



TEACHING WITH EMERGING TECHNOLOGIES IN THE 'EDUCATION CHAIN'

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This presentation includes AI-generated elements, created based on prompts by the author.

ADDITIONAL PRESENTATION: PODCAST

Explains and discusses the paper

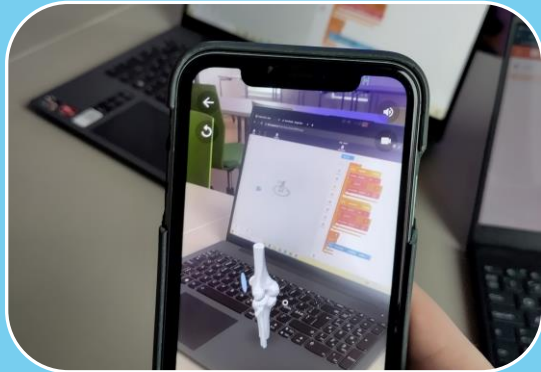
"Teaching modules utilizing emerging technologies in the education chain"

15 min.

<https://gdlt.sdu.dk/wp-content/uploads/2025/01/Teaching-Modules-and-Emerging-Technologies-in-Education.wav>

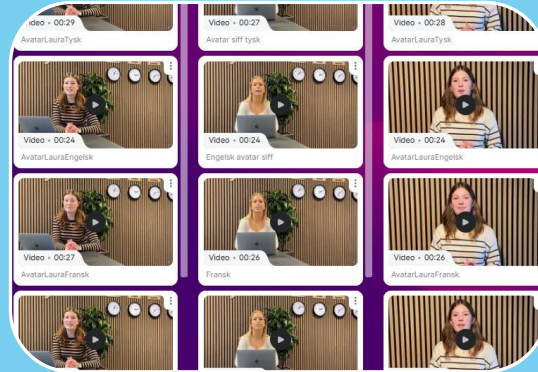
AI-created with NotebookLM, 20th Jan. 2025





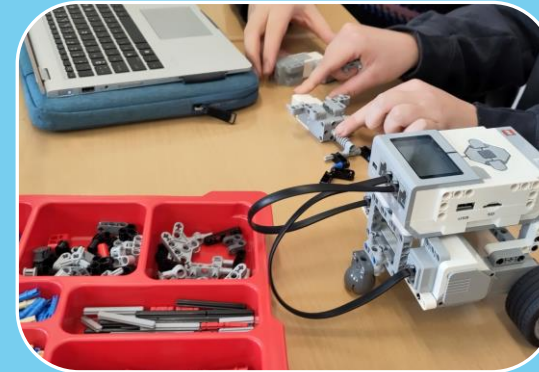
Metaverse

- Augmented Reality
- Virtual Reality
- Virtual mirrors
- Social media filters



Artificial intelligence

- Generative AI
- Interaction with human intelligence
- Applications
- Different approaches and history



Robotics

- Hardware
- Software



Trade-specific technologies

- Autonomous robotics and transport
- Welfare technologies
- Digital clones
- Complex data calculations

EMERGING TECHNOLOGIES

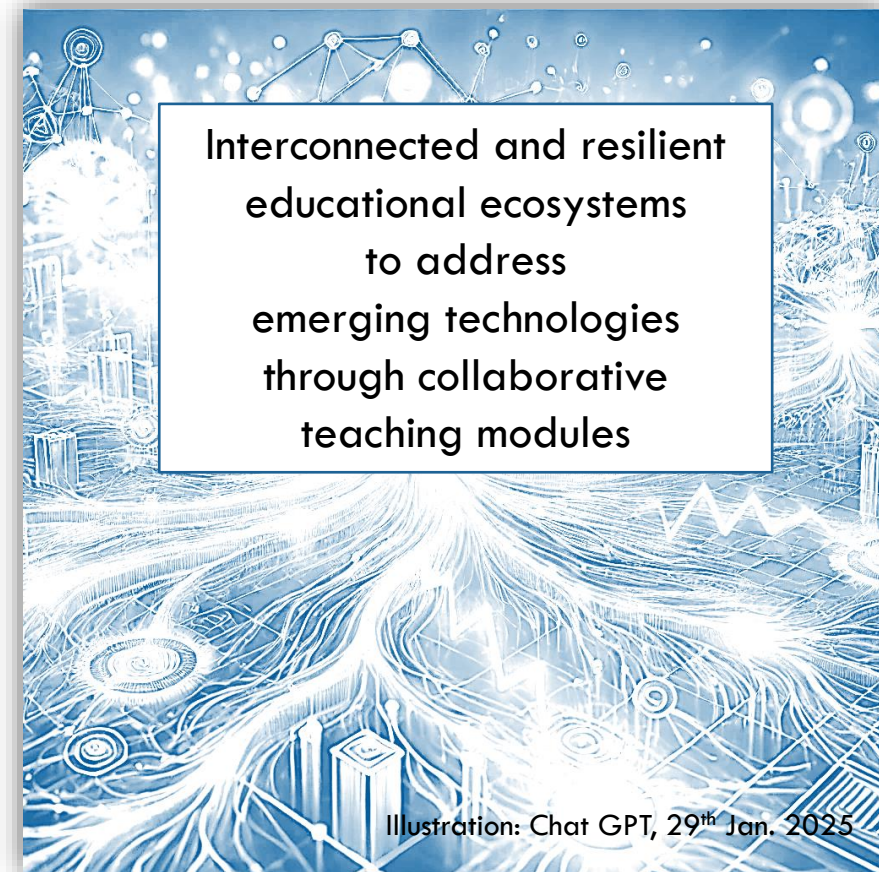
Identified through commercial channels, but not yet widely adopted in education.

CHALLENGES

Emerging technologies with high uncertainty and significant impact



VISION



'EDUCATION CHAIN' - A CONTINUUM

Lower secondary education (grade 8 – 10)

> Upper secondary education

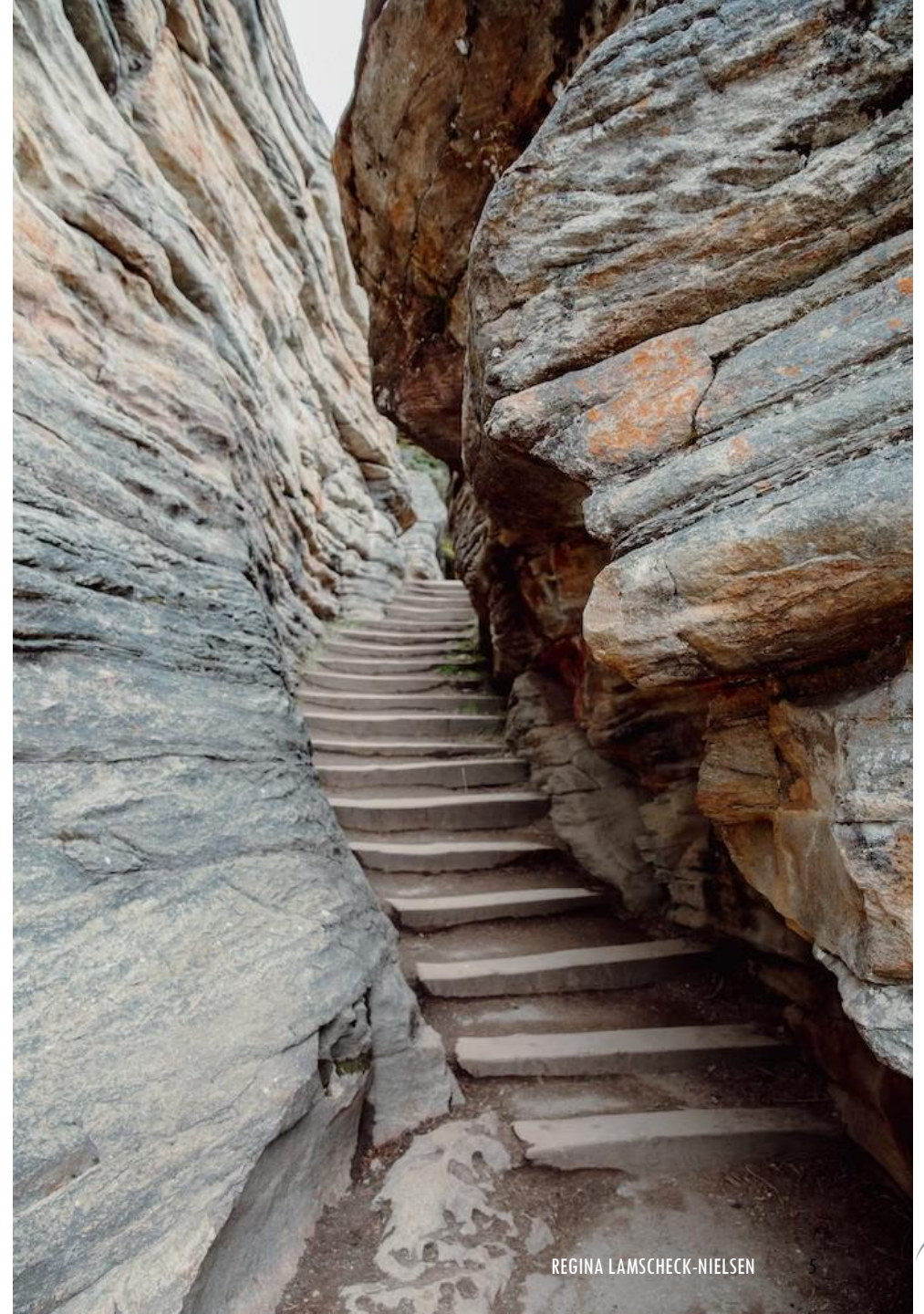
- Vocational colleges, dual education > Training companies, Job
- High schools

> Further education

- Academies
- University colleges
- Universities

> Job

Strongly simplified



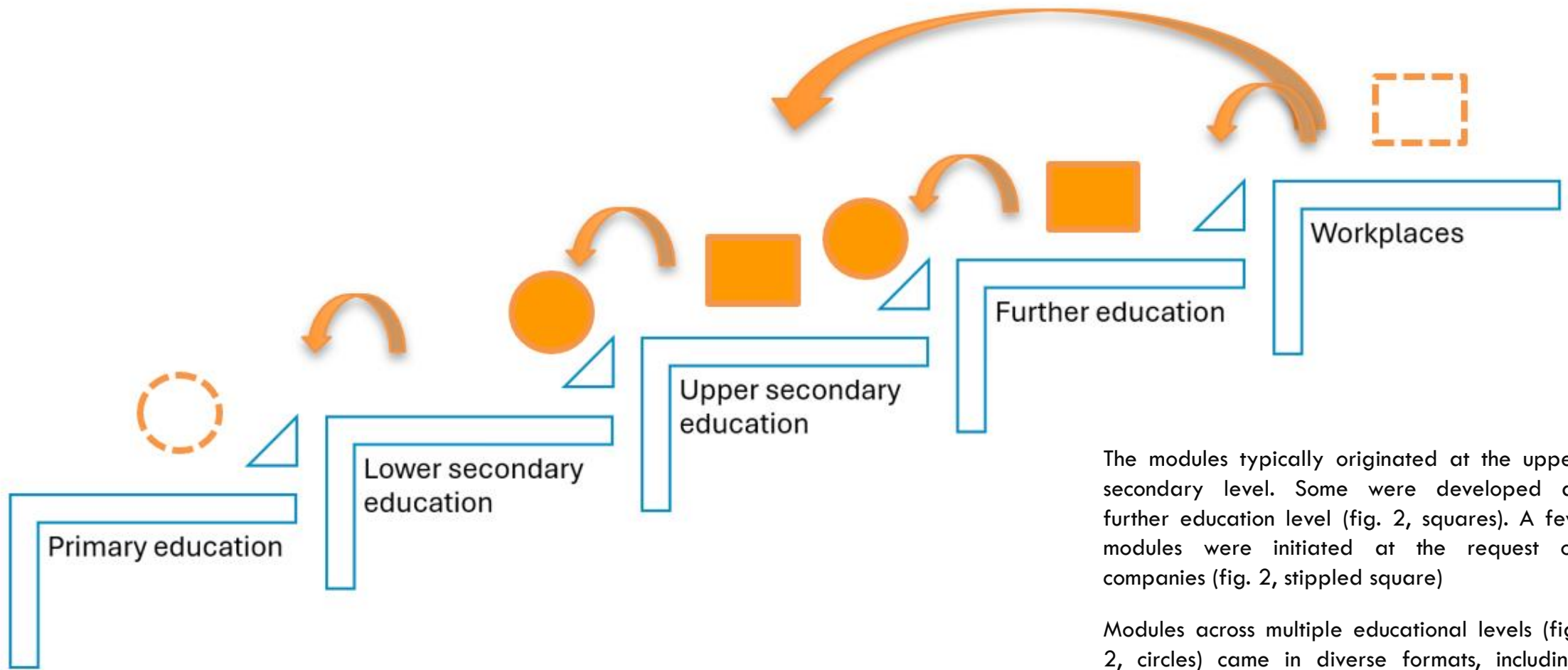


Figure 2. Teaching modules in the 'education chain' (Lamscheck-Nielsen, 2024)

The modules typically originated at the upper secondary level. Some were developed at further education level (fig. 2, squares). A few modules were initiated at the request of companies (fig. 2, stippled square)

Modules across multiple educational levels (fig. 2, circles) came in diverse formats, including events, student-to-student tutoring within ordinary subjects, co-teaching for students from different programs, or joint product development by students across country borders.

Several modules were scaled down to primary education (fig. 2, stippled circle), further expanding their reach.

TEACHING MODULES

Example 1, paper

KLIMA KOMPASSET

FÅ DIN HVERDAG
KLIMATILPASSET MED
KLIMAKOMPASSET.



- Indtast dine mål.
- Få en guide til at opnå dem.
- Gør en forskel for verden og dig selv.



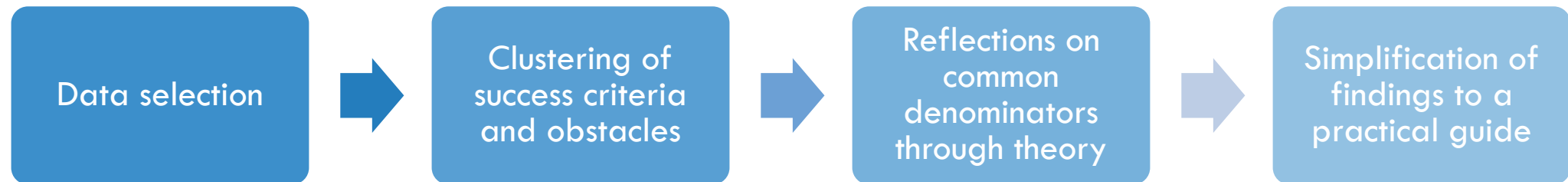
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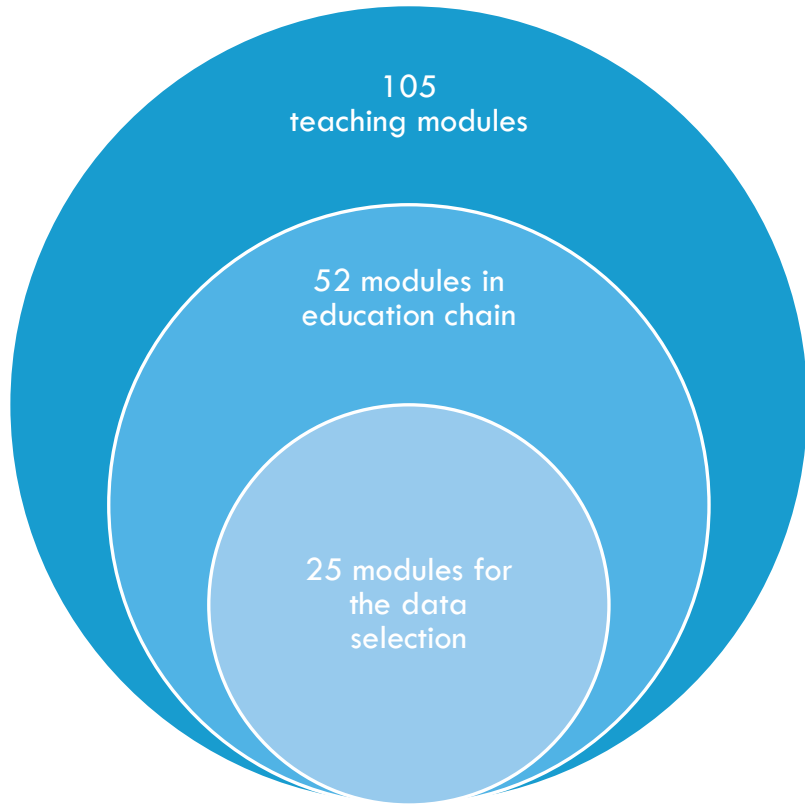
CRITERIA FOR TEACHING MODULES

- Including one or more emerging technologies
- Scalable to varying target groups, duration, levels, content
- Compliant with the respective local ordinances, as well as adaptable to different regulations
- Shared didactic framework
- A student-centered and practice-based approach: hands-on with technologies
- Origination from local initiatives, refined in teacher networks
- Focus on sustainability, wherever relevant

METHODOLOGY



DATA: 25 SELECTED TEACHING MODULES IN THE EDUCATION CHAIN



From 5 different projects (2017-2024)

Evaluated as exemplary modules

Descriptions and evaluation data available

3 examples given in paper (2023-2024)

GIRLS DAY am RBZ Wirtschaft

Eine Initiative, die begeistert

MINT-News Am 5. Februar öffnete das berufliche Gymnasium des RBZ Wirtschaft Kiel seine Türen zu einem ganz besonderen Anlass: dem GIRLS DAY. Diese Initiative, die junge Schülerinnen für die MINT-Fächer (Mathematik, Informatik, Naturwissenschaften und Technik) begeistern soll, wurde dieses Jahr zum ersten Mal und mit großem Erfolg durchgeführt.

Im Mittelpunkt des Abends stand das Projekt des Mars Rovers, präsentiert von Runa, Jakob und Max aus der Klasse BG23a. Unterstützt von ihren Lehrerinnen Merianne Altko und Patrick Wenzel, gelang es dem Team, den Klassenraum in eine beeindruckende Erlebniswelt zu verwandeln. Die Besucherinnen und Besucher hatten die einzigartige Möglichkeit, die selbstgebauten Maschinen in Aktion zu erleben und so einen direkten Einblick in die faszinierende Welt der Robotik und Technik zu erhalten.

Das Mars Rover Projekt, ein Vorzeigebispiel für die praktische Anwendung von MINT-Kenntnissen, diente als perfekte Plattform, um insbesondere junge Schülerinnen für diese Bereiche zu inspirieren. Die Schülerinnen und Schüler demonstrieren nicht nur ihre technischen Fähigkeiten, sondern auch für Fragen rund um die MINT-Bereiche zur Verfügung.

Die Resonanz auf die Veranstaltung war nicht die Teilnehmerzahlen, sondern die Motivation der Teilnehmerinnen, sich an den Projekten zu beteiligen. Die Veranstaltung war nicht die Teilnehmerzahlen, sondern die Motivation der Teilnehmerinnen, sich an den Projekten zu beteiligen.

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Text: Merian

RBZ Kiel & Gemeinschaftsschulen "Girls' day with robotics"

Regina 0 comments 10/12/2024

The module was conducted 5th Feb. 2024, as a specific event in the framework of an "open house" activity at vocational school Kiel, study line "business informatics". Duration: 4 hours, from 5 pm to 21 pm, plus preparation.

18 students, grade 11 from RBZ Kiel & the event. Approx. 70 pupils (predominantly girls) participated.

Patrick Wenzel, Informatics and Merianne Altko, Robotics

DKHTX Sennberg & Haahr's "Electric Go-Karts and Kinematics"

Prof. Dr. Sennberg, Prof. Dr. Haahr

The teaching module was conducted with 18 students in the 11th grade of a technical school in Sennberg, Germany. The module was conducted in two parts: a theoretical part and a practical part. The theoretical part focused on kinematics and the practical part on building and testing electric go-karts.

Teaching Design

Learning objectives: The students should be able to describe and explain the motion of objects in terms of position, velocity, and acceleration. They should also be able to apply the equations of motion to solve problems.

Assessment

The students were assessed on their understanding of kinematics and their ability to apply the equations of motion to solve problems. The assessment was done through a combination of written tests and practical demonstrations.

Digital production

The module was designed to provide students with a hands-on experience of digital production. It involved the use of 3D printing and CAD software to create and produce parts for a go-kart.

Digital Literacy

The module aimed to develop students' digital literacy skills, including their ability to use digital tools and software for design and production.

Environment

The module also included a focus on environmental sustainability. Students were encouraged to think about the environmental impact of their designs and production processes.

Environment

The module was designed to be environmentally friendly, with a focus on recycling and reducing waste.



DK SDU & UCL "XR in Health Education"

Prof. Dr. Sørensen, Prof. Dr. Jensen

The teaching module took place in February 2024 at the University of Southern Denmark (SDU) as a collaboration between SDU and University College London (UCL) faculty for health education programs. 30 students, 18 women, participated in this 4-hour workshop.

The purpose was to offer the engineering students from SDU insight into the use of emerging technologies in the health sector.

Teaching Design

Content, activities: The module was designed to provide students with a hands-on experience of XR in health education. It included a theoretical introduction to XR, followed by practical exercises using VR and AR to explore human anatomy and health education.

Assessment

The students were assessed on their understanding of XR and their ability to apply it to health education. The assessment was done through a combination of written tests and practical demonstrations.

Digital production

The module was designed to provide students with a hands-on experience of digital production. It involved the use of 3D printing and CAD software to create and produce parts for a go-kart.

Digital Literacy

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RESULTS (1) – CLUSTERED CHARACTERISTICS

Table 1. Characteristics of exemplary Teaching Modules (2017-2024)

<ul style="list-style-type: none"> 25 exemplary teaching modules in the education chain (of 52 modules in the education chain) DK: Svendborg, Odense, Glamsbjerg, Tønder, Sønderborg, Odense, Vejle, Vejle, Billund, Faaborg, Nyborg, Haderslev. DE: Kiel Duration: from 3 hours up to 3 weeks As lessons, blocks, events, co-lecturing, online collaboration on distance, and more 	Technologies	Students' Learning objectives	Students' Learning	
	Consciously chosen Scaled versions Students hands-on	Overlap between levels (generic objectives for educational programs) Learning results over average	Innovative learning products Personal interaction Co-influenced by students	
Students' motivation	Digital literacy	Students' career learning	Teachers	Mind-set
High commitment Excitement Personal relevance	Critical approach, ethics, context-related to society Focus on students' actionability IT-security	Peer-to-peer References to business Practical approach Collaboration with companies	Teacher-teacher collaboration across levels Joint ambitions Mutual benefits Mutual respect	Sustainability Integration in daily operations Agility, flexibility

RESULTS (2) – SUMMARIZED OBSTACLES

Obstacles	Well-proven solutions
Different school types operate with varying planning horizons and yearly schedules.	Planning well in advance, with active management support.
Lack of shared infrastructure to facilitate direct communication between teachers and students within the education chain.	<p>Joint websites, TEAMS rooms, or Padlets as virtual communication channels accessible to all participants.</p> <p>Personal meetings.</p>
Extraordinary costs, such as those associated with events or transportation	Incorporation of associated costs into the schools' annual planning and budgets.
Additional time resources are often required for coordinating efforts among the teachers involved.	Local negotiations.
Differing cultural practices, values, and frameworks for pedagogical work across educational levels and sectors.	<p>New mind-set required.</p> <p>Should be addressed, with mutual respect for differing approaches.</p> <p>Open-minded communication and trust-building are critical to success.</p>

ANALYSIS AND FINDINGS (1)

Technologies and Digital Literacy

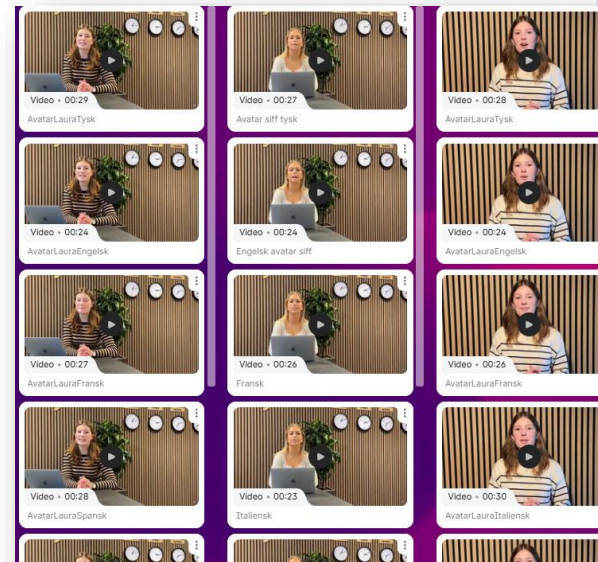
It is possible to adapt emerging technologies (Gartner Hype Cycle) to educational purposes.

These technologies can be adapted to various educational levels by using differently advanced hardware and software versions.

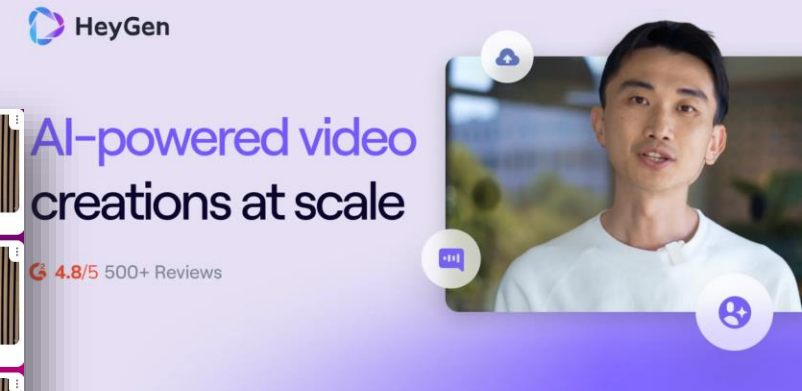
Cross-level co-exploration of the latest technologies benefits both teachers and students.

There is an urgent need for Digital Literacy in teaching (Majgaard, Lamscheck-Nielsen), including IT security, data protection, ethical considerations, and the societal impact of technology.

January 2024



Students created AI-generated avatars to communicate about themselves and the Danish education system across the country border (2024)



ANALYSIS AND FINDINGS (2)

From 'Education Chain' to 'Learning Chain'

Coherent learning objectives and transparency of pedagogical and didactical approaches

Diminishment of traditional competition between the educational institution (Moore)

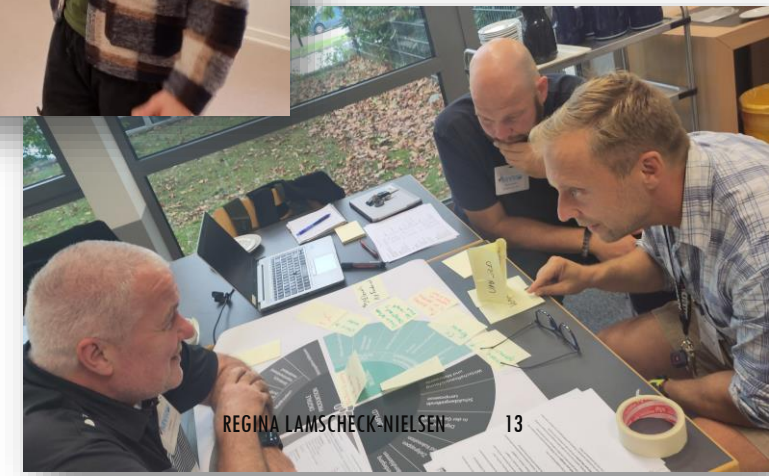
New focus on shared high ambitions for the students, the quality of teaching, teachers' mutual empowerment, and increased availability of technological resources

Promotion of "societal resilience" (Anholt et al.) through new "adaptive and transformative capacities" in the local education chains, with understanding for different approaches, which are complementary to each other

'Education chain' as "ambition loops" (McGrath et al.) for professional teacher empowerment



Teachers and lecturers across educational sectors and levels (2023-2024)

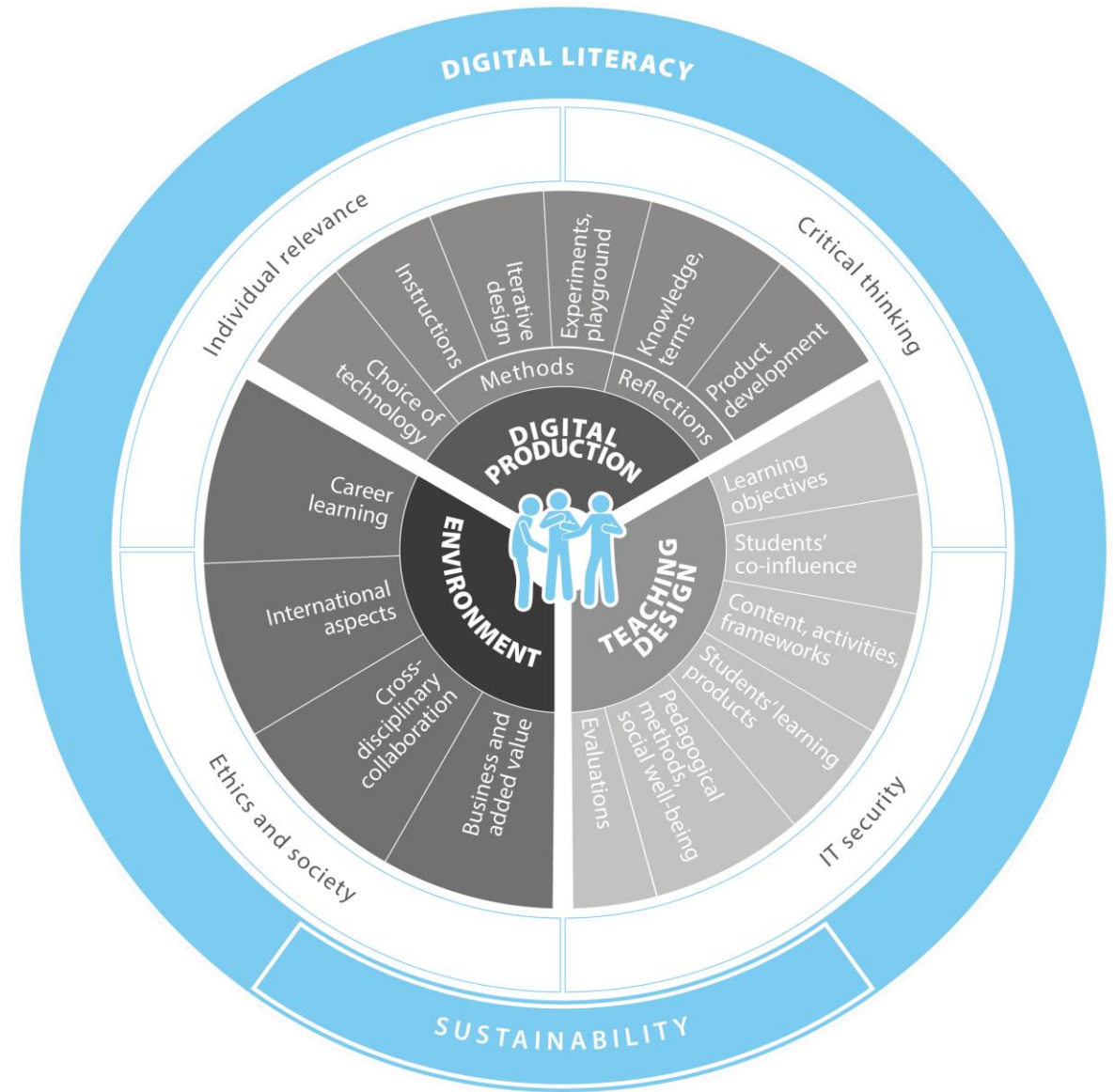


ANALYSIS AND FINDINGS (3)

Students' Learning and Didactics

A joint didactic framework facilitated communication and was supportive for mutual understanding across educational levels and sectors:

- Digital production, selecting appropriate technologies and methods for production
- Teaching design, addressing classic elements such as defining learning objectives, selecting pedagogical methods, and specifying students' learning products
- Environment focusing on interactions with the school's ecosystem
- Digital literacy, encompassing ethics, IT security, and personal relevance of the technologies
- Sustainability, encompassing both environmental and social aspects, as a shared responsibility
- Students at the center of the didactics



'DigiDidactics' (Nov. 2024, project MYRE DK-DE)
Originated from 'ROBOdidactics' (2019)

GUIDE FOR SUSTAINABLE IMPLEMENTATION

Step (1) includes exploration and commitment to collaboration within the local education chain.

Step (2) relates to scaling of the teaching design across the educational levels, integrating digital production, focus on digital literacy, and potentially incorporating other aspects of the environment.

Step (3) transfers the decisions made into educational practice, ensuring quality assurance and focusing on the long-term sustainability of the implemented modules.




<p>3 SUSTAINABLE IMPLEMENTATION</p> <ul style="list-style-type: none"> a) Coordination and practical agreements, cross-organizational communication channels, and shared virtual infrastructure b) Shared didactic framework for communication, joint terminology, quality assurance, and mutual feedback c) Focus on sustainability with integration in ordinary daily operation and budgets 	
<p>2 SCALABLE TEACHING MODULES</p> <ul style="list-style-type: none"> a) Identification of technologies, topics, subjects, and ethical challenges b) Drafting of teaching module as original (or reuse of previous modules) c) Scaling of technologies and content to different target groups and settings 	
<p>1 FOUNDATION FOR THE CONNECTIVE PRINCIPLE</p> <ul style="list-style-type: none"> a) Identification of partners for the local education chain b) Commitment from management: joint vision of a resilient educational ecosystem with mutual respect and meaningful benefits for all educational partners c) Professional dialogues among teachers, exploring each other's mindsets 	

Table 3. Sustainable Implementation of Scalable Teaching Modules (Lamscheck-Nielsen, 2024)

CONCLUSIONS

Need for connectivity between educational institutions

- relatively easy to implement
- directly benefits all involved partners

Co-created teaching modules across educational levels, scaled and adapted to each context, have the potential to serve as vital links

Connective teaching modules appear to

- empower the students and teachers involved
- strengthen the local ecosystem by equipping educational institutions to engage with the technologies of the future

‘Societal resilience’ is increasingly necessary in the face of megatrends and global crises

A sustainably maintained connectivity

- is integrated into daily operations
- utilizes teaching modules that are created with purpose and meaning for all stakeholders

Aligned with SDG #17 for multi-stakeholder partnerships

- encouraging reuse, promoting resource sharing, strengthening communities, facilitating the transparent involvement of new partners

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