Safe spAces For lEarning | SAFE

IO1.A2: Collection of Good Practices

Project P come Partecipazione

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SAFE SPACES FOR LEARNING

SAFE

Project P come Partecipazione

A short presentation of the project:

A space is safe when all its components (educators/teachers and learners/participants) feel comfortable and in a situation of Well-Being.

A LEARNING SPACE is safe if it enables a multi-directional change in learners that can lead them to range their skills and knowledge, that makes them curious about new things, that makes them gain confidence (in themselves) to increase levels of awareness and action.

HOW THE EXPERIENCE IS IMPLEMENTED

Target group: The workshop was conducted with high school students leaving their school career.
Objectives: to orientate students to their competences (soft skills and life skills) and to the path after graduation; to increase the levels of active participation of learners in the digital setting.
Duration: 4 months
Implementation: appropriate content and digital tools were selected and each time different so as not to be predictable and to make the students participate and not be passive in the digital environment.
The digital relationship was built through:

- clarity of information (repeated, written, emailed, etc.)
- establishing together rules for managing the setting
- repeating the rules at each meeting and/or at necessary times
- asking for feedback
- encouraging personal evaluation and self-assessment of improved/acquired skills

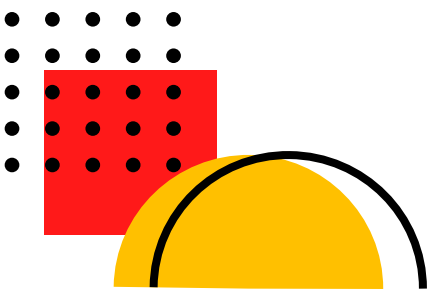
Aspects that make this practice a good example of safe learning space:

a) Use non-formal education methods to lower levels of difficulty and distrust;
b) Use different stimuli and digital tools so that each participant can identify the best ways to participate.
c) Don't rush, don't be in a hurry.

Exploring the cross-border transferability:

Relationships with teachers and learners, Motivation, Self-evaluation, the Well_being people feel are prerequisites for learning. The learners in the online workshop experience described above felt motivated and welcomed and interested in the content. They didn't feel judged (even if they didn't turn on the cameras for example) and enjoyed the Self-Assessment moments feeling comfortable during the virtual experience.

Contacts and links for further reading:

Digital tools used : ActionBound, Nearpod, Miro, Padlet, Mentimeter, Jamboard.
Digital tools developed:

- Personal Branding: Personal Branding_Draft.docx
- Life Design questionnaire: https://docs.google.com/forms/d/19LlsQ40Wv1kPlkhzPP2tUKt-1oWzlgORcKxZKkeSdMU/edit?usp=sharing
- Presentation of Soft Skills: https://drive.google.com/drive/u/7/folders/1ItDVYWWYBzFq4avJ7av3m6FHnp8ZyK68
- Decision Making Game: https://actionbound.com/bound/mondodelcontrario