GRANT NUMBER: 2020-1-IE01-KA201-065969

21

INNOVATIVE DIGITAL SOLUTIONS TO ASSESS 21ST CENTURY SKILLS IN MAKERSPACES

SSESS

PRESS RELEASE

Erasmus+

JUNE 2021

As the maker movement is increasingly adopted into primary and post-primary schools and nonformal makerspaces, students have more opportunities to generate unique, personalized projects and artifacts, such as computer programs, robots, DIY electronics, and develop new competencies and skills. Digital making technologies if coupled with proper learning methodologies can provide learning experiences that promote young people's creativity, critical thinking, collaboration and problem-solving skills - the essential skills necessary in the workplace of the 21st century. However, assessment of these higher order skills is not easy, particularly within these open-ended environments where students create unique solution paths to problems, interact with peers, and act in both the physical and digital worlds. Currently, digital technologies offer novel methods and solutions to assess 21st century skills and offer insights into learners' efforts and achievements. Thus, the goal of the ASSESSMAKE 21 project is to provide, pilot, and validate novel assessment methods and tools for the assessment of 21st century skills. The assessment solution and the supportive Open Educational Resources (OERs) will be piloted in different learning contexts in Ireland, Sweden, Greece, and Cyprus, with a focus on makerspaces (formal and non-formal) before they become freely available for the school communities.

Principal outputs include:

- A digital solution to assess 21st century skills for teachers and students
- Open Educational Resources to help teachers and students to implement the digital solution
- An evaluation report on findings and results from the pilots with teachers and students
- Training workshops and 4 multiplier events for the promotion of the project ideas and results

The consortium with 5 partner organizations is led by Learnovate (Ireland). Cyprus Interaction Lab (Cyprus), Edumotiva-European Lab for Educational Technology (Greece), Dublin City University /Dublin Maker (Ireland) and Karlstad University (Sweden) offer their expertise towards the development of the aforementioned outputs.



The ASSESSMAKE21 project has been funded with support from the European Commission under the ERASMUS+ Programme (2020-1-IE01-KA201-065969). This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein