

Employing practical digital approaches to develop an institutional pedagogical strategy for teachers

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Omnia, the Joint Authority of Education in Espoo Region

- Our Vision
 - *Omnia – the path to top competence*
- Our Values
 - High appreciation of professional skills
 - Customer orientation
 - Responsibility
 - Social cohesion
- Our Strategies
 - Socially and Ecologically Responsible Development
 - Innovative Learning Solutions
 - Effective Regional Development
 - Effective Performance



Omnia in numbers...

- Students 40 000
 - In vocational education apr. 11 000
 - General upper secondary education
 - Liberal adult education
- Personell 850
 - Full-time teachers 2/3
- Our region
 - Capital region
 - Population is growing
 - SMEs at our focus

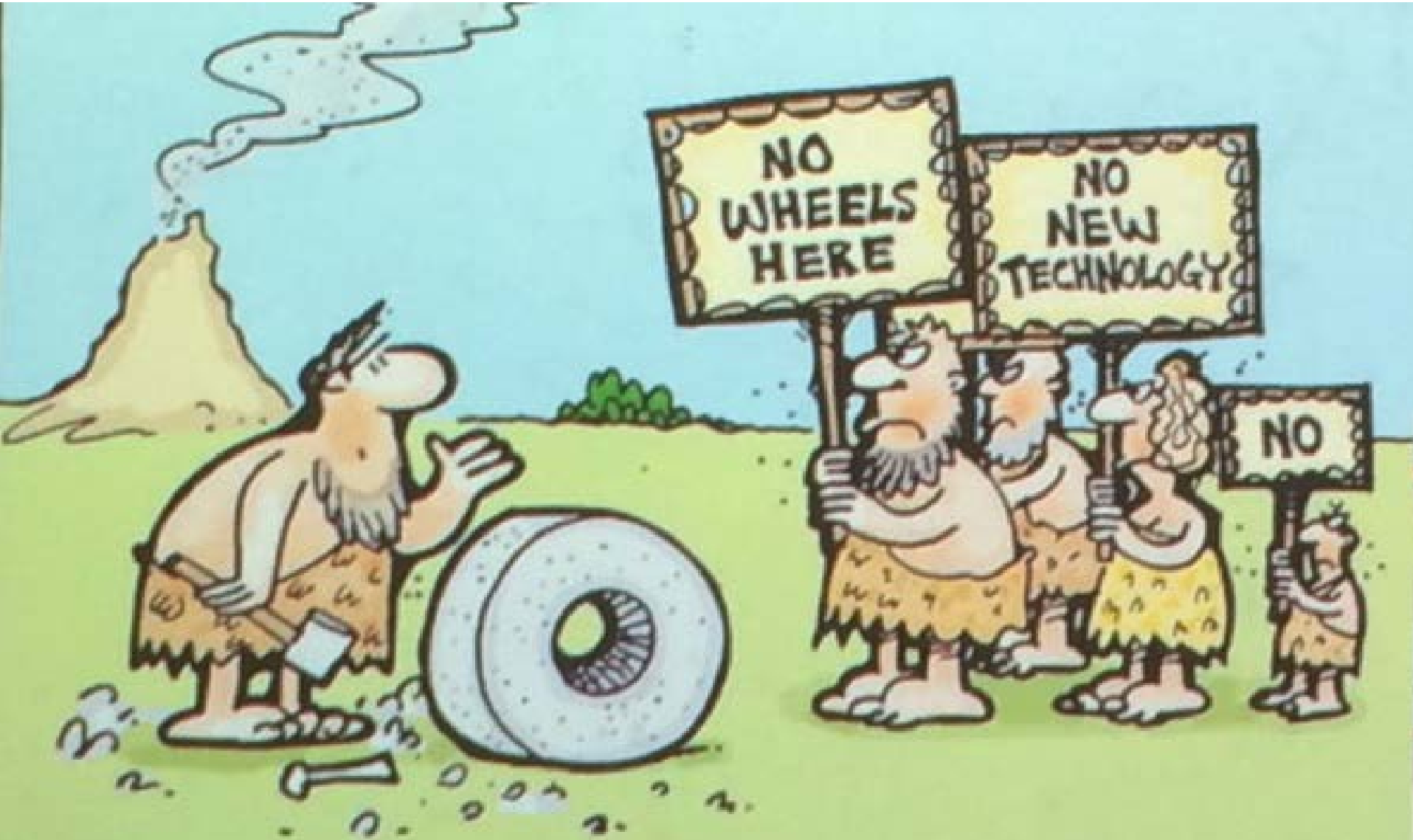


Digitalization at Omnia is...

- ✦ Pedagogically sound working methods and working tools
- ✦ Flexibility between formal, informal and nonformal learning
- ✦ Richness of learning materials with increased number of methods for creating and sharing content
- ✦ Systematic documentation of the learning processes to help with archiving, support memory and enhanced feeling of ownership
- ✦ Access to source of information and places where knowledge is constructed

From Devices to Digitalization

Level	Focus	Results
Digitalization	<ul style="list-style-type: none"> • Systemic Change • Organizational Culture <ul style="list-style-type: none"> • Leadership 	<p>New processes the have added value → new operations</p>
ICT	<ul style="list-style-type: none"> • Computing • Processes • Automation 	<p>Automatization of processes and computing → Enhancing operations</p>
Devices	<ul style="list-style-type: none"> • Devices • Purchases 	<p>Manual computing → New device to work on existing operations</p>



PROTESTING AGAINST NEW TECHNOLOGY - THE EARLY DAYS

Getting started

- ◆ Start with the management
- ◆ Find the teachers most interested in developing new approaches
- ◆ Do rapid pilots
- ◆ Collect student feedback
- ◆ Share, share, share.....



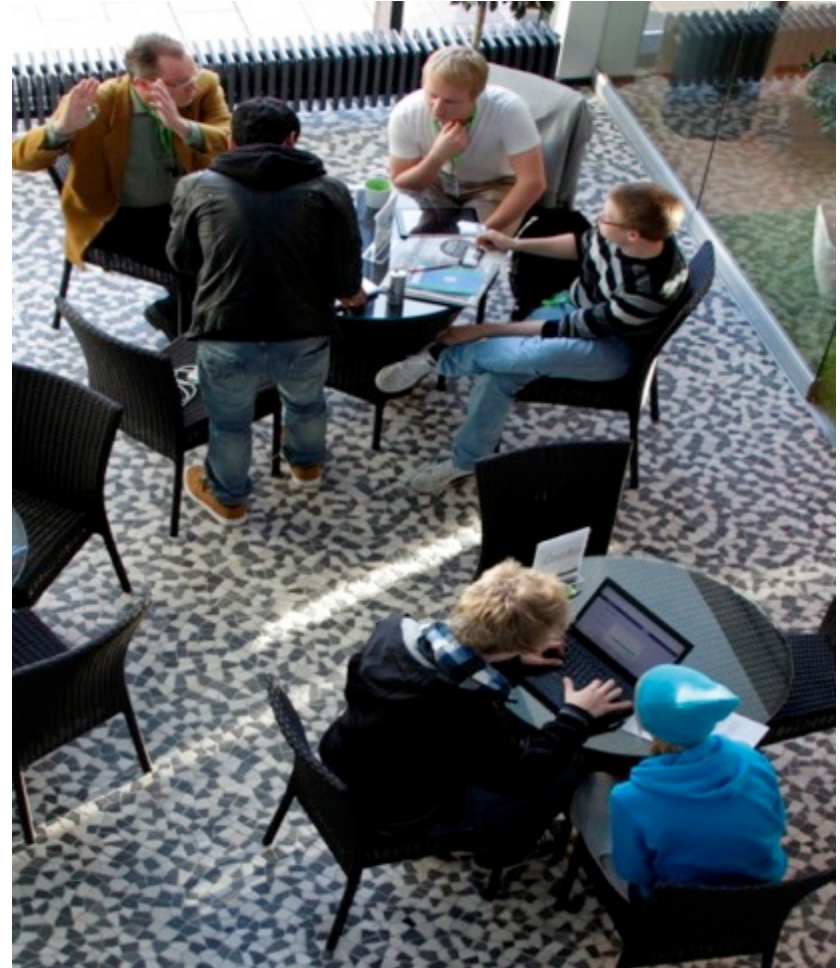


InnoOmnia, an entrepreneurial hub

#entrepreneurship #learning-environments #employment #peer-learning

What is InnoOmnia?

- creates 21st century learning solutions and entrepreneurship together with local working life.
- offers training, rents workspace, but above all is a buzzing community of people with a passion for innovation & entrepreneurship.
- strengthens bridges between employers and VET students.
- aims at ensuring employability and successful careers and life paths for Omnia students.



Joy of learning and work



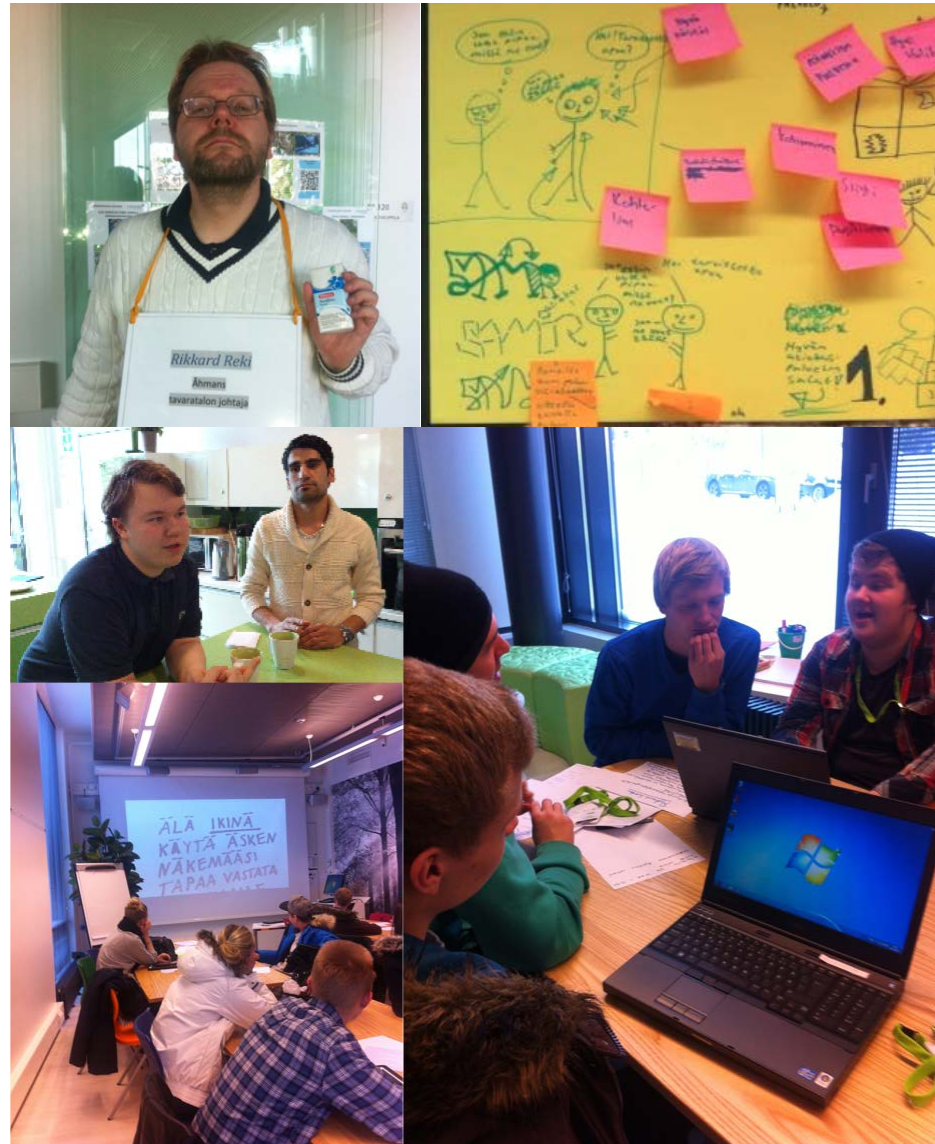
- Mix and match of skills and competencies
- Learning by doing, developing and exploring
- Community and sense of belonging



Aspasome: Customer Service in through role gaming

#structures #funding #pilots #community #change #teacher #PLE


- ✦ Role game play that takes place in an imaginary departments store “Åhmans”
- ✦ Teaches students customer service , basic operations of department stores / retails industry.
- ✦ Now in it’s 5th round of gaming
- ✦ Mostly used for training students with an immigrant background






SWAB, A gamified online learning environment for students and entrepreneurs

#entrepreneurship #learning-environments #gamification #cross-level




Hmm... This company now has a boardgame. Yes, it should be online or an app... Our team will design the winning solution!




What are you doing? Are you playing some kind of a game or studying?

I'm playing AND studying! This is SWAB - slightly wacky business. A game where we solve real problems.




I have some great ideas and I'd like to learn more about business. Is there a deadline? Can I play too?



Wow, we are learning about real companies and their challenges. I'm looking forward to the next round. The CEO himself will do the brief.

In SWAB everyone wins! Students, teachers and the businesses. Why can't all learning be like this!



Of course! We already have teams from three schools. I'm sure we can beat the university team. We have such a great idea!

SWAB is an entrepreneurial game developed by Omnia, Laurea University of Applied Sciences and Kasavuori School.



Using digital badges for learning recognition

#learning-environments #digitalisation #mobile #technology #RPL #PLE



Open badges

Learn anywhere, anytime, collect badges from everywhere and get your learning recognized even by peers!

What we did:

Together with our partners OAMK and HAMK created a gamified, online, virtual game for teachers' professional development on ICT skills

- ✦ 50 badges created in 4 categories (ICT Tools for Learning, Pedagogical Models, Networks in Projects and Development, Enriched Learning)
- ✦ Over 1200 badges awarded to teachers in less than a year



Creating and organization wide pedagogical strategy for digitalization

#learning-environments #strategy #pedagogy #capacity_building

Omnia strategy and vision for digitalization

According to our pedagogical strategy, we focus on digital knowhow in building innovative learning solutions and learning environments

Actions:

- ✦ We ensure good digital skills for all students
- ✦ We ensure that all departments prepare digital learning goals and determine the type and amount of required support
- ✦ We ensure all personnel have adequate digital skills
- ✦ The impact of the strategy and action points is measured on a regular basis

Next Steps...

- ✦ Increasing the amount of e-contents and e-offerings
- ✦ Describe the digital competences required in all positions within the organization and offer support to enhance the skills of the personnel
- ✦ Training of pedagogical Digital Coaches (Train the Trainer model)
- ✦ Continued work on the pedagogical digital sharing platform

- ✦ *And look at the future: Robotics and Virtual Realities are coming, how do we embrace them in the best possible way to serve our students?*

THANK YOU!

Satu Järvinen

Expert, Digital Learning

Omnia, The Joint Authority of Education in the Espoo Region