

JUDIT ONSÈS-SEGARRA

Universitat de Barcelona

JUANA M. SANCHO-GIL

Universitat de Barcelona

MARIA DOMINGO-COSCOLLOLA

Universitat Internacional de Catalunya





IMPLEMENTING THE DIY Philosophy in Primary Classrooms: Possibilities and Tensions

1. WHAT IS DIYLAB ABOUT?



Do It Yourself in Education (DIYLab) Expanding Digital Competence To Foster Student Agency And Collaborative Learning

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PHILOSOPHY



Eisenberg & Buechley (2008), Guzzetti, Elliott, Welsch (2010), Kafai & Peppler (2011), Lankshear & Knobel (2010); Mckay (1998), Spencer (2005). DIY, or Do It Yourself, is a philosophy that puts the student at the center of the learning experience, by turning it into the maker of its own learning materials

This project aims, develop to foster student's **agency**, **collaboration** and **digital skills**, using any kind of technology, to make them lifelong and lifewide learners.

DIYLAB PROJECT

Lifelong and Life-wide Learning by expanding students' 2. Collaboration

3. Self Regulation

4. Digital competence

5. Agency and Sharing

PAKINEKS





University of Barcelona Grup de recerca Esbrina Barcelona, Spain



University of Oulu Oulu, Finland



Charles University Prague, Czech Republic



Escola Virolai Barcelona, Spain



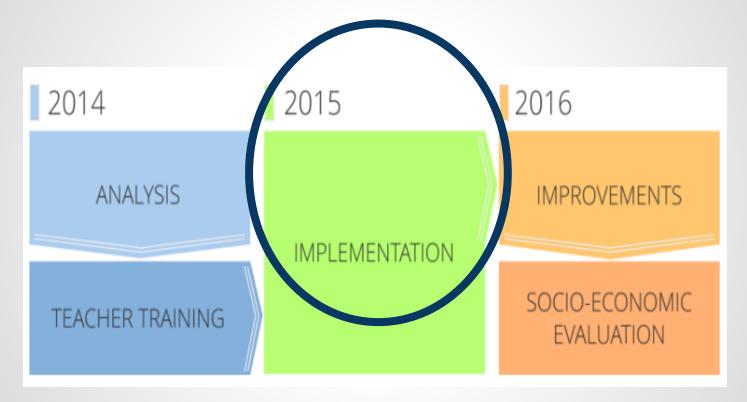
Oulu University Teacher Training School Oulu, Finland



ZŠ Korunovační Faculty School Prague, Czech Republic

SCHEDULE PLANNING







DIYLAB IN THE PRIMARY SPANISH SCHOOL

2015

IMPLEMENTATION

2 classrooms of 10-11 years old students

- 3 teachers and 58 students
- Implied 6 hours per week from January to June
- Students as producers of learning material





Designing the Smartphone of the Future

2015

IMPLEMENTATION



Designing a New App for the Smartphone of the Future

DIYLAB IN PRIMARY CLASSROOMS



As a new understanding of learning-teaching processes

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As a methodology

2015



Classroom as a workspace Learning in a multitasking environment



Corporeality: dealing with space and furniture

2015



Young people as a learner-teacher

2015



Collaborative learning: learning from/with others



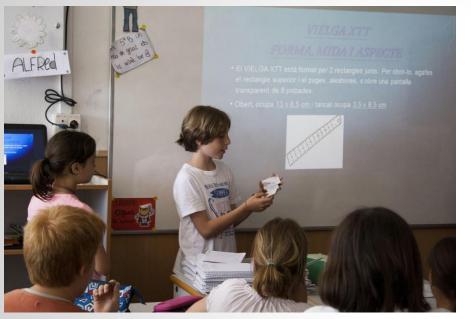
Working from their interests and in groups based on those interests

Learning to develop and wider initial ideas



Exploring other ways of working

2015



Sharing with classmates their design Developing oral skills and getting self-confidence

Assessing their classmates presentation and proposals Learning to be critical in a constructive way

2015



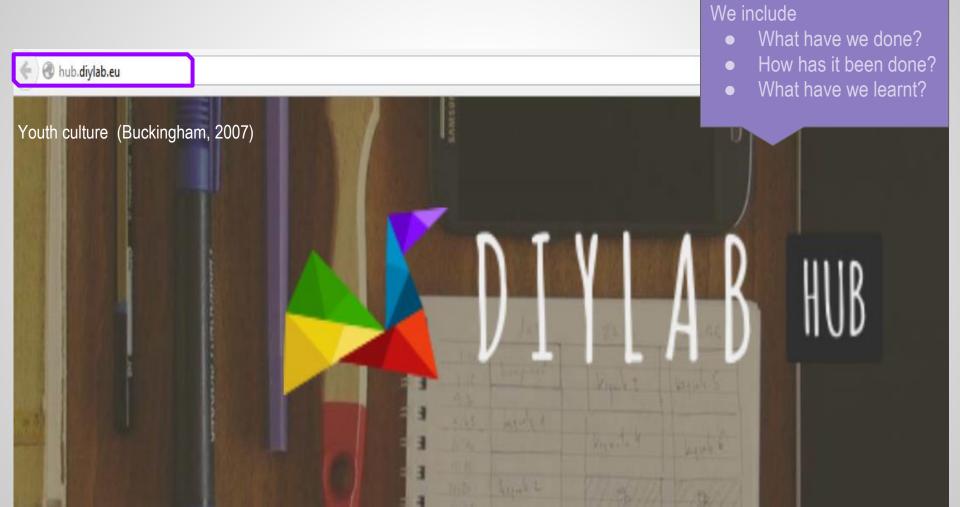
Documenting their learning processes Learning to observe their reality differently

Thinking and looking for self-representation

2015



The role of the teacher: how to guide instead of teach Rethinking directionalities and power relations The role of the researchers: Being part of the processes Observing and being observed 2015



3. OUTCOMES & CONCLUSIONS



OUTCOMES: TENSIONS AND REFLECTIONS

- Big effort for teachers and students and will of changing and implementing a new methodology
- Teachers didn't know the needed adaptation time for students and themselves
- Rethinking roles and notions of teacher and student fostering a more collaborative learning
- Students' autonomy felt as losing total control on them. However, teachers noticed a higher engagement
- Students appropriate and use school spaces differently
- > Developing digital competence, a big step but a hard pathway

CONCLUSIONS



Arise **questions** related to the **structure** and **organization** of **school system**.

Notions of childhood, learning and digital competence in education.

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The group

The consolidated research group Esbrina — Subjectivities, Visualities and Contemporary Learning Environments (2014 SGR 632)



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