

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

INNOVATIVE DIGITAL SOLUTIONS TO ASSESS 21ST CENTURY SKILLS IN MAKERSPACES

PRESS RELEASE

APRIL 2022

We are happy to inform you that the ASSESSMAKE21 partnership achieved some important milestones!

MILESTONE 1: DEVELOPMENT OF THE ASSESSMAKE21 TOOL

The Assessmake21 tool aims at helping students reflect upon the 21st century skills that they practice during their maker activities. The educators can monitor how this reflective, learning process is progressing. In November 2021, a functional version of the ASSESSMAKE21 tool was released for piloting, while additional updates and improvements were made based on the feedback received by the participants in the pilots.



The 2 interfaces of the ASSESSMAKE21 tool

MILESTONE 2: SUCCESSFUL "KICK-START" OF THE PILOTING PHASE



Having a functional version of the tool, students and educators from all project countries (Ireland, Cyprus, Greece and Sweden) were invited to use it in the context of their maker activities to self-assess their skills. Students were engaged in artefact constructions using a variety of digital and physical tools and going through different implementation stages (i.e. research, planning, design and creation, re-design, sharing). So far, they have been involved in electrical circuit making, digital fabrication, 3D modelling and printing, game design, crafting, robotic constructions and more). This phase is well underway and is expected to end early May. In the meantime, the process of collecting feedback by the participants has been initiated. Findings from the pilot sites will be summarized in the ASSESSMAKE21 evaluation report which is expected to become publicly available in October 2022.

MILESTONE 3:

PROMOTION OF RESULTS IN THE SCHOOL AND RESEARCH COMMUNITY

The dissemination of the project results is well underway. Several dissemination activities have been carried out in online workshops, conferences and EU project events the last 6 months. The project has also been published in several thematic portals including the Scientix platform.

http://www.scientix.eu/projects/project-detail?articleId=1133149

Moreover, on the 16th of March, the multiplier event with the brief "Digital tools in teaching technology in school – with inspiration from the maker movement" was organised by Karlstads University. The event took place in a hybrid mode to allow both physical and online participation attracting the interest of 60 individuals. The participants had the chance to attend presentations, join several hands-on workshops and discussions. The assessment of maker activities was also brought up providing an excellent opportunity for discussion upon the Assessmake21 initiative, digital tool and challenges.

Find more: https://www.assessmake21.eu/2022/03/multiplier-event-in-sweden/

WHAT'S NEXT:

AN IMPORTANT DISSEMINATION ACTIVITY COMES SOON!

The Erasmus+ multiplier event in Cyprus for the ASSESSMAKE21 digital self-assessment tool is just around the corner! The event, titled "The assessment of 21st century skills in makerspace contexts" is organised online by Cyprus Interaction Lab on Wednesday, 13/4/2022 at 17:00 (EEST). The event will be held in Greek. Registration is free but mandatory.



Find more:

The announcement

- in English https://www.assessmake21.eu/2022/03/events/
- in Greek https://www.assessmake21.eu/2022/03/online-multiplier-event-gr/

Keep an eye on our website and social media for more details: http://assessmake21.eu



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