

21st Century Skills

... a quick glimpse

Yiannis Berdousis
(Edumotiva)



INNOVATIVE DIGITAL SOLUTIONS TO ASSESS 21ST CENTURY SKILLS IN MAKERSPACES



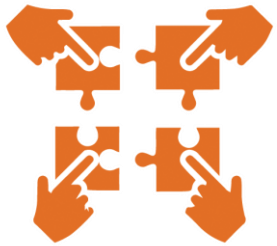
Erasmus+

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

21st Century Skills



21st Century Skills



Collaboration



Problem Solving



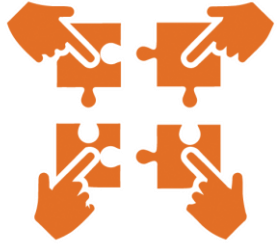
Creativity



Life/Social Skills



Communication



Collaboration

- ✓ Collaborate
- ✓ Discuss
- ✓ Share ideas

“Students really engage a lot more with a group project, that each person’s strength can be used within that project”

- Chris Reinha, 2021, Assessmake21 multiplier event



Creativity

- ✓ Innovation
- ✓ Personalized learning strategies
- ✓ ..from abstract to real world

“We affect the world that we live as people ..the world is made by all of us”

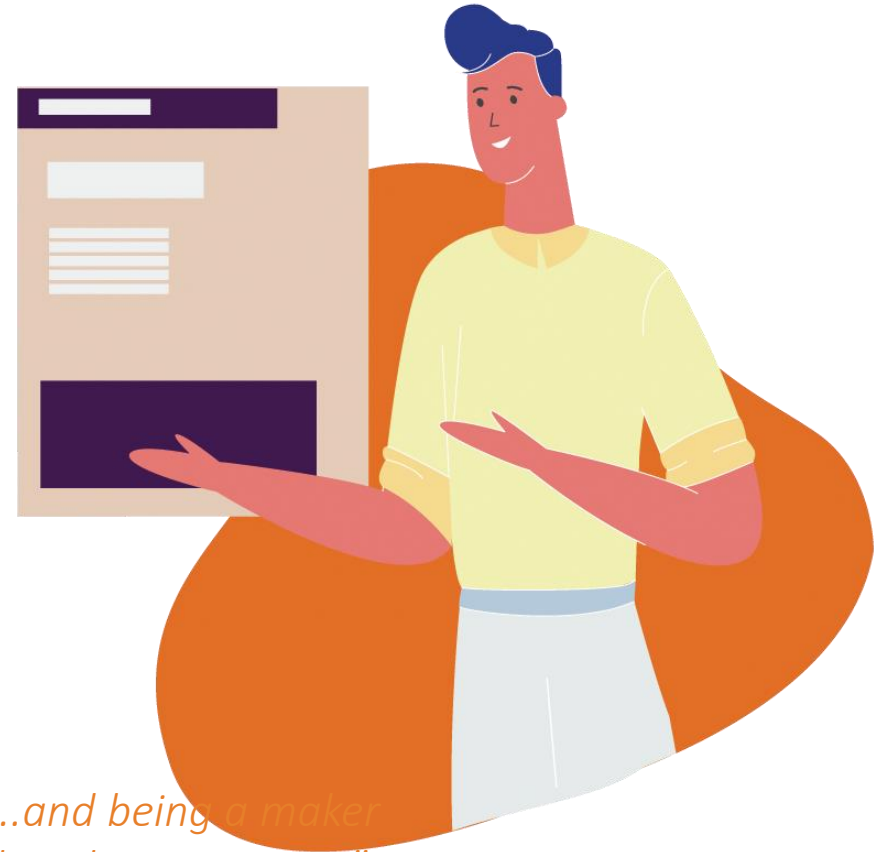
- Chris Reinha, 2021, Assessmake21 multiplier event





Problem solving

- ✓ Explore
- ✓ Search
- ✓ Investigate
- ✓ Find evidence
- ✓ Solve the problem



“Understanding how different systems work will make life a little easier...and being a maker and exploring how a system works lead to understanding...no matter what the system is...”

- Chris Reinha, 2021, Assessmake21 multiplier event

ASSESSMAKE21 ERASMUS+ KA2 2020-1-IE01-KA201-065969



Life/social skills

- ✓ Adapt
- ✓ Set and meet goals
- ✓ Balance goals



"Everybody is a maker ..it does not really matter what we make....the feeling we have after we completed something (or maybe not even completed it) is a positive good feeling. The making is the important thing..in education is double important"

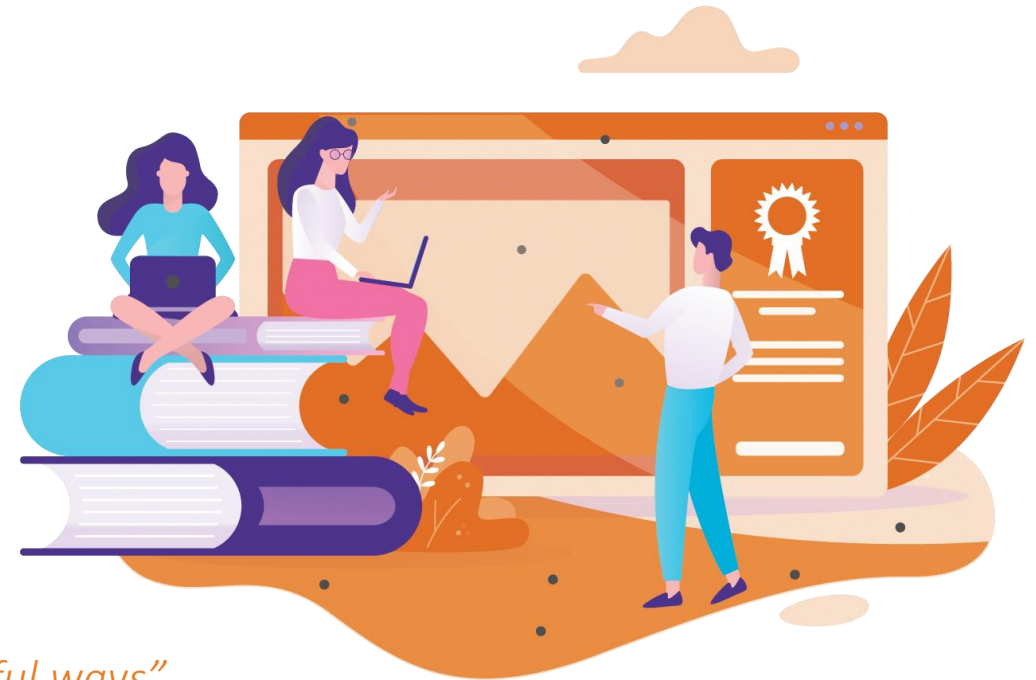
- Chris Reinha, 2021, Assessmake21 multiplier event

ASSESSMAKE21 ERASMUS+ KA2 2020-1-IE01-KA201-065969



Communication

- ✓ Communicate with peers
- ✓ Dialogues, opinions, speculate, discuss, reason, debate and argue



“Sharing thoughts, ideas, questions and solutions in powerful ways”
- Chris Reinha, 2021, Assessmake21 multiplier event



In the need for assessment



“There were at least 4 different making projects on in the makerspace at that time, digital and physical activity at the same time, individual and group work, role interchange, problems, failures, excitement and progress...it was almost impossible to evaluate what was going on and students’ reflection on their skill-building”

-(facilitator B in the eCraft2Learn makerspace, Athens, 2018)





Trinity College Dublin
Coláiste na Tríonóide, Baile Átha Cliath
The University of Dublin



CONTACT



info@assessmake21.eu



<http://assessmake21.eu>



@ assessmake21



@ assessmake21



Erasmus+

This project has been funded with support from the European Commission under the ERASMUS+ PROGRAMME. This publication reflects the views only of the author and the Commission cannot be responsible for any use which may be made of the information contained therein.