



DELIVERABLE 5.7

REPORT ABOUT EUROPEAN DOIT WEEK



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“DOIT – Entrepreneurial skills for young social innovators in an open digital world”

A HORIZON 2020 INNOVATION ACTION

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Contact (co-ordinator):

Dr. Veronika Hornung Prähauser

Salzburg Research Forschungsgesellschaft m.b.H.

e-mail: info@DOIT-Europe.net

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Reviewers	Isabel Allaert, EDUC (Belgium)
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Summary

The European DOIT Week is a week (23/03/2020 to 29/03/2020) fully dedicated to the dissemination of the DOIT project. All partners contributed by planning and implementing a set of activities aimed at presenting the goals and results of the DOIT project to children, teachers, multipliers and other stakeholders. This deliverable aims at reporting on the activities planned and implemented across Europe by DOIT partners within the framework of the European DOIT week.

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List of abbreviations and terms

MOOC Massive open online course

OER open educational resources

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1. Introduction

This deliverable aims at reporting the activities implemented across Europe by DOIT partners within the framework of the European DOIT week. This is a week fully dedicated to the dissemination of the objectives, learning approach, toolbox material of the DOIT project, as well as its results.

1.1 Structure of Reporting

After a general introduction to the deliverable and its objectives (Section 1), Section 2 will present the European DOIT week, its purposes, its structure and the level of involvement of the different partners in its organization and coordination. With a planned framework between the 23rd and the 29th of March 2020, the DOIT Week converged on time with the beginning of COVID-19 resulting in lockdowns in almost all European countries due to the sanitary crisis. Due to governmental restrictions put in place by many countries, the majority of these activities had to be postponed as public places were closed and public gatherings were prohibited. Even though the DOIT week was maintained as planned with great online dissemination efforts. Section 3 of this deliverable presents a combination of all the originally planned activities and its efforts, the implemented activities on those regions where it was still possible as well as the contingency plans set up in place for the replacement of all those activities that were not able to be implemented. Section 4 introduces some conclusions for the DOIT week and Section 5 complements the deliverable with informative annexes.

2. The European DOIT week

The European DOIT week is dedicated to the dissemination of the DOIT project. All regional partners contributed by designing and implementing a set of activities aimed at presenting the goals and results of the DOIT project to children, teachers, multipliers and other stakeholders. During this week, each DOIT partner designed and delivered fitting activities with the aim of spreading DOIT concept and results in the best way possible, taking into account partners' settings and facilities.

Dates and Duration:

The European DOIT week lasted seven days (from 23/03/2020 to 29/03/2020). Within this framework, DOIT partners had the freedom of choosing which activities they wanted to implement and the days on which to implement them. It is important to highlight partners did not have to implement activities on every day of the week. As a consequence, there were days with a high concentration of planned events and others with an empty schedule.

The DOIT week took place between Monday, 23rd of March 2020, and Sunday, 29th of March 2020. However, due to the outbreak of the Covid-19 crisis and the consequent governmental restrictions implemented by many countries in order to face this health emergency, the majority of the planned events were not allowed to take place. Despite this, the DOIT week was maintained as planned and some partners managed to carry out their activities in an online setting. Partners that could not carry out their activities had to postpone them (the plan for the new activities is described in Section 5 of this deliverable).

2.1 Aims of the European DOIT week

The European DOIT week aims at:

- Disseminating DOIT objectives and results after three years of implementation.
- Discussing common challenges for implementing entrepreneurship and maker education and exchanging ideas on possible solutions by bringing together political representatives, decision-makers and other stakeholders from civil society organizations and academia.

2.2 Structure of the European DOIT week

The activities implemented within the framework of the DOIT week took place across ten European countries (Austria, Belgium, Croatia, Denmark, Germany, Finland, the Netherlands, Serbia, Slovenia and Spain). In particular, these countries are the ones in which DOIT practice partners are based, even though it is possible for partners to carry out an activity in a third country of their choice.

There are three main categories of activity, based on their target audience:

1. Activities targeting children and young people: these are mainly practical activities and workshops directed towards children from the age of 6 and young learners.
2. Activities targeting educators, such as teachers, facilitators and youth workers, who work with both children and young people. The target audience of this type of activity can also include children’s parents, multipliers and interested people from the general public.
3. Activities targeting policy-makers and European and international stakeholders.

In addition to these three types of activity, the dissemination of DOIT ideas and toolbox material, children’s success stories and other interesting results is a pivotal part of each partner objectives for DOIT week.

Within the framework of the DOIT week, every partner was responsible for the organization and implementation of its events. Every partner has, therefore, the freedom of choosing the type of activity they prefer to implement. Nevertheless, there are certain criteria that need to be respected. For instance, over the

whole duration of the DOIT week, each partner has to implement at least either two big initiatives or three small ones. The criteria to decide if an activity has to be considered big or small are the following:

- A big initiative lasts at least four hours and actively engages the target group. This could be, for instance, an open day with interactive activities for young innovators and/or facilitators, a set of workshops taking place in a makerspace, roundtables with experienced facilitators, entrepreneurs or social innovators, student-led and peer-learning initiatives.
- A small initiative is either one that actively engages the target group but over a shorter period of time than four hours or one in which the target group remains passive, such as a lecture or a presentation. In the second case, the activity must be complementary to other activities which are more interactive and better engage the target group.

Online activities are also allowed and encouraged. Amongst these, webinars are considered to be of particular importance as they could serve as a mean to present and spread DOIT material and results to interested professionals across Europe, also to European countries not represented by DOIT practice partners.

In order to effectively carry out their activities and reach their targets, DOIT partners were expected to mobilize local, regional and national stakeholders, be it existing DOIT supporters or other organizations or individuals. Representatives of the European Commission, European Parliament and other European stakeholders are invited to take part to DOIT week activities.

The European DOIT week also involved a considerable amount of marketing, communication and dissemination. All partners have to support these efforts, as well as possibly DOIT supporters and collaborators.

Partner Involvement:

YouthProAktiv (YPA) had the task of coordinating all DOIT week activities. Nevertheless, every partner was responsible for the organization and implementation of their activities, as well as for the mobilization of stakeholders on a local, regional and national level. In addition to overall coordination, YPA was responsible of coordinating activities taking place in Brussels, as well as mobilizing stakeholders across Europe.

Additionally, YPA was also responsible of disseminating all the activities taking place day by day on social media, thus expanding the reach for these events.

External DOIT partners, such as DOIT Ambassadors, Advocates and Heroes were invited to support the DOIT week by promoting it or co-organizing relevant activities.

3. DOIT week activities

This part of the deliverable outlines all DOIT week activities that were originally organized by each DOIT partner. As already mentioned, due to the Covid-19 governmental restrictions implemented in many countries across Europe, 29 activities out of 33 could not be carried out within the original time-frame of the DOIT week (23-29 March 2020). These 29 activities have therefore been postponed. In spite of this, the European DOIT week was maintained as planned and promoted through social media channels.

The following section will present all DOIT week activities originally planned, partner by partner. Each planned activity will be briefly described and its target group will be outlined.

Table 3.1: Overview of all DOIT week activities.

DOIT PARTNER	Number of small activities organised	Number of big activities organised	Total number of planned activities	Total number of planned hours	Total number of activities implemented	Number of planned contingency activities	Expected reach
SRFG	1	0	1	3 hours	1	n/a	28 facilitators
ZSI	2	0	2	4,5 hours	2	n/a	210 facilitators
LUT	2	1	3	8 hours	0	3	1800 participants
WAAG	2	1	3	8 hours	0	1	30 children, 15 facilitators
MEPF	0	1	1	3 hours	1	n/a	40 facilitators
UZAF	2	2	4	43 hours	1	2	250 facilitators, 50 children, 3000 participants
IAAC	1	2	3	8 hours	2	n/a	25 facilitators,

							500 children, 735 participants
POLY	1	0	1	16 hours	0	1	400 children
EDUC	0	2	2	12 hours	0	2	540 children 235 facilitators 30 educational stakeholders
ZAK	3	1	4	14 hours	0	4	54 children 13 facilitators 19 participants
UCSYD	4	1	5	19 hours	0	1	230 children 76 facilitators 25 educational stakeholders
YPA	0	2	2	6 hours	0	2	120 participants

3.1 Practice Region Austria (SRFG)

Implemented activities

1. The MINT Netzwerktreffen (STEM Network Meeting)

While originally this event was planned as a face- to- face event for the 23rd of March 2020, due to restrictions imposed by COVID-19 the activity was finally implemented on the 24th of June 2020 as a virtual event through Gotomeeting Room. Conceived as a small event it lasted 3 hours from 9 a.m till 12 p.m.

This network activity gathered policy makers, STE(A)M initiatives and education institutes (e.g. University of Salzburg) with the main goal to discuss further development of the STEM network. As part of this network Salzburg Research had the opportunity to contribute to it. After the general meeting (that takes places four times a year) SRFG presented the DOIT approach and the project results to the whole network (approx. 30

minutes with questions). This closed event was designed and implemented for selected stakeholders in close collaboration with the coordinator of the network in Salzburg and the team of Salzburg Research.

Due to the format of the event, no DOIT tools were used. Alternatively, the presentation displayed a selection of tools from the toolbox (one tool per step), the workshop manuals and examples from the pilots.

In total the network activity, focused on facilitators, managed to reach 3 makers, 15 educational multipliers, 5 researchers and 3 youth workers. Two municipalities and 2 policy-makers were also present.

The event would have had a larger outcome and impact if implemented face to face. However, the network provided with a very positive feedback regarding the project and the learning program and several points of contact for future events were highlighted. The online presentation and the video conference tool worked well allowing fluent communication and exchange of ideas. Additionally there are ongoing discussions for the preparation of the upcoming meeting within the framework of the final conference next September 2020.



Figure 1: STEM Network Meeting

3.2 Practice Region Austria (ZSI)

Implemented activities

1. DOIT (How) Can innovation development with children in a digital environment succeed?

The event was implemented on the 27th of March in a virtual format through an online Zoom meeting, gathering teachers, lectures at the University for teacher training, educational project managers, handicraft teachers and educational lobbyists.

The original face-to-face event was planned as a half a day activity but due to the COVID-19 outbreak it was replaced by a 2,5 hours online meeting. The event was embedded within a bigger event organized by the Future Learning Lab Wien (FLL) which offers didactical guidelines and materials tailored to different target groups needs, for an inclusive digital education as well as further education for teachers. The online event took place in the form of a hexagonal discussion with the title: “From a prototype to a final product. How can making enrich handicraft education?” with two invited speakers, Elisabeth Unterfrauner (ZSI) on DOIT and Prof. Johannes Lhotka with an input on making and handicraft teaching. The event was moderated and the two presentations were followed by a general discussion with the audience.

During her presentation, Elisabeth Unterfrauner described the overall goal and composition of the DOIT project, the principles of maker education and experiences from practice and how can they be applied in different pilot actions as well as the main evaluation of results and resulting recommendations for practical implementation of a similar learning approach. The presentations were followed by an interesting discussion and questions and answers.

Different DOIT tools were used for the event such as the DOIT Workshop Design Canvas, the Tinkerer Workshop Smart House (DOIT action) and the Business Model. Additionally, games for analogue programming were also introduced.

As part of the communication and dissemination efforts, the event was announced by the Future Learning Lab through their usual dissemination channels: newsletter, mailing list, web page etc. The session was recorded and will be shared with all FLL subscribers reaching a minimum of 100 people.

The activity targeted 50 people + 100 people through the recorded session. Mainly oriented to facilitators, it reached 5 primary schools, 5 secondary schools, 30 educational multipliers (lecturers at University for teacher education and further education) and 10 researchers.

Having an online event instead of a F2F event turned out to be easy and attracted nevertheless quite a large audience. Additionally it had the potential to reach many more people since the link to the recorded session is shared to the FLL list of subscribers. The audience was very interested in the DOIT approach and also the evaluative outcomes. There were a few participants who started a similar project in Vienna with 100 schools participating. They were very interested to get additional resources (toolbox) and practical hints for concrete implementation.



Figure 2: Online event: From a prototype to a final product. How can making enrich handicraft education?

2. Entrepreneurial education through making- insights from a large scale evaluation with 1000 children.

The event, organized by ZSI, took place on the 25th of March 2020. The event was originally planned as a so-called “lunch talk”, a format widely used by SZI in which interesting projects, methods and insights are shared while having a sandwich for lunch. However, due to the Covid-19 outbreak, the face-to-face format of the event had to be replaced with an online setting by using the online GotoMeeting platform for a total length of 2 hours.

The event was divided in two parts: a 45 minutes presentation followed by a 20 minutes open session for discussion. During the first part, the DOIT project and its overall goal have been presented, as well as its three streams of learning and the seven steps of the program. Moreover, the evaluation of the project has been presented in details starting from the evaluation design and instruments to the quantitative and qualitative findings and, finally, to its limitations. After this part of the presentation, the seven steps of the DOIT program have been described from a practice perspective detailing what has been done by ZSI in pilot phase II, as well as in every element of the program. During the 20 minutes discussion, participants asked many questions regarding some of DOIT elements, as well as its evaluation results.

During this online event, some of the tools from the DOIT Toolbox have been used. Specifically, the DOIT Workshop Design Canvas, the Tinkerer Workshop Smart House (DOIT Action) and the DOIT Business Model. Additionally, games for analogue programming were also introduced.

The event, planned as a small initiative mainly for facilitators, managed to reach 60 researchers as well as 25 of ZSI staff members and extended ZSI networks. The event was advertised through email communications and bulletins at the ZSI office. A record of the event and the used slides have been further disseminated through different ZSI networks.

The attendance could have been higher in a face to face event. The organisers observed a tendency to decline invitations due to busy schedule with online meetings as well as the logistical constraints of balancing telework and homeschooling and at home-daycare.

In a positive note, an online event instead of a face to face event turned out to be easy. It was the first purely online Lunch Talk in the history of ZSI and staff members were happy to attend despite the limitations that the Corona crisis brought. The audience found the project as well as the evaluation results very interesting.

3.3 Practice Region Finland: LUT

Original planned activities

1. Start-up Morning

This event was designed for children between 12 and 16 years old from local schools. With a 4 days of 2 hours trainings, the event was conceived to hands-on engaged children in a 8 totals hour training.

The first day of the activity was meant to cover the basics of design thinking and creativity, ideas generation and prototyping report with final photos and video report through DOIT communication and dissemination channels.

The second day of the activity was meant to cover the basics of entrepreneurship and pitching ideas with photos and a video report through the DOIT communication and dissemination channels.

Secondary activities such as posters and online advertising in the school system including direct messages to both students and parents were planned in the framework of this action. Technically, over 1500 children and parents regularly received information on the DOIT approach and activities over the years 2019 and 2020. This advertising has been spread through multiple locations of LUT University accounting regular exposure to about 10.000 people.

The event was additionally planning to use the DOIT toolbox through the different workshops and games specifically designed. The activity was going a step further and aimed to design new tools and workshop descriptions based on the already existing materials. To this end the event was based on different actions addressing design thinking and entrepreneurship.

The activity planned to reach between 200 and 300 children as well as 6 facilitators in total (4 of them female facilitators). Additionally, other stakeholders such as local entrepreneurs were scheduled for participation through active share of knowledge with the children.

Contingency plans

1. “Start-Up Morning”

The already described event “Start-Up Morning” planned for the 24 and 25 of March 2020 and cancelled due to the sanitary crisis related to COVID-19 would take place under the same structure and with the same expected reach between the 9th and the 13th of September 2020.

2. LUT Science Day for Children

Additionally, LUT has planned, in cooperation with LUT Junior University a “LUT Science Day for Children” with an expected reach of 1500 participants. The event envisions planned desk, advertisement roll-ups and entertaining workshops for children with active participation of about 50 children.

3. Online events (August- September 2020)

Including webinars on AI & Coding; Biotrail (Natural driven innovation and sustainability); Social entrepreneurship and innovation; Design thinking and creativity and sustainable energy.

3.4 Practice Region Netherlands (WAAG)

Original planned activities

1. Maker Morning - DOIT in de Maakplaats

This event was planned as a big initiative to be held in the Amsterdam Public Library at Oosterdok on the 25th of March 2020 for a full length of 4 hours and responding to a library makerspace setting. The expected audience to be reached were makerspace coaches working with children. (15 target librarians trained to be makerspace coaches.) The event was planned as a dissemination activity with hands-on sharing of results from DOIT and tools.

Due to the uncertainty provoke by the COVID-19 sanitary crisis, no documentation and dissemination materials were finally displayed.

2. Fabschool in Maakplaats

This event was planned as an small initiative to be held at Maakplaats Waterlandplein on the 24th of March 2020 for a full lenght of 2 hours and responding to a library makerspace setting. The expected audience to be reached were children between 8 and 12 years old. (with an estimated reach of 15 children). Parents as well as other related educational stakeholders were also targeted.

This activity was planned as a short version from the ‘from waste to solution’ workshop that Waag developed and tested in pilot phase 1 and 2. Different DOIT tools from the DOIT toolbox were planned to be used. Especifically, the from waste to invention (manual), the design your Future Monster (manual), the challenge builder, mapping the problem tool, hidden assumptions and the kanban Board.

Due to the uncertainty provoke by the COVID-19 sanitary crisis, no documentation and dissemination materials were finally displayed.

3. From idea > 3D

This event was planned as an small initiative to be held at Maakplaats Waterlandplein on the 25th of March 2020 for a full lenght of 2 hours and responding to a library makerspace setting. The expected audience to be reached were children between 8 and 12 years old (with an estimated reach of 15 children). Parents as well as other related educational stakeholders were also targeted.

This activity was planned as a short version from the ‘from waste to invention’ workshop that Waag developed and tested in pilot phase 1 and 2. Different DOIT tools from the DOIT toolbox were planned to be used. Especifically, the from waste to invention (manual), the design your Future Monster (manual), the challenge builder, mapping the problem tool, hidden assumptions and the kanban Board.

Due to the uncertainty provoke by the COVID-19 sanitary crisis, no documentation and dissemination materials were finally displayed.

Contingency plans

1. Maakplaats summer school – for children staying at home in Amsterdam

This currently ongoing summer maker-camp is planned to be implemented from the 6th of July till the 16th of August 2020. With three days a week over a period of 6 weeks and in 6 different venues, the activity is gathering 108 events where DOIT is part of a larger programme, co-financed by the Maakplaats021 Consortium and the municipality of Amsterdam. The planned venues for the activity are the library makerspaces of Javaplein, Waterlandplein, Reigersbos, Sloterveer, Mercatorplein and Osdorp.

Open maker lab activities for children 8-12 in their neighbourhood, during school’s summer holiday. To enjoy the summer in the city – topic: Living Together.

Endorsed by Amsterdam municipality, this activity is an open maker lab for children between 8 and 12 years old from the related neighbourhood during school summer holidays. Under the topic “Living Together” the aim is to enjoy the summer in the city by contributing to a liveable city when many stay home due to the impact of covid-19 prevention measures. (e.g: travel to many countries still restricted, some people have no financial means to afford a holiday after they lost their income due to covid-19 measures, children have been home for weeks during lock-down and this gives them an opportunity to learn and explore outside home when schools are closed).

Different DOIT tools from the DOIT toolbox are planned to be used. Specifically, the from waste to invention (manual), the design your Future Monster (manual), the challenge builder, mapping the problem, hidden assumptions and the kanban Board.

Ensuring successful and smooth communication different posters and flyers has been displayed as part of the pre-event communication in all 6 venues and adjoined libraries. Additionally website announcement has been made through the Maakplaats021, Amsterdam Public Library, Waag and Municipality of Amsterdam webpages. Facebook pages from Waag and Maakplaats 021 have also contributed to the dissemination efforts. The event is been covered and advertised also through the facebook and instagrams accounts of Waag and Maakplaats 021. For the post-event, a blog in the websites of Maakplaats021 and Waag by the participating facilitators is envisioned.

The event is planning to reach 315 children in total from 8-12 years old. The main target group are children from less privileged backgrounds, as we are programming in the venues situated in neighbourhoods of generally less privileged households.

Three Waag Maker Educators and well as 15 Makerspaces coaches and librarians are also reached. Additionally the involvement of the Municipality of Amsterdam and participant’s parents is also envisioned.

3.5 Practice Region Germany (MEPF)

Implemented activities

1. We are makers #28 – pädagogisches Making in der Grundschule

Originally planned for the 24th of March 2020 with a face to face format, due to the COVID-19 outbreak, the event finally took place on the 25th of March under an online format. Conceived as a big initiative of 3 full hours length it kept the shape of a zoom conference with a webinar gathering inputs, live video talks from makerspace spots in the school combined with a youtube live streaming.

MEPF have set up a school-based MakerSpace in the Gustav-Falke-Grundschule Berlin. The event, planned as the opening of this Makerspace, was aiming to invite interested educators to a special edition of the WE ARE MAKERS evening at this new exciting learning location.

The Makerspace is part of MEPF model project “MakerSpace at school: Child- and youth-friendly learning in digital spaces” that MEPF implement together with their partner Save the Children Deutschland e.V. The basic idea for the didactic concept came up as part of MEPF’s work as the German partner in the EU project “DOIT - Entrepreneurial skills for young social innovators in an open digital world”. This way the aim is to ensure that in pedagogical making, students’ own project ideas in the field of participation and sustainability are promoted.

In the maker and media space in the centre of a normal Berlin elementary school, introductions to electronics, digital manufacturing and first steps in programming as well as practices in digital media production will be taught. In addition to a laser cutter, a 3D printer, soldering stations and embroidery machines, there is also a sound booth with great audio recording equipment, a green screen and VR cameras for the children’s ideas. Why all of this in primary school? Because MEPF thinks that an open, critical and creative growing into digital worlds needs exactly that: a workshop for young inventors, a place of (digital) opportunities for trying, discovering and solving problems. MEPF believes that these are key future competencies.

Based on this vision and mission, during this event, Dr. Christine Kolbe (MEPF) offered a direct insight into the pedagogical making approach (DOIT, room design and didactic concept). In addition to a long shot of the stations, devices and materials in the MakerSpace, the event provided also insights into two of MEPF’s first impulses that were already tried with the model classes:

1. Fascination green screen - understanding children's rights in a playful way in the makerspace.
2. Soldering + simple circuits - interactive poster with a clothespin switch.

The activities included elements and methods from the MEPF workshop Future Monster Lab such as dismantling electronic waste, soldering with kids and simple circuits. The webinar combined online workshop methods with questions and answers, feedback via chat and screen share and presentations. Live cast was also provide.

The communication and dissemination efforts were extensive and effective especially through social media channels including: an announcement [blog post](#) at MEPF website, different tweets about the event (e.g [1](#), [2](#), [3](#), [4](#)) and a [facebook event](#) among others.

The event managed to reach directly a total of 40 facilitators (10 primary schools, 10 secondary schools, 5 makers and 15. Indirectly, it provided a great reach through the [open webcast](#). Additionally, other

stakeholders such as policy-makers, partners of MEPF networks and the German Community of media educators were also present.

3.6 Practice Region Croatia (UZAF)

Original planned activities

1. Virtual Reality Workshop

The event, planned for the 25th of March 2020 as a small event with a total length of 4 hours (2+2), was postponed to the new academic year due to COVID-19 restrictions. Originally planned to take place at the Primary school Frana Galovica in Zagreb under the title “Play with virtual reality” it was set up with a pop-up equipment format.

The aim of the activity was to give an insight on AR and VR technology to children, as well as to enhance their interest on the subject. Amongst the tools from the DOIT toolbox planned to be used for this activity: C006 Design in 360. Additionally, in order to ensure accessible VR technology other tools were planned to be used: CardBoard VR, designing own 360 environments and more advanced such as Oculus Quest VR.

The event was planning to reach 50 children in total (30 from 6-10 years old and 20 from 11-16 years old). Additionally 5 facilitators from the primary school also planned to participate.

2. DOIT Day at the University of Osijek, Faculty of Education

The event, planned for the 26th of March 2020 as a big event with a total length of 8 hours, was postponed to the new academic year due to COVID-19 restrictions. Originally planned to take place at the University of Osijek Faculty of Education using pop-up equipment at the place, combined with visits to makerspace labOS.

The event was planned as an open day with free facilitator trainings, workshops and hands-on experiments with the use of several DOIT toolbox tools.

As main target group, the event was planning to reach 50 facilitators (10 from primary schools, 15 from secondary schools and 25 y young people under 21 years old).

3. LEAP Summit Zagreb

The event, planned for the 26 and 27th of March 2020 as a small event with a total length of 1 hour, was postponed to the 1st and 2nd of October 2020 due to COVID-19 restrictions. Within the framework of the LEAP Summit, the FabLab was invited to present their work, projects and initiatives through a lecture and presentation of the DOIT project. Both the MOOC and the DOIT Toolbox were envisioned to be presented among other specific DOIT tools. The event aimed at reaching 200 facilitators directly (100 young people

under 21 years old and 100 youth workers) as well as over 3000 participants from at least 40 different countries. Social entrepreneurs, municipalities and policy makers were also envisioned to participate.

Regular [dissemination efforts](#) were displayed before the cancellation due to the sanitary crisis.

4. DOIT Day in the @FabLab

The event, planned for the 28th of March 2020 as a big event with a total length of 10 hours, was postponed to the 7th of June 2020 due to COVID-19 restrictions. Originally planned to take place at the FabLab Zagreb the DOIT Day aimed at promoting the makers culture and provide information about DOIT Europe.

With the use and presentation of several DOIT toolbox tools as well as the MOOC the activity was aiming to reach a total of 250 children (100 from 6-10 years old, 100 from 11-16 years old, 20 children with special needs, 20 advanced makers and 10 children falling under the category of less privileged children); 250 facilitators (10 primary schools, 10 secondary schools, 30 makers, 100 young people under 21 years old and 100 youth workers) as well as parents, social entrepreneurs, municipalities, policy makers and general public.

Implemented activities

1. FABLAB Opening Day, 7/06/2020

The FABLAB open day, which originally had to be implemented on the 28th of March 2020, has been implemented on the 7th of June 2020 as part of the annual project Ilica, which takes place in the centre of Zagreb, Croatia. During this open day, the activities of the FABLAB have been presented, including the DOIT project and the local community has been actively engage in a full day of workshops and hands-on activities.

Contingency plans

1. DOIT DAY, Autumn 2020

This activity, conceived as a big event with an 8 hours length at the University of Osijek Faculty of Education will be implemented between September and October 2020 (date still to be confirmed). It will be a facilitator training activity in which the DOIT team will present the DOIT project and its toolbox materials in great details. Various tools from the DOIT toolbox will be discussed and used.

As main target group, the event is planning to reach 50 facilitators among them (10 from primary schools, 15 from secondary schools and 25 young people under 21 years old).

2. LEAP Summit, 1&2/10/2020

The LEAP SUMMIT is a big event taking place in Zagreb, Croatia and gathers many national Fablabs. It was supposed to take place on the 26th and 27th of March 2020 but, due to covid-19, it has been postponed to

the 1st and 2nd of October 2020. During this Summit, UZAF will present its work, as well as the DOIT project, its methodology and learning approach. Various tools from the DOIT toolbox will be presented. The presentation, conceived as a big event, will introduce the MOOC and the DOIT Toolbox amongst others and is aiming to directly reach 200 facilitators (100 young people under 21 years old and 100 youth workers) as well as more than 3000 participants from at least 40 different countries. Social entrepreneurs, municipalities and policy makers are also envisioned to participate.

3.7 Practice Region Spain (IAAC)

Original planned activities

1. Teacher’s in Residence Intervention

This event was planned to be implemented on the 27th of March 2020 in the Fab Lab Barcelona, conceived as a big initiative of 4 hours length.

The event was designed as a maker activity for 60 students of 16 years old, prepared by a group of teachers who have participated in the DOIT Teachers in residence program.

Teachers in Residence is a research project by Santi Fuentemilla and Xavi Domínguez from the Future Learning Unit of the IAAC Fab Lab Barcelona trying to find out how spaces of creation and digital production influence personal and professional growth of teachers (formal and informal training) with no or limited previous experience when it comes to the use of maker methodologies and tools?

Starting from the premise that teachers are integrated organically in the day-to-day life in a team of people who are multidisciplinary, multicultural and have different interests the project is aiming to find out:

- How teachers can impact on the conceptualization, design and production of content for CREATIVE, STEAM projects linked to the educational curriculum.
- How to measure this personal and professional growth.
- How to measure the impact of this methodology (Teachers in Residence) in the educational ecosystem of teachers involved in a short, medium and longer term.
- Whether or not we training a methodology of training about technology.

The focus of Teachers in Residence is not exclusively on the use of digital artifacts, but on the meaning of teaching and learning in today's society in an open, accessible and creative way. Therefore, we do not propose training courses or workshops focused on the use of a specific tool but on a model that provides more learning opportunities (Riera & Prats, 2008; Stein, Smith & Silver,1999).

As a final culmination of the experimental program and co-initiating with DOIT WEEK, this final event was organized. The purpose was for teachers to transmit all the knowledge acquired during the last 2 months to their high school students.

The teachers proposed a maker activity with their students to elaborate a series of scenographic elements based on geometric figures and textile complements that incorporate sensors that allow them to interact in a performance.

Teacher’s documentation journey can be found here (e.g [1](#) & [2](#)).

This event was aiming to reach 60 children between 11 and 16 years old, as well as 4 facilitators (young people under 21 years old) and 4 facilitators from the Fab Lab staff. Different DOIT tools (Fast Portrait & F072: Social Entrepreneurial skill star for team building) were planned to be used for the occasion.

2. Facilitation Guidelines for Intervention

This event, designed as a small initiative of 2 hours length, was planned to be implemented on the 23th of March 2020 at Fab Lab Barcelona. The event was an open session with 23 master students to discuss some facilitation tips. The main agenda was to focus on a couple of tools to prepare workshops and measure the impact aligned to learning goals. The idea was to present the DOIT project and explain and discuss the results of the project such as the DOIT Handbook, Workshop Manuals, DOIT Innovation Toolbox, DOIT Publications, Tips for a successful DOIT-based workshops and Recommendations for facilitators to reach special target groups.

3. Strengthen of Individuals

This event, conceived as an small event of 2 hours length was planned to be implemented on the 25th of March 2020 at the Fab Lab Barcelona.

The activity was part of the final [research thesis](#) of a student of the Master in Design for Emergent Futures of IAAC. The thesis statement is "Inclusion of the skilled migrants in BCN will increase by connecting them with makers spaces" For that reason, the research aims to create a methodology that works for the dynamics of the communities in Barcelona but could also be scalable to other cities with similar groups.

The decided method of cultural integration is the usage of makerspaces to understand one another’s informal and formal skills to be able to understand the value of diverse groups. The cities best adjusted to the current situation are the ones affiliated with the Global Fab City Initiative. As these cities were already focusing on locally producing almost everything the city consumes, they understood the importance of having

collaborative communities working on their individual and shared strengths. Examples of such strengths come from people moving from Eastern backgrounds settling in to the Western cities, who have informal skills that were able to upcycle and reuse many materials and machinery that the cities no longer had to discard as much

This research consisted of 3 interventions, the first two were carried out normally, during the months of January and March. The third had to be produced for the DOIT Week and focused on transferring previous designs made during workshop 2 into T-shirt or stamps prints.

The methodology and tools used during the different workshops and intervention were developed and created by the students. More information can be found here (e.g [1](#), [2](#) & [3](#)).

The general project, developed with the collaboration of the [Open Culture Center](#) was aiming to reach 13 young migrants.

Implemented- contingency plans

1. Conference speaker at the twelfth edition of the Conference Programming and educational robotics of the Generalitat de Catalunya

On Friday, May 22, 2020, the twelfth edition of the Programming and Educational Robotics Day was held, it was dedicated to the exchange of didactic experiences using educational programming and robotic environments.

This year, due to the covid 19, it was a virtual edition with a planned schedule during the morning. All the lectures were broadcasted by streaming. In this context IAAC presented and shared the resources of two of the actions that IAAC developed during the European Project DOIT.

These experiences were:

- Measuring Our Environment is a project of Future Learning UK (Fab Lab Barcelona) to facilitate the transition to an empowering 4.0 education for young social innovators with open source technologies, education maker and distributed design on the one hand and teachers with methodologies, tools and resources for application in formal and non-formal education on the other.
- Playing with Light - From a local social innovation intervention to global participatory asynchronous steam Installation. We explain the journey from a project to accompany the educational community of the school San Martín Poble Nou in the design and manufacture of an art installation by the Festival OFF Luz in Barcelona in the context of the Doit Europe project. To a global STEAM installation where children, families and people who are living with uncertainty in covid 19 and adapting to the new situation can express their emotions and feelings by inventing stories and creating light boxes.

Two presentations were used for the event:

- [Playing with light](#)
- [Measuring our environment](#)

The event was disseminated through different online channels such as [Youtube](#), the website of the conference (e.g [1](#) & [2](#)) and Twitter (e.g [1](#) & [2](#)) among others.

A total of 735 views of the educational community were accounted. It was difficult to specify the profiles of the participants. The meeting was especially aimed at primary and secondary school teachers interested in the use of programming and robotics in their classroom environments, however, it was also open to other professionals interested in the subject.

2. [Jugando con la Luz - Aplanando la curva](#)

This [activity](#) was implemented from the 19th of March till the 1st June 2020 in the middle of the lockdown period related to COVID-19.

The main concept of the activity was to propose a distributed maker activity, which could be done fully at home with materials that we can find in our households. The aim was to look for alternative and disturbed solutions to enhance citizen’s innovation.

Playing with Light was a global STEAM installation, the goal was for children, families and people who are living with uncertainty due to COVID-19 to adapt to the new situation and express their emotions and feelings by inventing stories and creating light boxes.

This idea come from a previous project that IAAC already implemented from Future Learning in collaboration with the Sant Martí del Poblenou School for the OFF LLUM festival and in the framework of the European project Do-It Europe.

The project was divided into three different phases

1. [Phase I:](#)

The objectives was to create the “Champions Community and Toolkit” aiming to reach 20-30 people.

The action planned 5 days to create the Champions Community by contacting people and form the community of champions; selecting the tools for documentation and collaborative learning as well as tools for analysis of project impact and evaluation and preparing the documentation where participating families could find resources and ideas to create their stories and their boxes.

Operations were based on the used of Telegram and google drive for working together and task distribution.

This phase managed to gather a total community of 25 people from all Spain.

2. Phase II

The objectives for this phase was focused on dissemination to families and school networks in order to get 100 “jugandoconlaluz” stories and prototypes.

The action plan was implemented in 10 days gathering the following structure:

- Day 1: Global presentation.
- Days 2-3: Create your story - Guidelines for inventing a story (on the web, videos, and tutorials)
- Days 4-5 : Make your box - How to make a light box? (on web, videos and tutorials)
- Day 6: Send us a picture of your box + audio of your story
- Day 7: Image and audio editing in a network.
- Day 8: Project website with all the stories.
- Day 9: Analysis and evaluation of the project’s impact.

Dissemination of results was mainly conducted through material sharing on social networks, websites and media (press, television, radio) as well as call for general audience efforts to replicate results and prototypes.

3. Phase III

The main objectives of this phase was to climb internationally with the support of Tinkering Studio in order to get at least 300 stories of “playingwiththelight”.

The action plan focused on:

- Designing a joint strategy and coordinating actions with Tinkering studio.
- Using the contacts and the use of social networks to increase participation and generate an international community around the project.
- Reduce the complexity of the challenge to encourage inclusiveness.

The description of the project proposal can be found [here](#) with detailed information about results in its dedicated [website](#) and [telegram group](#).

The main results of the activity can be gathered as follows:

- 25 Community Champions makers and teachers (5 primary schools, 6 secondary schools, 6 makers, 6 educational multipliers and 2 researchers)
- + 500 proposals from social networks
- 10 different countries participations
- more than 200K views .

Additionally, the event managed to reach 500 children and its parents. It has been difficult to specify the profiles of the participants through a social network maker activity. But IAAC received more than 500



proposals from around the world.

Figure 3: Playing with the lights

3.8 Practice Region Serbia (POLY)

Original planned activities

1. FABelgrade 2020

The event, conceived as a big initiative was planned to be implemented in April 2020 in Belgrade Youth Center with a total length of 2 full days and following the format of a conference.

[FABelgrade](#) is a bi-annual regional conference dedicated to digital fabrication. With over 5000 registered visitors in 2018, it has grown to be a venue for makers, entrepreneurs, and children from the entire region. In 2020, the third edition of FABelgrade will take place at the usual venue in Belgrade Youth Center with over 20 international speakers, 200 exhibitors and participants, and over 20 workshops over the weekend.

The event was aimed to reach 400 children in total (200 between 6-10 years old and 200 between 11-16 years old).

Contingency plan

1. FABelgrade 2020

This event, following the same aims, reach and agenda as described above in the original plans will finally take place on the 24-25th of October 2020.

3.9 Practice Region Belgium (EDUC)

Original planned activities

1. Open day at Fyxxi with DOIT project booth and maker activities

The event, conceived as a big initiative of 4 hours length was planned to be implemented on the 25th of March 2020 at Fyxxi in Gent. The activity was designed as an open day with free workshops and hands-on experiments to get to know a makerspace setting. Additionally it was planning to make use of DOIT tools such as the slogan for a DOIT project, the first draft (prototyping) and the low budget cardboard prototyping.

The event was expecting to reach in total:

- 540 children (150 from 6-10 years old, 150 from 11-16 years old, 20 children with special needs, 100 advanced makers, 100 less privileged children and 20 children between 2,5 and 6 years old).
- 175 facilitators (75 primary schools, 50 secondary schools, 20 makers, 5 researchers and 25 youth workers)
- As well as at least 30 other related stakeholders (5 policy-makers, 30 parents and 5 social entrepreneurs).

2. Open day for teachers

The event, focused on the DOIT methodology and conceived as a big initiative of 8 hours length was planned to be implemented on the 27th of March 2020 at Fyxxi in Gent. The activity was designed as an open day for teachers in collaboration with the national teacher day organised by the Ministry of Education, with a free

facilitator training, keynotes and Q&A for everyone interested in hosting DOIT/maker space activities at school. Additionally it was planning to make use of DOIT tools such as, the 3 times why, find your challenge, let's get to work, the slogan for a DOIT project, the first draft (prototyping), the low budget cardboard prototyping and some coding with microbit.

The event was expecting to reach in total 60 facilitators (20 primary schools, 20 secondary schools, 10 youth workers and 10 librarians).

Contingency plan

1. Open day at Fyxxi

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place in mid-October 2020.

2. Open day for teachers

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place in mid-October 2020.

3.10 Practice Region Slovenia (ZAK)

Original planned activities

1. Solar Race Workshop

This event on the topic of renewable energy sources was planned to take place on the 23th of March 2020 at the Rampa Lab located in Ljubljana. Conceived as a big initiative of 3-4 hours length, the aim of the activity was to provide with an introduction to solar cells, how they work, what they are made of and their multiple uses. The workshop was also meant to explore how solar cells are connected and what this means for energy harvesting. Targeted children were expected to discuss and learn about renewable energy sources, why are they needed and new ways of harvesting energy.

The workshop was planning to use Art Thinking to introduce contemporary topics and problems in different and many times unusual but interesting ways. Contemporary investigative art focuses on contemporary topics, questions, dilemmas, problems and technologies. Through this methodology, children would have learnt how to use technology and not the other way around (how technology uses them).

The workshop was planning to reach a total of 12 children (6 from 6-10 years old and 6 from 11-16 years old) as well as 3 facilitators (coming from primary schools).

2. 3D modelčki workshop

This event on the topic of 3D modeling in blender was planned to take place on the 25th of March 2020 at the Rampa Lab located in Ljubljana. Conceived as a big initiative of 3-4 hours length, the aim of the activity was to provide with an introduction to production process of 3D modeling in Blender (open source). Children were expected to get to know the interface, principles of modelling, learn 3D animation and create 3D models to export for 3D print.

The workshop was planning to use Art Thinking to introduce contemporary topics and problems in different and many times unusual but interesting ways. Contemporary investigative art focuses on contemporary topics, questions, dilemmas, problems and technologies. Through this methodology, children would have learnt how to use technology and not the other way around (how technology uses them).

The workshop was planning to reach a total of 15 children (6 from 6-10 years old and 6 from 11-16 years old and 3 children with special needs) as well as 3 facilitators (coming from primary schools).

3. P2P / Open Lab

This event on the topic of peer learning was planned to take place on the 27th of March 2020 at the Rampa Lab located in Ljubljana. Conceived as a small initiative of 2 hours length, the format was designed as an open public event with the aim to participate in peer to peer learning processes. Two different communities from Rampa Lab would have introduced their projects (content and technologies they are working with) and would have shared it with other interested kids and young people. One of the introduced projects would have been the DOIT project community and its community.

The activity was planning to reach a total of 13 children (5 from 6-10 years old and 5 from 11-16 years old and 3 children with special needs), 4 facilitators (coming from primary schools) as well as 6 parents and 13 external visitors

4. AI sistent workshop

This workshop on the topic of artificial intelligence was planned to take place on the 27th of March 2020 at the Rampa Lab located in Ljubljana, conceived as a big initiative of 3-4 hours length.

In the era of technological giants, digital clouds and handy assistants, that listen, store and process what we tell them (data), second thoughts about privacy are in place. The aim of the workshop was to introduce participants into tools and concepts of artificial intelligence, programming in groups, construction of hardware, digital sound, voice recognition and internet privacy. After this workshop participants would have

had the opportunity to join a 10-week workshop series where they would have constructed their very own digital assistant using open-source mini computer Raspberry Pi and open-source platform Mycroft.

The workshop was planning to use Art Thinking to introduce contemporary topics and problems in different and many times unusual but interesting ways. Contemporary investigative art focuses on contemporary topics, questions, dilemmas, problems and technologies. Through this methodology, children would have learnt how to use technology and not the other way around (how technology uses them).

The workshop was planning to reach a total of 12 children (6 from 6-10 years old and 6 from 11-16 years old) as well as 3 facilitators (coming from primary schools).

Contingency plan

1. Solar Race Workshop

This event, following the same aims and agenda as described in above in the original plans will finally take place on the 30th of September 2020. In addition to the original planned reach (12 children and 3 facilitators), this new workshop is also targeting 2 children with special needs. The activity has already been advertised to more than 7000 recipients, and shared through social media and ZAK partner institutions.

2. 3D modelčki workshop

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place on the 6th of October 2020. The activity has already been advertised to more than 7000 recipients, and shared through social media and ZAK partner institutions.

3. P2P / Open Lab

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place on the 27th of October 2020. The activity has already been advertised to more than 7000 recipients, and shared through social media and ZAK partner institutions.

4. AI sistent workshop

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place on the 7th of October 2020. The activity has already been advertised to more than 7000 recipients, and shared through social media and ZAK partner institutions.

3.11 Practice Region Denmark (UCSYD)

Original planned activities

1. Facilitator’s training 1

This event conceived as a big initiative of 4,5 hours length, was planned to take place on the 23rd of March 2020 in the UCSYD Campus at Kolding.

Utilizing UCSYD training experiences from the pilot activities this facilitator’s training was planned for UCSYD students and their internship counselors from schools and daycare institutions around the municipality. By introducing them to the DOIT programme, the toolbox and maker tools within an minimalistic pop-up makerspace, the event would have trained them in a way that could easily translate into their own practical realities within their organizations (little time, little money and almost no equipment). They aim was to ensure that participants were ready to either design their own small activities or choose one from the toolbox to prepare for facilitation the next day. This training and introduction into the programme was meant to be part 1 of 2 during the week, as they were invited to join us again the next day.

Different DOIT tools that were planned to be used: co-planning, crazy 8’s, analog programming, 3 times why, icebreaker: the show game, DOIT handbook, challenge builder and guide for a successful innovation workshop. Additionally the activity was planning to use LEGO WeDo for programming.

The event was planning to reach 5 facilitators, 15 students and their counselors and educators (10). Before its cancellation due to COVID-19 all communication went through an internal system with the students.

2. Facilitator’s training 2

This event conceived as a big initiative of 4 hours length, was planned to take place on the 24th of March 2020 in the UCSYD Campus at Kolding.

After the training the day before, the students and counselors would have invited children from their organizations to join them. During the day the students together with their counselors would have facilitated each of their mini-actions. The children would have been divided into groups, and led through the different mini-actions during the day. UCSyd personnel would have been present to guide the children, as well as coaching the students and counselors if needed.

Different DOIT tools that were planned to be used: co-planning, crazy 8’s, analog programming, 3 times why, icebreaker: the show game, DOIT handbook, challenger-builder and guide for a successful innovation workshop. Depending on the choice of the students and counselors the day before the used of these tools

would have varied. However, all the seven steps/tools would have been represented at least once. Additionally the activity was planning to use LEGO WeDo for programming.

The event was planning to reach between 75 and 100 children between 6-10 years old as well as 30 facilitators (5 educational multipliers, 15 students and 10 of their counselors).

Before its cancellation due to COVID-19 all communication went through an internal system with the students.

3. Round table discussions

This event conceived as an small initiative of 2 hours length, was planned to take place on the 24th of March 2020 in the UCSYD Campus at Kolding.

The activity was designed as a round-table discussion on how to implement the DOIT approach into internships with students, professors, university management, representatives from the municipality, teachers and social educators.

One of the common interests that has come from the DOIT project is to see the effect of the DOIT approach as an integrated part of our internship programme. Therefore the event was planning to gather relevant partners to partake in a roundtable discussion and examine the pro and cons of the format and start the dialogue for a potential shift in method.

The event was planning to use DOIT tools such us the DOIT Handbook, the DOIT Toolbox and the DOIT Website as a reference for the talks. 6 educational multipliers were expected to be reaches as well as 2 municipalities, 3 students and the university management.

4. Facilitator’s training 3

This event conceived as a big initiative of 4,5 hours length, was planned to take place on the 26th of March 2020 in the UCSYD Campus at Kolding.

Utilizing UCSYD training experiences from the pilot activities this facilitator’s training was planned for UCSYD students and their internship counselors from schools and daycare institutions around the municipality. By introducing them to the DOIT programme, the toolbox and makertools within an minimalistic pop-up makerspace, the event would have trained them in a way that could easily translate into their own practical realities within their organizations (little time, little money and almost no equipment). They aim was to ensure that participants were ready to either design their own small activities or choose one from the toolbox to prepare for facilitation the next day. This training and introduction into the programme was meant to be part 1 of 2 during the week, as they were invited to join us again the next day.

Different DOIT tools that were planned to be used: co-planning, crazy 8's, analog programming, 3 times why, icebreaker: the show game, DOIT handbook, challenge builder and guide for a successful innovation workshop. Additionally the activity was planning to use LEGO WeDo for programming.

The event was planning to reach 5 facilitators, 15 students and their counselors and educators (10). Before its cancellation due to COVID-19 all communication went through an internal system with the students.

5. Facilitator's training 4

This event conceived as a big initiative of 4 hours length, was planned to take place on the 27th of March 2020 in the UCSYD Campus at Kolding.

After the training the day before, the students and counselors would have invited children from their organizations to join them. During the day the students together with their counselors would have facilitated each of their mini-actions. The children would have been divided into groups, and led through the different mini-actions during the day. UCSyd personnel would have been present to guide the children, as well as coaching the students and counselors if needed.

Different DOIT tools that were planned to be used: co-planning, crazy 8's, analog programming, 3 times why, icebreaker: the show game, DOIT handbook, challenger-builder and guide for a successful innovation workshop. Depending on the choice of the students and counselors the day before the used of these tools would have varied. However, all the seven steps/tools would have been represented at least once. Additionally the activity was planning to use LEGO WeDo for programming.

The event was planning to reach between 75 and 100 children between 6-10 years old as well as 30 facilitators (5 educational multipliers, 15 students and 10 of their counselors). Before its cancellation due to COVID-19 all communication went through an internal system with the students.

Contingency plan

1. Round table discussions

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place by mid-2021. As we are still in the midst of Covid-19 alert the exact date have not been planned yet.

3.11 International partner (YPA)

Original planned activities

1. “Maker-Education: from Non-Formal to Formal Education”

This event planned for the 25th of March 2020 and conceived as a big activity of three hours length was canceled due to COVID-19 restrictions.

Maker spaces offer something that traditional classes are lacking. They provide children with a collaborative educational space for making, learning and exploring! They allow students to explore topics that are of interest to them and solve everyday problems innovatively by thinking creatively in an interdisciplinary way. With makerspace education, students learn not to fail and not to give up trying. Additionally, they learn to collaborate, to listen to each other and to share their ideas and get feedback. The United States has already started implementing makerspaces into the formal education area to translate its benefits to all children. In 2018, 31% of schools had already plans to do so too (2018 Speak Up Survey, Project Tomorrow).

What is the situation in Europe? In our continent, makerspaces, fablabs and hackerspaces are becoming more and more a popular option as an extracurricular activity. As for compulsory education, new opportunities are being offered to integrate makerspaces into education curricula.

In collaboration with Member of the European Parliament (MEP) Mikuláš Peksa, the conference will briefly introduce the main achievements and results of the DOIT project, as well as the main findings of a report of the European Commission (2019) titled “Makerspaces for Education and Training: Exploring Future Implications for Europe”. On the basis of the results presented, a roundtable aiming at exploring the opportunities and challenges of promoting the use of makerspaces in formal education will be held.

For more information, the program of the conference can be found in Annex I.

Before its cancellation, the event counted more than 60 confirmed participants (policy-makers, makers, civil society and general public).

2. “New Skills for an Ever More Digital World”

This event planned for the 26th of March 2020 and conceived as a big activity of three hours length was canceled due to COVID-19 restrictions.

All over the world, digitalization and technological tools are becoming an increasingly important part of the everyday life of every citizen. Technology has the capacity of either boosting or hampering a country’s growth. An ever more digital world calls for the development of new digital skills. The conference will gather together different stakeholders from the education sector, industry and civil society, as well as policy-making representatives.

The conference will briefly introduce the main findings of a OECD (2019) report called “Skills Outlook 2019” and it will explore possible updates for the European Commission “Digital Education Plan”. On the basis of the two keynote speeches, a roundtable aiming at examining what are the new skills needed by young generations in order to succeed in today’s world will be held.

For more information, the program of the conference can be found in Annex II.

Before it’s cancellation, the event counted more than 60 confirmed participants (policy-makers, makers, civil society and general public).

Implemented activities

1. Communication and dissemination social media campaign

As coordinating international partner and despite the cancelation of many planned activities due to the restrictions imposed by the sanitary crisis of COVID-19, the European DOIT Week was maintained. Extensive communication and dissemination efforts of the planned, implemented and postponed activities were shared through an international social media campaign that managed to gathered more 25 original publications over the course of 7 days with a direct and organic engagement of 2136 young people and educational stakeholders and more than 6000 impressions. The social media campaign was coordinated through the platforms of Facebook ([e.g.](#)), Twitter ([e.g.](#)) and Instagram ([e.g.](#)). Several [blog posts](#) were additionally published.

Contingency plan

1. “Maker-Education: from Non-Formal to Formal Education”

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place during the first trimester of 2021. Co-hosting MEPs, speakers and participants have already confirmed their interest and participation on the postponed future dates. The exact dates will be determine in the last quarter of 2020 depending the status of the COVI-19 sanitary crisis.

2. “New Skills for an Ever More Digital World”

This event, following the same aims, reach and agenda as described in above in the original plans will finally take place during the first trimester of 2021. Co-hosting MEPs, speakers and participants have already confirmed their interest and participation on the postponed future dates. The exact dates will be determine in the last quarter of 2020 depending the status of the COVI-19 sanitary crisis.

4. Conclusion

The European DOIT Week took place between Monday, 23rd of March 2020, and Sunday, 29th of March 2020. Due to the outbreak of the Covid-19 crisis and the consequent governmental restrictions implemented by many countries in order to face this health emergency, out of 31 planned activities just 7 activities were able to be implemented. These 7 implemented activities managed to gather 29 hours of active engagement and a reach of 553 facilitators, 550 children and more than 3735 people from general public.

Additionally, extensive communication and dissemination efforts of the planned, implemented and postponed activities were shared through an international social media campaign that managed to gathered more 25 original publications over the course of 7 days with a direct and organic engagement of 2136 young people and educational stakeholders and more than 6000 impressions.

Different contingency activities and planned has been set up for all those activities that were having to be cancelled or postponed. To ensure an equal or bigger reach and dissemination than the originally planned, 18 new or replaced activities has been reported. They will be taking place over the last quarter or 2020 and the first semester of 2021 covering more than 116 hours of engagement and expected to reach 1254 children, 339 facilitators, 55 other related educational stakeholders and more than 1940 general participants.

In addition, great efforts from partners has been shifted to the promotion and implementation of other DOIT tasks such us the MOOC (D5.6) and the signature of the online petition (D5.9) as well as to a thorough plan for dissemination and exploitation of project results.

5. Annexes

Annex I

“Maker Education: from Non-formal to Formal Education”

Wednesday, 25th March 2020 from 15:00 to 17:00

Room A5E1, European Parliament (Brussels)

PROGRAM

15:00 **Opening remarks** by MEP Mikuláš Peksa and Ms. Paloma Cantero, CEO at YouthProAktiv

15:10 **DOIT Project in a Nutshell: Aims, Achievements and Exploitation of Results**, Ms. Isabel Allaert, Maker Education Expert at eduCentrum and proud partner of the DOIT project.

15:20 “**Makerspaces for Education and Training: Exploring future implications for Europe**” (2019), Ms. Anusca Ferrari, European Commission

15:40 **Roundtable: How to integrate makerspaces into formal education**

Moderator: Ms. Concepción Lozano, Journalist and Professor IEE-ULB

MEP Mikuláš Peksa, Pirate Party at **European Parliament**

Ms. Isabel Allaert, Maker Education Expert at **eduCentrum**

Mr. Daniel Wisniewski, Secretary General at **EFEE**

Mr. Michiel Heijnen, Vice President at **ATEE**

Ms. Hannah Grainger Clemson, School Policy Officer at **European Commission** (tbc)

16:40 **Q&A session** from the audience

16:55 **Closing remarks** by MEP Mikuláš Peksa

Networking coffee and pastries reception sponsored by MEP Mikuláš Peksa.



Annex II

“New skills for an ever more digital world”

Thursday, 26 March 2020 from 10:30 to 12:30

Room ASP7F387, European Parliament

PROGRAM

10:30 **Opening remarks** by MEP Claudia Gamon and Ms. Paloma Cantero, CEO at YouthProAktiv

10:40 **OECD Skills Outlook 2019: Thriving in a Digital World**, Andreea Minea, Policy Analyst at OECD

11:00 **Roundtable: New skills for new challenges - next steps to prepare the current generations**

Moderator: Ms. Concepción Lozano, Journalist and Professor IEE-ULB

Mr. Renato Sabbadini, CEO at **All Digital**

Ms. Elin McCallum, President at **Bantani Education**

Mr. Gianluca Coppola, President at **European Digital Learning Network**

Mr. Daniel Wisniewski, Secretary General at **EFEE**

Mr. Alexandre Affre, Director of Entrepreneurship and SMEs policy department at **Business Europe** (tbc)

12:15 **Q&A session** from the audience

12:25 **Closing remarks** by MEP Claudia Gamon

Networking lunch sponsored by MEP Claudia Gamon.



Project consortium

