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Riga Schools Making, Thinking and Learning in the Digital Age

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Education, Culture and Sports Department of Riga City Council

Riga City Council

The Riga City Council elects 60 council members.

The Riga City Council, its institutions and offices ensure implementation of the functions defined by the legislation, taking into consideration the interests of the state and the citizens of Riga.

The City Council adopts decisions in open City Council meetings.

The Riga City Council has 8 committees:

- City Development Committee
- City Property Committee
- Committee of Housing and Environment
- **Education, Culture and Sports Committee**
- Finance and Administration Issues Committee
- Security, Corruption Prevention and Public Order Issues Committee
- Social Issues Committee
- Transport Issues Committee

www.riga.lv



The role of the Riga City Council's Education, Culture and Sports Department is to:

- implement the council's policies in the fields of education, education, culture and sport, work with youth and in the society integration area
- monitor the operations of education support, culture, sport and leisure time institutions which are under the jurisdiction of the Riga City Council

www.iksd.riga.lv

Establishments in Riga Municipality



13 hobby
education centres



11 sports education institutions
and Riga National Sports Track



5 culture institutions



Riga Central
Library with its 26
branches



9 art and music schools



150 kindergartens



115 schools

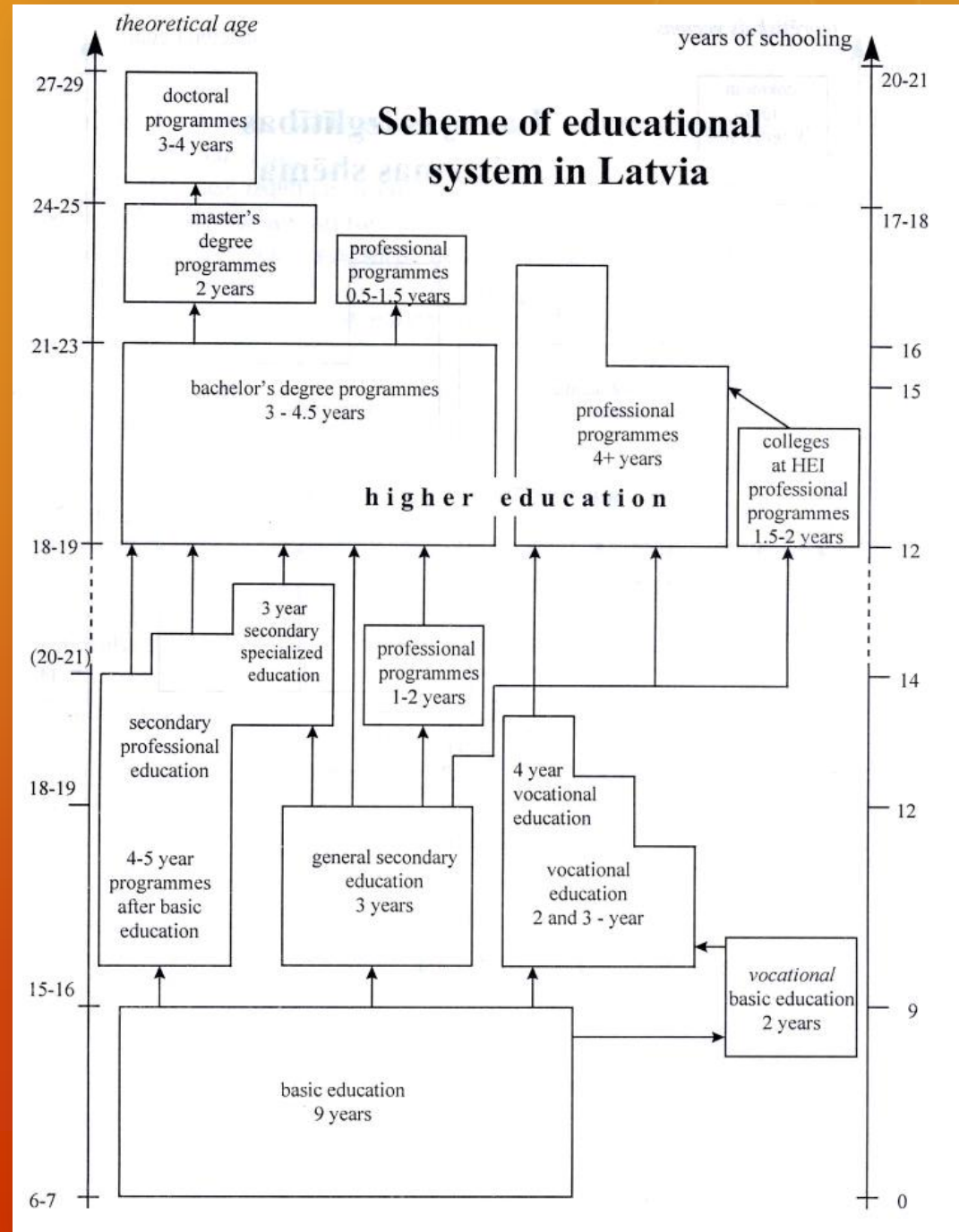


Education and
Information Services of
Riga City

Education Programs implemented by schools

- basic education program (in the official language)
- basic education program for minority schools (in Russian and other languages)
- general secondary education mathematics, natural sciences and technologies program
- general secondary education the humanities and social sciences program
- general secondary education vocational program

Educational System in Latvia



ICT for «qualitative and inovative education»

Riga Development Program 2014 – 2020

- promote inovative knowledge – robotics, sensor controlling and programming, 3D animation etc.
- stimulate competence based teaching
- share best practices among schools in digital making
- support and promote teachers' creativity, using technologies
- develop ICT infrastructure
- boost **learning cloud** usage in Riga schools
- encourage teachers to work with **learning cloud**

Infrastructure support to Riga schools since 2011

- In 2011- 2013 during ERAF financed project for natural sciences schools were supplied with

1439 laptops, 256 interactive whiteboards, 216 tablets,

created e-learning environment learning cloud and bought e-books

- In 2012 – 2013 during ERAF financed project schools were supplied with

3531 desktop computers,

100 laptops un

40 interactive whiteboards





<http://macibas.e-skola.lv>

e- learning environment ***Learning cloud*** is developed during the project «**Development of infrastructure for qualitative studies of natural sciences in Riga Schools**» and is open for all Riga municipality schools

Learning cloud aims:

- Promote technology usage in schools
- Information platform for ICT novelties in Riga schools

Learning cloud possibilities:

- Easy accessible for teachers, students and school management
- Use of ready materials for courses at secondary level in mathematics, physics, chemistry, biology
- Teacher can create their own content, place homeworks and exams
- Learn about novelties in Riga schools



Aktualitātes



120 000 e-grāmatas



[Finanšu izglītības nedēļa, 18.-22.03.2015.](#)

Ekonomikas skolotājiem - iespēja piedalīties **pirmajā finanšu izglītības nedēļā Latvijā** un ekonomikas stundām vajadzīgas ir - spēles, mērinstrumenti, uzzīņas rīki.



Pieteikšanās tālākizglītības kursam „Interneta iespējas mūsdienīgam mācību procesam” līdz 09.11.2014.



LatSTE' 2014



Dabaszinātņu mācību stundu demonstrējumi izmantojot tehnoloģijas

Dabaszinātņu mācību stundu sižeti dažādās Rīgas skolās tika uzņemti Departamenta īstenotā ERAF projekta "Kvalitatīvai dabapguvei atbilstošas materiālās bāzes nodrošināšana 63 Rīgas vispārīgglītojošās skolās" ietvaros.

Inovācijas



BETT Show 2015



Blenheim High School (Lielbritānija) pieredze



Seminārs „Akustiskais aprīkojums pedagoga balss pārslodzes mazināšanai”



Madonā jau printē 3D priekšmetus



BETT Show 2014

Planšetes, to izmantošana mācību procesā



Planšetu izmantošana (forums)



09.03.2015. Seminārs "Planšetu izmantošana mācību procesā"



09.03.2015. Semināra darba kārtība



09.03.2015. Semināra materiāli. A.Belīks. „Praktiskie padomi video montāžai ar iPad”



12.11.2014. Seminārs "Planšetu izmantošana mācību procesā"



12.11.2014. Semināra materiāli. G.Šulce "Mācību procesā biežāk izmantotās interneta vietnes"



12.11.2014. Semināra materiāli. J.Gladčenko "Fizika"



12.11.2014. Semināra materiāli. V.Ozola "Ģeogrāfija"

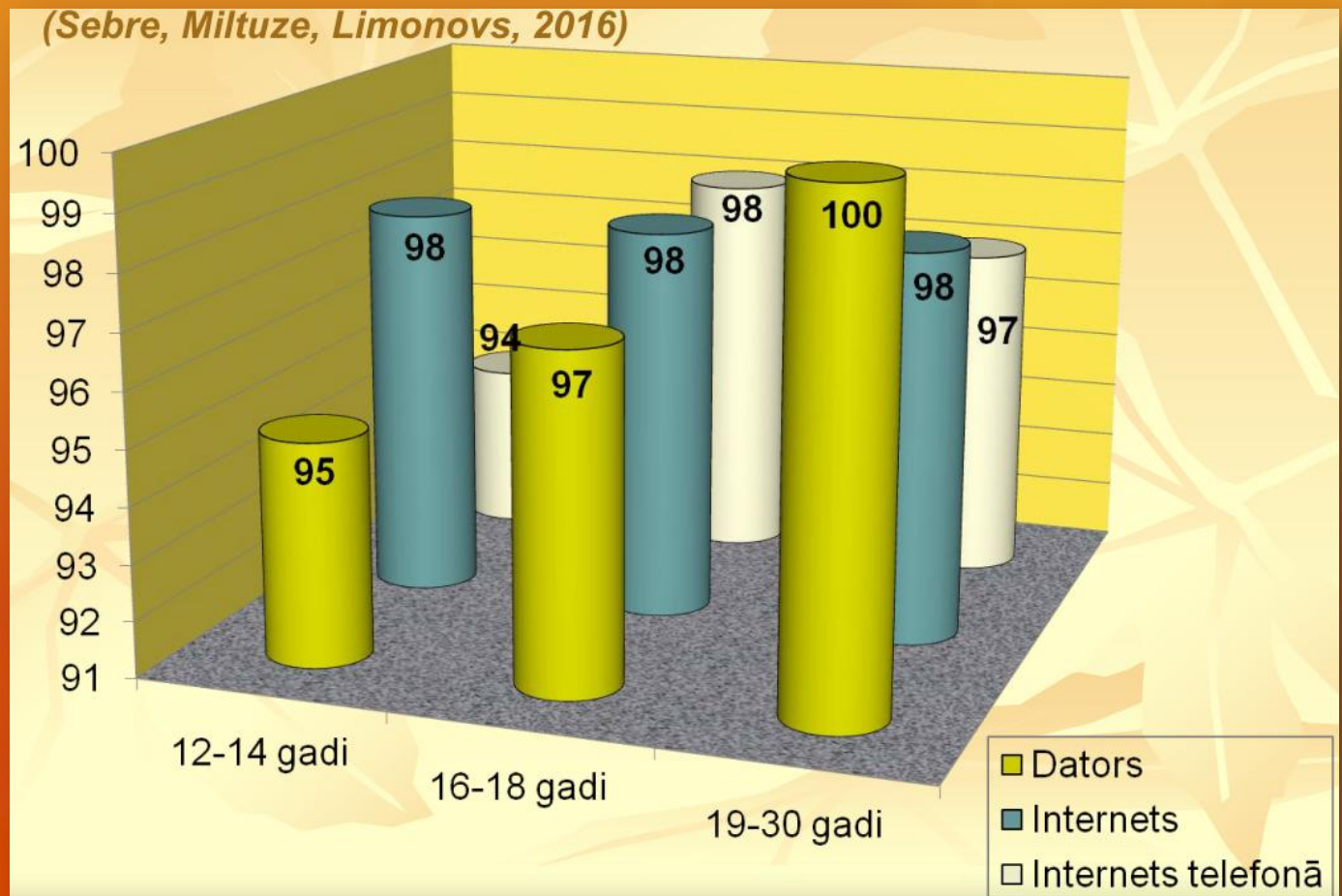
E-books

Most popular e-books – Biology for Secondary Shools, Physics training book, Mathematics

Conclusions:

- disadvantages of e-books (lack of handy mobile devices, internet access)
- Usage of traditional books is an old tradition
- If teacher promotes, then students use e-books more
- E-books are used as supplement to the conventional paper books

Computer, Internet Access at Home and Mobile Phone (%) in Latvia



Next year challenge - competence based subject - computer science

Since 2015 schools in Latvia pilot 5 modules in computer science for different ages and different knowledge :

- programme for grades 1 - 9 for general education in computer science for schools specialized in mathematics, natural sciences
- programme for grades 1 - 3 for integrated education of computer science
- programme for grades 4 - 6 for general education in computer science
- programme for grades 7 - 9 for general education in computer science
- specialized programme for grades 7 - 9 for deeper learning of programming and algorithms.

New technologies intervene in old schooling system but at the same time gives new opportunities

- Teachers mentors encourage colleagues to use technologies in training
- Students learn together with the teachers new technologies



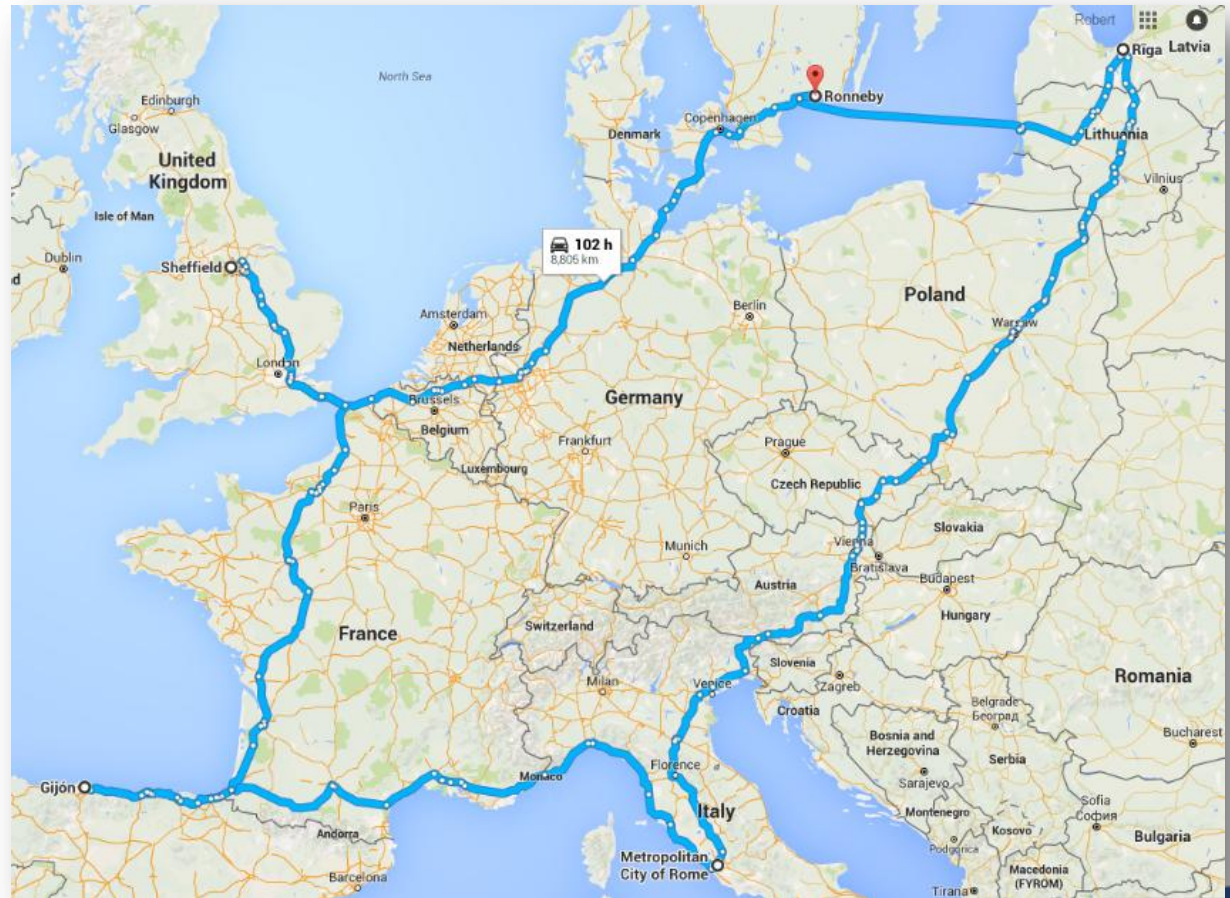


Make: Learn: Share: Europe general information

- EU financed Erasmus+ programme
- Project Total Costs: 333 203,00 EUR
- Project implementation: 01.11.2015. – 30.10.2018.
- Member States:
 - Sheffield City Council, United Kingdom (Lead Partner)
 - Gijon City Council, Spain
 - Riga City Council, Latvia
 - Knut Hahn Institute in Ronneby, Sweden
 - Fondazione Mondo Digitale an education charity based in Rome, Italy

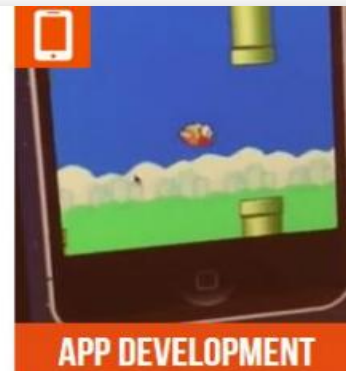
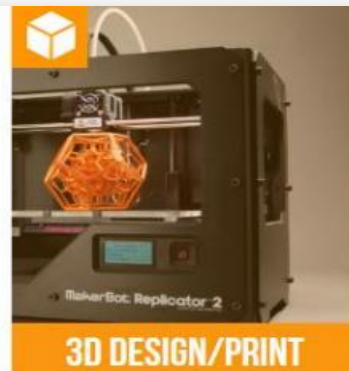


Aim of the project – to develop digital skills amongst young people across Europe, in order to assist learning and working with digital technologies



Sub-targets of the MLSE

- veicināt informācijas komunikāciju tehnoloģiju (IKT) lietojumu
- prasmju pilnveide ekonomikas attīstībai
- attīstīt starppriekšmetu kompetences digitālajā jomā
- nodrošināta pieeja mācību materiāliem tiešsaitē par digitālo prasmju attīstību
- celt skolotāju kvalifikāciju
- veicināt Eiropas valstu saskaņotu sadarbību
- uzlabot zināšanas skolēniem ar zemiem sasniegumiem eksaktajos priekšmetos un lasītprasmē





Planned activities in the project

Acquisition of new knowledge - programming, mobile application (App), 3D animation and printing, robotics in each country

Ambassadors networking (students of age 14 - 16)

Online self-study modules - Open School Units

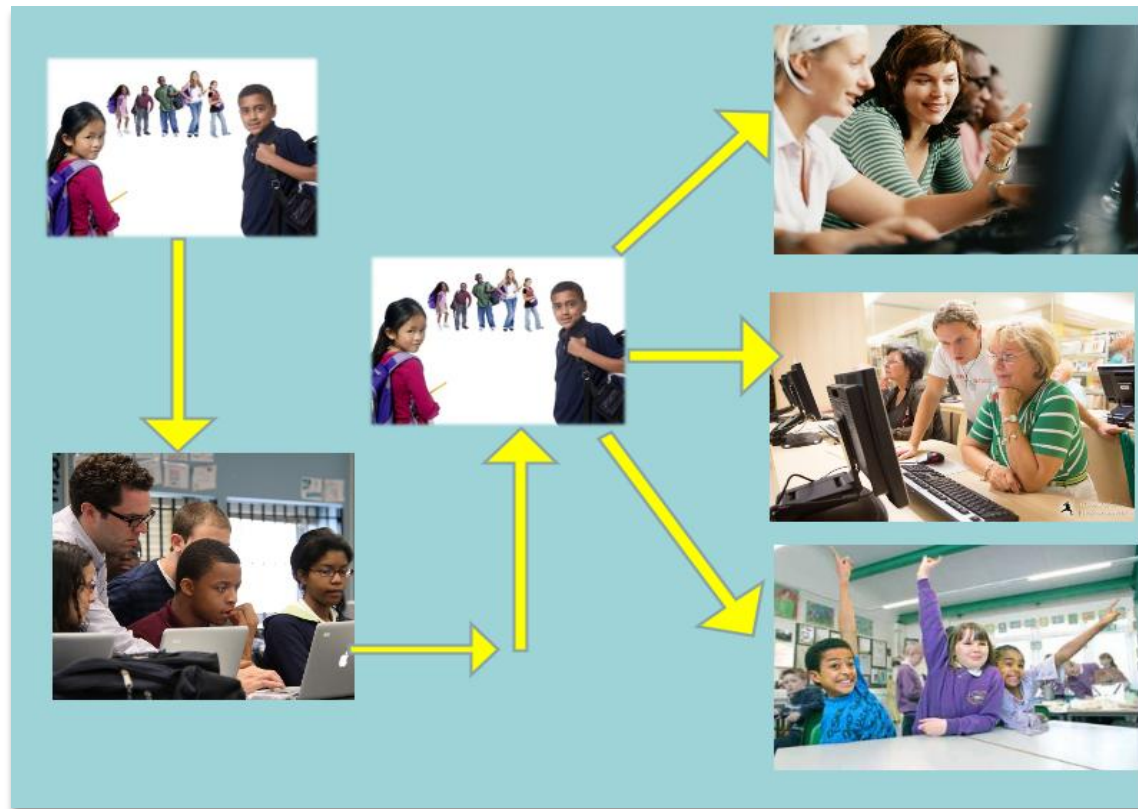
Equipment purchase

Experience exchange, share of best practice

Dissemination of project results



Students ambassadors share their knowledge with younger students, teachers, parents.





Three aspects of online self-study modules - ***Open School Units***



Funded by the
Erasmus+ Programme
of the European Union



Project Results

- 225 students involved in training at open school units
- 675 students involved in training at open school units or by Europe wide student ambassadors from network of associates
- 30 teachers involved in open school units
- 30 technicians involved in open school units
- A central repository (Shared Drive) of student generated materials
- Reflection of project results in social media and other sources (including YouTube)
- Project website

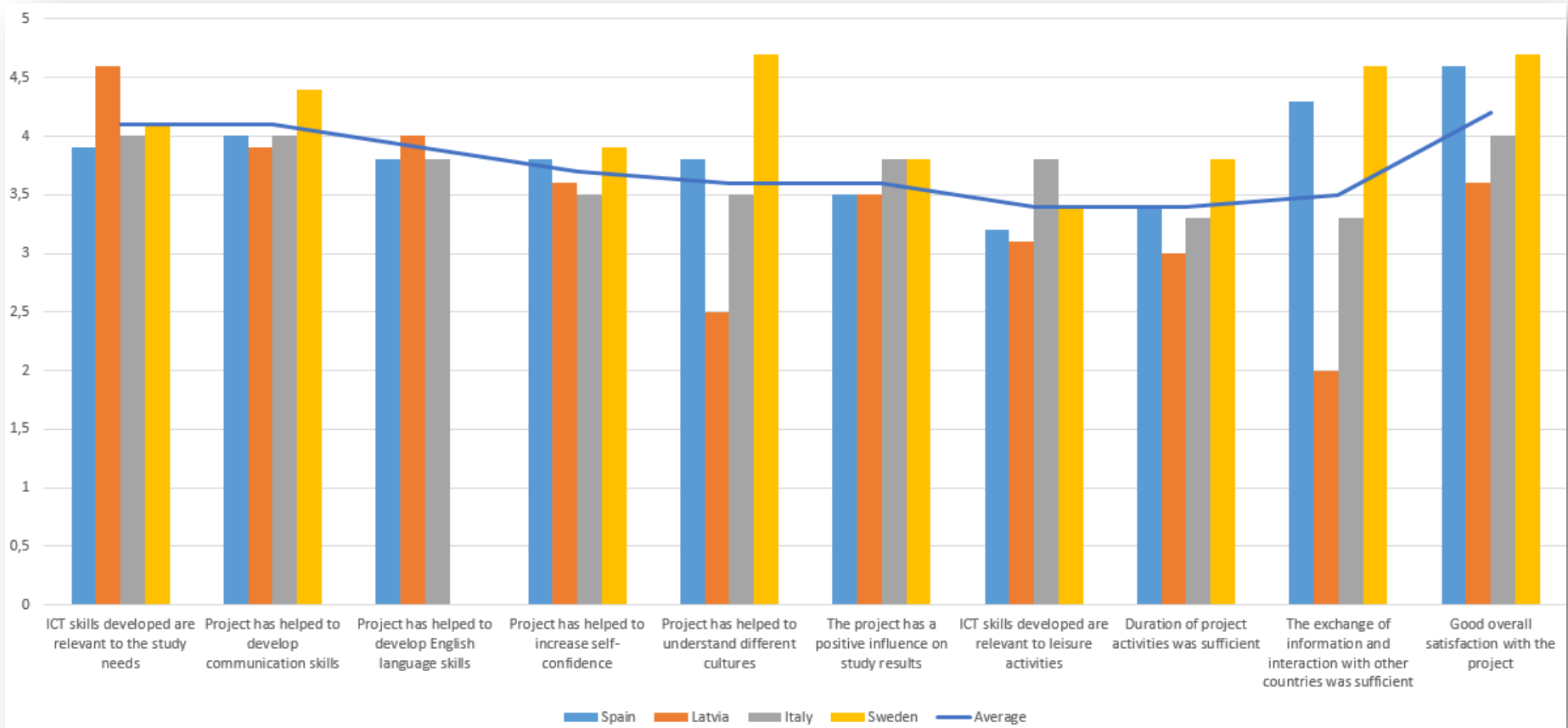


Activities in schools in Riga

Activity	Topic	Time	Duration	Participants
OSU Riga Secondary School No 22	Arduino robots	25.05.2016-22.06.2016	3 sessions x 3 st.	7
OSU Riga Secondary School No 22, summer camp "ROBO-22"	Arduino robots	25.05.2016-22.06.2016	10 working days	30
OSU The Centre of Creative Learning (CCL) "Annas 2"	App development	01.09.2016-30.09.2016	6 sessions x 3 hours	25
OSU Riga Secondary School No 25	<u>Management of Drones</u>	25.04.2017-25.05.2017	6 sessions x 3 hours	8 + 24



Survey results – quantitative questions

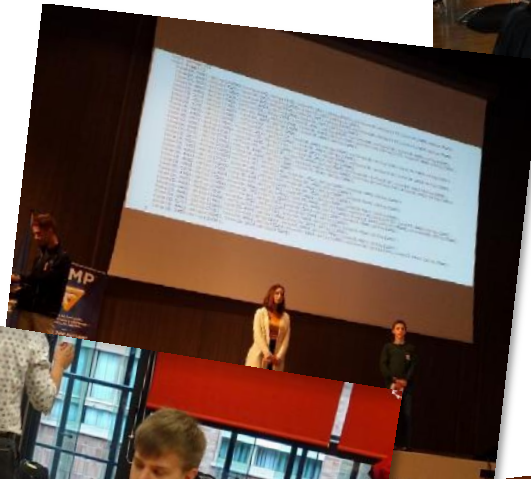




Activities

Kick off meeting in Riga (Latvia)
23.- 25.02.2016.

Conference in Gijon (Spain)
08.- 13.11.2016.



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Thank you for your attention!

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