics, back to the school.

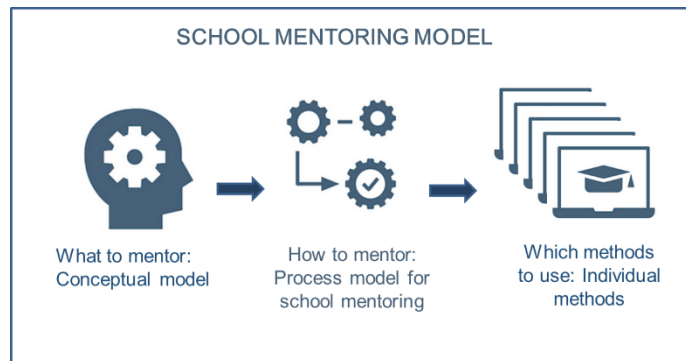
## 7. Recommendations

When the participants bring the workshop back to the schools, it must be clear that they should develop a local design for collective knowledge sharing.

## This material is part of the School mentoring model

The aim of the model is to foster the adoption of digital innovation at school level.

The focus is on teachers' understanding of digital technology and practices to implement technology in a pedagogically meaningful way.



The model promotes teachers' professional learning with peers and school management to create the culture and practices for evidence-informed implementation of digital innovation.

The model is created in the iHub4Schools project (2021-2023).



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