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Newsletter #1

CASE has been funded within the framework of the European Union Erasmus+ programme

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The issue contains photos by:

- *Li La Land (puppet photos)*
- *Science View (theater photos)*
- *CASE (website & events photos)*
- *Pixabay (cover)*
- *Google*

Creativity Art & Science in primary Education

The CASE project relies on an understanding that scientific inquiry must be known more as an integral part of daily life and less as a faraway myth occurring in isolated institutions. In our increasingly knowledge-based economy, education systems need the imaginative force of culture, and the curiosity that comes from cultural expression, in order to realize Europe's creative scientific potential. Currently, education policymakers all too often narrow teachers' focus to lists of facts and formulas, covering information in a way does not reach deeply enough below the surface. Rather than fostering curiosity, which is much more important in the long term than rote memorization, this approach often causes students to "tune out". Enhancing teacher skills, strengthening their ability to motivate innovation and creativity is thus crucial. It is precisely the enrichment of the creative elements in Inquiry Based Science Education as an integral part of such a system, based on a wealth of existing European knowledge, which is the cornerstone of the CASE project.

Visit CASE website: http://www.project-case.eu/

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Dear teacher

Written by HVL, Photos CASE

The CASE project elaborates a methodology that regards you as an agent of change. It aims to empower your profession with skills and competencies that will enable you to widen your teaching capabilities by strengthening creativity in a specific area of science education: the introduction of arts education practices within science education in primary schools. As we do this, we are aware of what we are referring to with the word creativity. Indeed, creativity is a trendy, fashionable word. Rarely does one hear someone claim that s/he would prefer education to be less creative than it currently is. And, indeed, the CASE project is not the first European project to be initiated with the goal of increasing the levels of creativity in schools. And hopefully it will not be the last. For creativity is not one thing. Creativity may be messy. It is never easy to define. And creativity means different things for different people, professions, governments, schools, teachers, and students. We in the CASE project know this, and do not claim to have a "monopoly" on creativity. Science is certainly creative in its own right, and many dedicated science teachers implement much creativity in their schools without involving the arts in their teaching. Still, we in CASE put forth a specific perspective which we see as having great potential with regard to teachers' skills: allowing arts and science to interact and cross-inspire each other within the classroom. Why is this creative? What does that creativity enable? How do we encourage teachers to lead their students into this area of knowledge? We hereby invite you to follow our project during the next years in order to find out the answer to these questions. In order to give you, the reader, an idea of what we have in mind, try to imagine the process which a pupil must go through in order to take part in a learning process characterized by the interaction of science and art. In Science Theater, for example, the pupil must understand a scientific concept and she must consider her own, personal meaning-making regarding that concept before she may interpret it within a theatrical exercise. And there are an endless number of ways for her to do that. Better yet, only that specific pupil is able to deliver her unique way of combining that scientific topic and the theatrical exercise. Once she has engaged herself in that kind of creative process, she owns it. And when she engages in that creative process together with her classmates, they own it together. No other group of pupils could have produced that unique interpretation of science through art. In her own way, therefore, the pupil has now been encouraged to contribute creatively to the curriculum. She has been empowered. Providing her teacher with the skills, competencies, literature and network needed to realize that is the heart of the CASE project. Join us on this exciting journey!

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The Cases

"Learning Science Through Theater"

In the context of the activity, students will perform theatrically a story related to scientific issues and will learn science in a creative way. This case promotes the comprehension of scientific concepts and phenomena, development of a spirit of cooperation and teamwork and the development of creative and critical thinking skills. The specific objectives of the activity have as a central axis the interdisciplinary connection of science with aspects of art, aiming at the enhancement of students' interest in science.

"Digital narratives"

This activity aims to transform science presented in curricula (usually strict, stiff and boring for young people) to open, friendly and interactive communication supported by the re-contextualization of science content in digital narratives created by learners. In order to do that a simple animation technique is used called slowmation: a slow and simple animation using only 2 photos per seconds. Slowmation movies are created in a creative learning environment where science concepts meet with art, music, literacy, society, history and philosophy of science. The developed digital narratives highlight and present the abstract science concepts and theories in a creative and original way. Furthermore, the presentation of the developed digital narratives on the web provides a meeting place for learning and cooperation between young people.

"Puppetry"

Children are always curious and like to investigate the world around them. For CASE Speel je Wijs will develop STEAM (Science Technology Engineering Arts Mathematics) activities for younger children which will be introduced and leaded by puppets. Young children love puppets, they will connect fantasy to reality and the puppets will make sure kids are motivated to learn. The teacher will start to play a short story with the hand-puppet in which the puppet has a problem or a question. The children will help the puppet find a solution or answer. During the activity and in the evaluation the puppet will ask questions.

The partners

Western Norway University of Applied Sciences

Western Norway University of Applied Science (HVL) boasts 16,000 students and approximately 1,800 employees spread over five campuses. The CASE project team is anchored in the Center of Creativities, Arts and Science in Education (CASE), a hub for design, initiation and management of new, innovative projects dealing with questions of creativity in education, and the bridging of art and science in schools and beyond. HVL coordinates the Erasmus+ CASE project, and leads the designing of the project's training materials, arrangement of Norwegian conferences, and implementation in Norway.

ΑΡΙΣΤΟΤΕΛΕΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ ΘΕΣΣΑΛΟΝΙΚΗΣ

The ATLAS Research Group at the Digital Analysis and Educational Design Research Lab at the School of Education of the Aristotle University of Thessaloniki has been founded in 2003. ATLAS is the acronym for 'A Teaching and Learning Approach for Science' and the research work of the ATLAS Research Group attempts to develop and evaluate functional 'windows' to the world of science for every citizen who seeks scientific understanding and awareness in order to be able to participate in the on going interaction between science, culture and society and assimilate scientific information necessary for making decisions that lead to a better quality of life. For the CASE project, the ATLAS Research group is focused on introducing teachers and educators to the use of slowmation in science teaching and learning. Digital narratives developed by non-experts become fresh and intriguing teaching material, while the design and development process of slowmation movies becomes an inspiring and creative learning environment.

Continued on next page

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Dublin City University is a young, dynamic and ambitious university which is ranked among the top 50 Universities worldwide. As a research-intensive university with a focus on translating knowledge into benefits for society and the economy, DCU is focused on areas of recognised strength to address global societal challenges. Celsius is a DCU research cluster studying Cultural, Ethical, Legal and Social Issues in Science. It is an interdisciplinary group focused on analysing current developments in science, technology, environment and medicine. The Celsius team has extensive experience in national and international projects on Responsible Research and Innovation (RRI), science communication and impact assessment. Celsius, will operate CASE in Ireland. DCU is the Evaluation Manager, in charge of the assessment approach and methodologies for impact assessment. Celsius in DCU will also be in charge of managing the CASE activities in Ireland and will host one project meeting and two multiplier events/ conferences

Ellinogermaniki Agogi (EA) is a private organization officially recognized by the Greek state as a provider of education at all levels from pre-school to upper secondary. The Department focuses on the design, implementation and support of pedagogical and technological innovation in educational practice. EA has also developed rich activity in the provision of European teacher training and professional development, in the context of summer courses, in which hundreds of participants from across Europe have taken part, funded by the European Commission through staff mobility grants of the Erasmus+ Programme. Ellinogermaniki Agogi is the leading partner regarding the implementations activities and pilots of CASE. In this framework Ellinogermaniki Agogi is responsible for the development of a concrete and detailed implementation plan that will present the methodology adopted in the design of the planned activities and will serve as a practical guide of action for the whole period of pilot implementation and validation on the field. Ellinogermaniki Agogi is also responsible for organizing CASE Summer Schools which will act as the main training courses in which the participants will acquire the needed skills and competences for the implementation of CASE Initiatives with students in their countries and beyond.

Science View is an organization that promotes science communication activities to help bridge the gap between the scientific community and the wider public in Greece as well as in Europe. The staff, members and collaborators (science communicators and science journalists) of Science View, is constantly working on making scientific knowledge useful and clearly understood by the general public. Science View is organizing activities that are in line with all aspects of Responsible Research and Innovation, since science education, public engagement, open access to scientific information, gender equality and ethical issues represent the main pillars and guiding principles of the organization.

Speel je Wijs (Play to Wisdom) is a company in the Netherlands that strives to improve education. Education should be enjoyable for each and every child is the motto of Speel je Wijs. It publishes educational books and develops educational products. The essential role of play is central to all the ideas. Speel je Wijs provides training courses for students and professionals working with children and Irma Smegen represents the company at conferences where she speaks about creative teaching methods and the positive effects of it on learning. In this CASE project Speel je Wijs will organize events, training activities and conferences. Speel je Wijs will focuss on puppetry, narratives and science education in a creative way.

Klaipeda University is a multidisciplinary national and Baltic Sea Region research and studies centre, promoter of cultural heritage, and a lifelong-learning centre integrated into international academic networks. It implements over a hundred of study programmes in all three cycles that provide students with research-based contemporary knowledge and technologies, develops research projects, and is involved in a dozen of international funds, programmes, and networks. The University conducted a number of socially-oriented projects, including those on social exlusion, education, creativity promotion, and equal opportunities. The previously implemented projects, such as Development of Educational Techniques in Vocational Education and Training (DETVET), Development of Art Teacher Qualification System through Innovative Methods and Forms, and Development of Senior Pupils Creativity through Music Computer Technologies, are closely connected with the idea of the CASE project and are oriented to the integration of creative and art courses, as well as social media tools, into the teaching and learning of all subjects and extracurricular activities. In the present CASE project, Klaipeda University will be an active partner in all project activities. Klaipėda University will also implement the project dissemination through organizing events, training activities, and conferences for Lithuanian schools (pupils and teachers), universities (students and researchers), and teachers' associations.

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News

Kickoff meeting

The project's Kick-Off meeting took place at Western Norway University of Applied Sciences at the campus of Stord. During the 2-day meeting, partners immersed themselves in the various cases which will be implemented in the consortium countries in the years to come: Learning Science Through Theater, Slow-mation Narratives, and Puppetry. Furthermore, the details of how the project will be implemented and evaluated were set in motion.

National Case Event – EA -Greece

On the 21th of October 2017, the 1st National CASE multiplier event in Greece, was organized by Ellinogermaniki Agogi ,in the framework of "The Open Schools for Open Societies" Conference 2017 at Pallini, Attica. Twenty primary teachers, artists and science education researchers participated in the event and had the chance to be informed regarding the project and its aims. More specifically, during the event, the attendants were given a detailed presentation concerning CASE (objectives, timeline, implementation process, summer schools, etc.) and afterwards each case study of the project (science theater, puppetry and digital narration) was analyzed . The event closed with an open discussion and questions made by the participants mostly about the case study of the project and how they can be enabled in the implementation process.

CASE Project Starts in Lithuania

The preparation for the implementation of the CASE project started early autumn from the information about the idea of the project, main events and activities at Klaipėda University. The community of the Klaipėda University Academy of Arts paid much attention to the project. The CASE was presented during the staff meeting on 28 November, 2017. It was noted that the project can contribute to the strengthening the arts' position in primary education.

In addition, the CASE was presented at the seminar for more than 100 Lithuanian teachers of arts on 2 December, 2017. Participants of the seminar (organizer Lithuanian Music Teachers' association) were informed about the project activities, 3 case studies for creative science inquiry. Teachers were invited to follow the information about the project and participate into national events.

Deep discussion about the enrichment of the creative elements in Inquiry Based Science Education took place at the Klaipeda Vydūnas gymnasium on 26 February, 2018. Twenty teachers from Klaipeda university and Vydūnas gymnasium discussed about the problems of contemporary primary education and how they can be solved. The enhancing teacher skills, strengthening their ability to motivate innovation and creativity was recognized as an effective way to improve the quality of education. Representatives of the CASE project partner institution (Klaipėda University) introduced teachers into 3 case studies for creative science inquiry, namely Learning Science Though Theatre, Puppetry and Learning through Art and Narratives for primary schools. Teachers shared their experience, the kind of educational methods they use, the knowledge and skills they would like to gain. The case project has received a great deal of attention from primary school teachers. Possible ways of developing project ideas are foreseen. Other discussions teachers will be organized in autumn 2018.

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CASE 2018 Athens summer school

"an innovative summer school that marries Creativity, Arts and Science in primary Education."

Science View, partner of the Erasmus+ programme CASE (Creativity, Art and Science in primary Education), participates in the organization of the first summer school on **8-13 July 2018**. Join the 5-days intensive training in science education at Golden Coast hotel at Marathon (just outside Athens), for teachers, early stage researchers, artists as well as science communicators that are working with primary schools.

CASE summer school elaborates a methodology that regards teachers as agents of change. It aims to empower their profession with skills and competencies that will enable them to widen their teaching capabilities by incorporating creativity and art in science education.

The scope is to motivate participants to become aware of specific weaknesses in their own practice and the need to make necessary improvements aligned to the guidelines of Europe for the future of science education.

Enhancing teacher skills, strengthening their ability to motivate innovation and creativity is crucial. It is precisely the enrichment of the creative elements in Inquiry Based Science Education as an integral part of such a system, based on a wealth of existing European knowledge, which is the cornerstone of the CASE summer school.

The CASE summer school is the collective construct of 3 innovative case studies for creative science inquiry, namely Learning Science Though Theater, Puppetry and Learning through Art and Narratives for primary schools.

You can take part in by:

Pay a Registration Fee. Registrations open on 15 December 2017 and close on **15 May 2018 at 23:59 CET**.

More info

Photos CASE

For more information see

http://www.project-case.eu/summer-school/

or contact info@project-case.eu

Funded by the Erasmus+ programme, CASE is led by the Hogskulen Pa Vestlandet (HVL), with the following partners: Aristotelio Panepistimio Thessalonikis (AUTH), Dublin City University (DCU), Ellinogermaniki Agogi (EA), Science View (SV), Speel Je Wijis (SPEEL), Klaipedos Universitetas (KU).

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