

Student in the lead

*Project & Scrum based
education*

Gert van Hardeveld

Novembre 24th



*“Education is not the filling of a pail, but the lighting of a fire”
William Butler Yeats*

Learning for the test

Rapid changes (VUCA)

Chatgtp

Not meaningful

Low well being

Technology
poor

High drop-out rate

Low satisfaction

Boring learning environment

Little attention to soft skills

Not future proof

Low agility

Time for change

Inflexible curriculum

Rigid educational processes

Not very sustainable

Shallow learning

Profession mismatch

Low engagement

Focus on knowledge

To much workload/stress
(also for teachers)

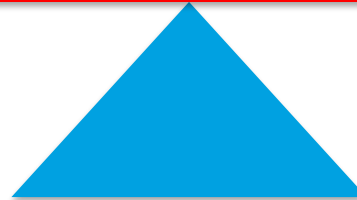


Our Purpose

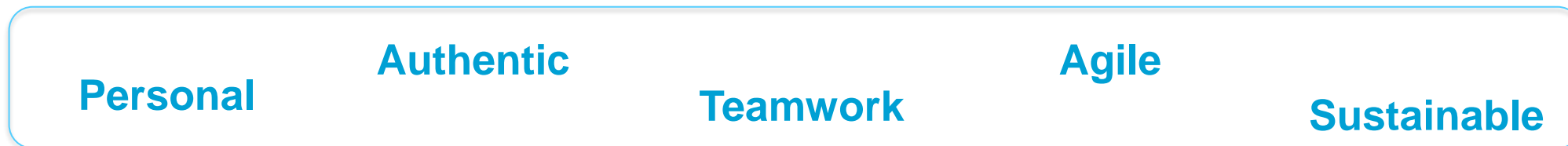
*Doing what is right
for the individual
development of the
student..*



*.. and do what is
good for our
environment
(people/planet)*



Core Values





**CLOUD
ENGINEER**

**BACK-END
DEVELOPER**

**FRONT-END
DEVELOPER**

**MICROSERVICES
ENGINEER**

**BLOCKCHAIN
ENGINEER**

**BLOCKCHAIN
SPECIALIST**

**DATA
SPECIALIST**

**USER EXPERIENCE
SPECIALIST**

**BUSINESS
CONSULTANT**



Intrinsic Motivation (Deci & Ryan)



Relatedness



Autonomy



Competence



Projectbased

First Year

- Student portfolio (Q1)
- Hairdresser (Q2)
- Pitched project (Q3 & Q4)

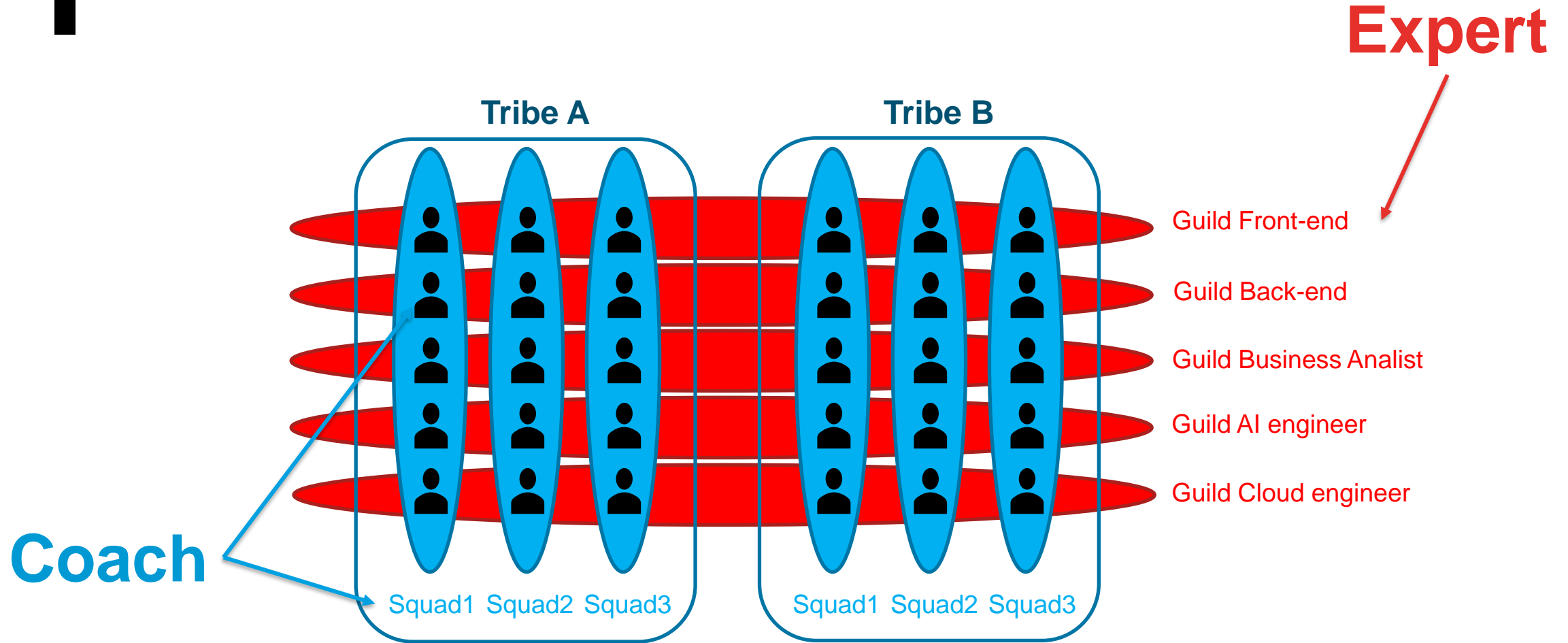
Second Year

- Working for clients

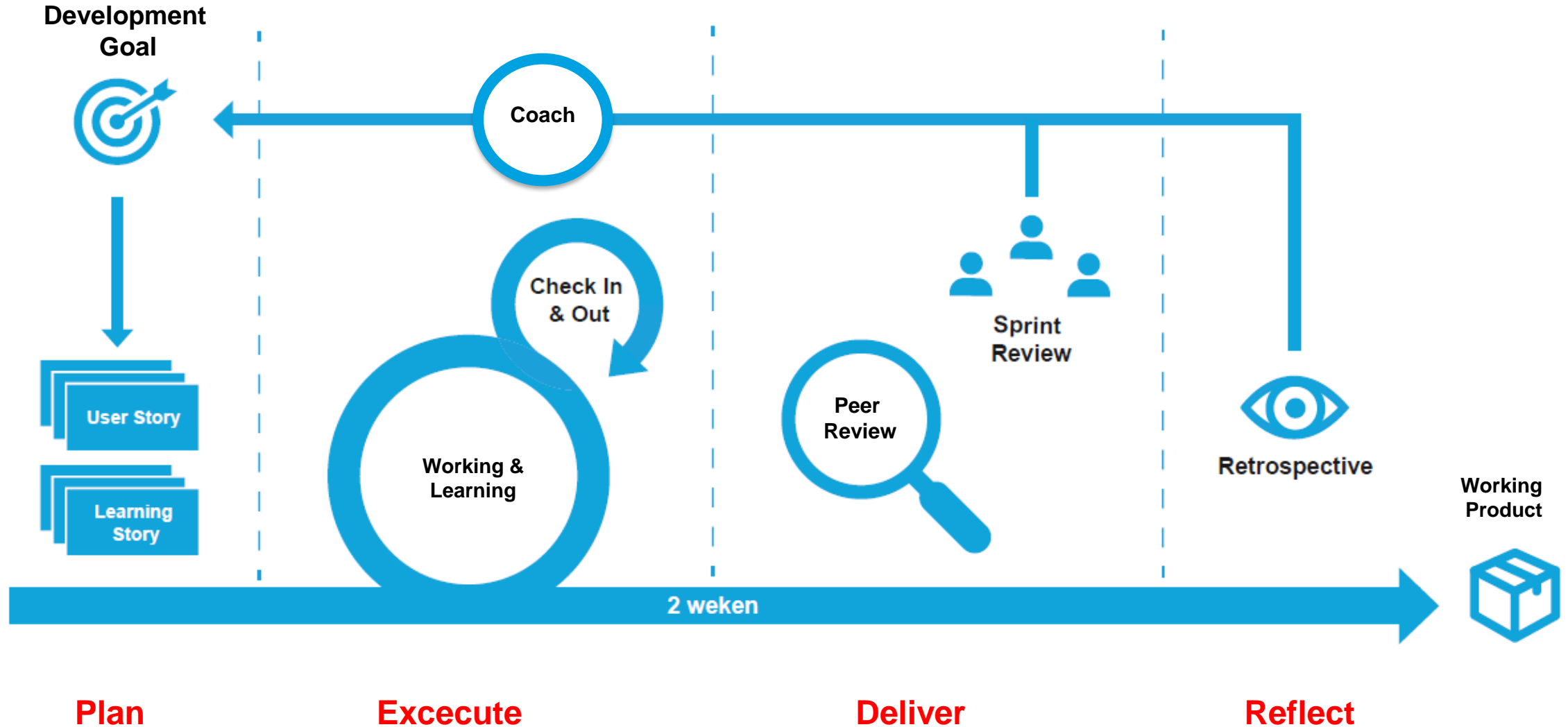
Third and fourth Year

- Workplace Learning
- Own projects
- Starting their own business

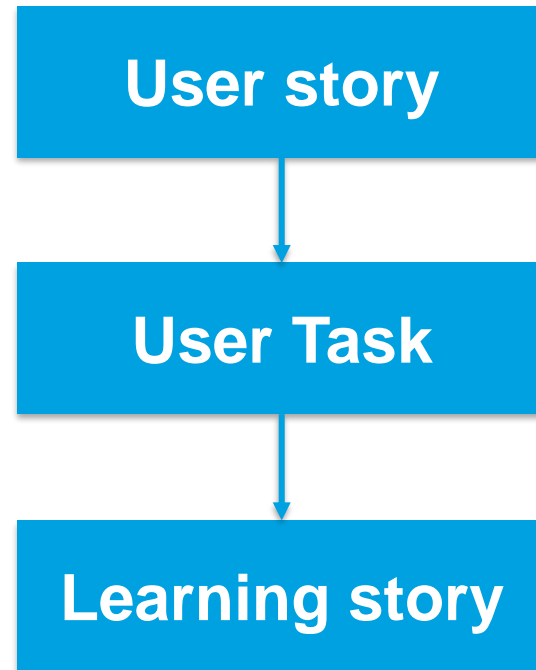
Collaboration, organization and teacher roles



Agile working and learning (SCRUM)



Define their own learning goals



As a customer, I want to check the availability of my hairdresser, **so that** I can make an appointment

As a front-end developer, I have to build a screen to show the availability of a hairdresser

As a student, I want to learn to code a HTML table, **so that** I can make an availability screen for a hairdresser





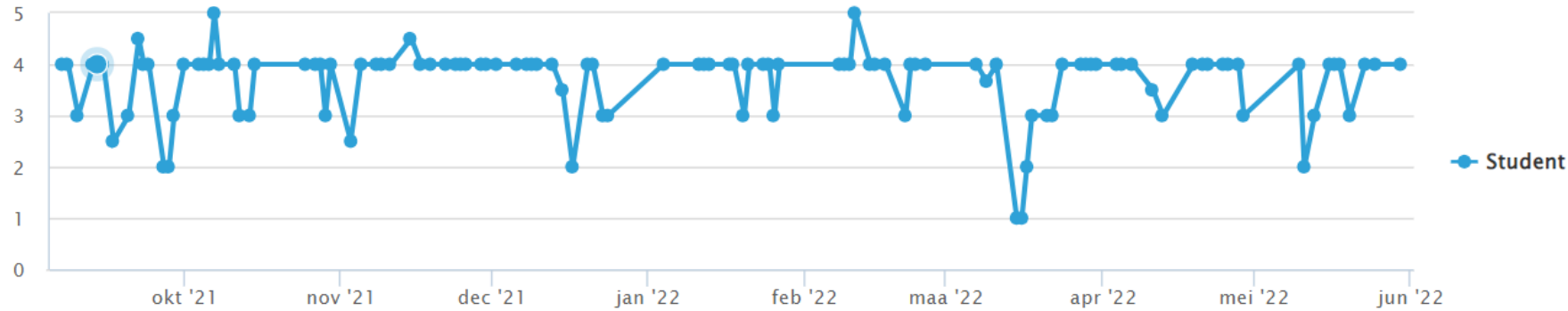
Check-in/check-out

1. How do you feel today?
2. Why do you feel this way?
3. What are you going to do?
4. Do you need help?

5. What have you done today?
6. What have you learned today?
7. How many hours did you work?

Check-in/check-out data

How do you feel today?



Datum	Hoe voel je je?	Waarom voel je je zo?	Wat ga je vandaag doen?	Welke hulpvragen heb je?	Wat heb je vandaag gedaan?	Wat heb je vandaag geleerd?	Gewerkte uren en minuten
30-05-2022	4 sterren	Voel me prima	Vandaag sprint review bij TBD. Daarna moet ik 's middags werken.	Geen hulpvragen	Sprint review bij TBD. 's Middags gewerkt.	Niet iets specifiek	8 : 30
25-05-2022	4 sterren	Voel me prima	Deze ochtend bij de eerstejaars. Voor de rest kijken wat nog nodig is voor de sprint review voor morgen en kennis die ik gister van Arno heb opgedaan, verwerken in een learning, misschien een kennisdeling over voorbereiden.	Geen hulpvragen.	's Ochtends bij de eerstejaars gezeten en langsgedaan bij alle teams, inclusief het SAH team. Daarnaast onderzoek gedaan naar overdrachtsplannen en mijn kennisdeling voor maandag nog goed doorgenomen. Ook nog pull requests aangemaakt, zodat alles klaar staat voor de sprint review.	Over de leercirkel van Kolb en het doel/de aandachtspunten van een workshop.	7 : 30
23-05-2022	4 sterren	Voel me prima.	Deze ochtend kijken of we de backend en de frontend aan elkaar	Geen hulpvragen.	's Ochtends product review nagekeken, planning met het team besproken en	Geleerd over "wat is gedoe" en dat gedoe alleen gedoe is als je het zelf	8 : 30

Skills development

LEF



Personal development
(Peers, Apprentices, Coaches & Experts)

Skills (based on Dublin descriptors)	
1	Acquire knowledge <i>Learning stories</i>
2	Create quality product <i>user stories</i>
3	Work creatively
4	Judge critically
5	Collaborate
6	Share message
7	Plan work
8	Be flexible
9	Act Proactively
10	Reflect

Product Reviews
(Peers, Apprentices Coaches & Experts)

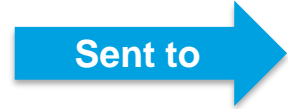
Product review

```

<!DOCTYPE html>
<html>
  <head>
    <title>My First Webpage</title>
  </head>
  <body>
    <h1>
      My First Webpage
    </h1>
    <p>This is a paragraph...</p>
  </body>
</html>

```

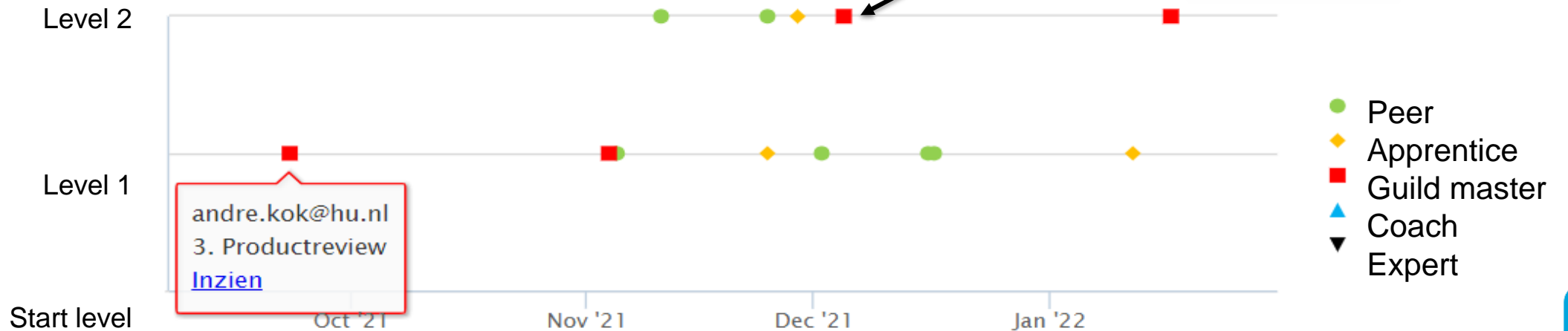
HTML Code Task



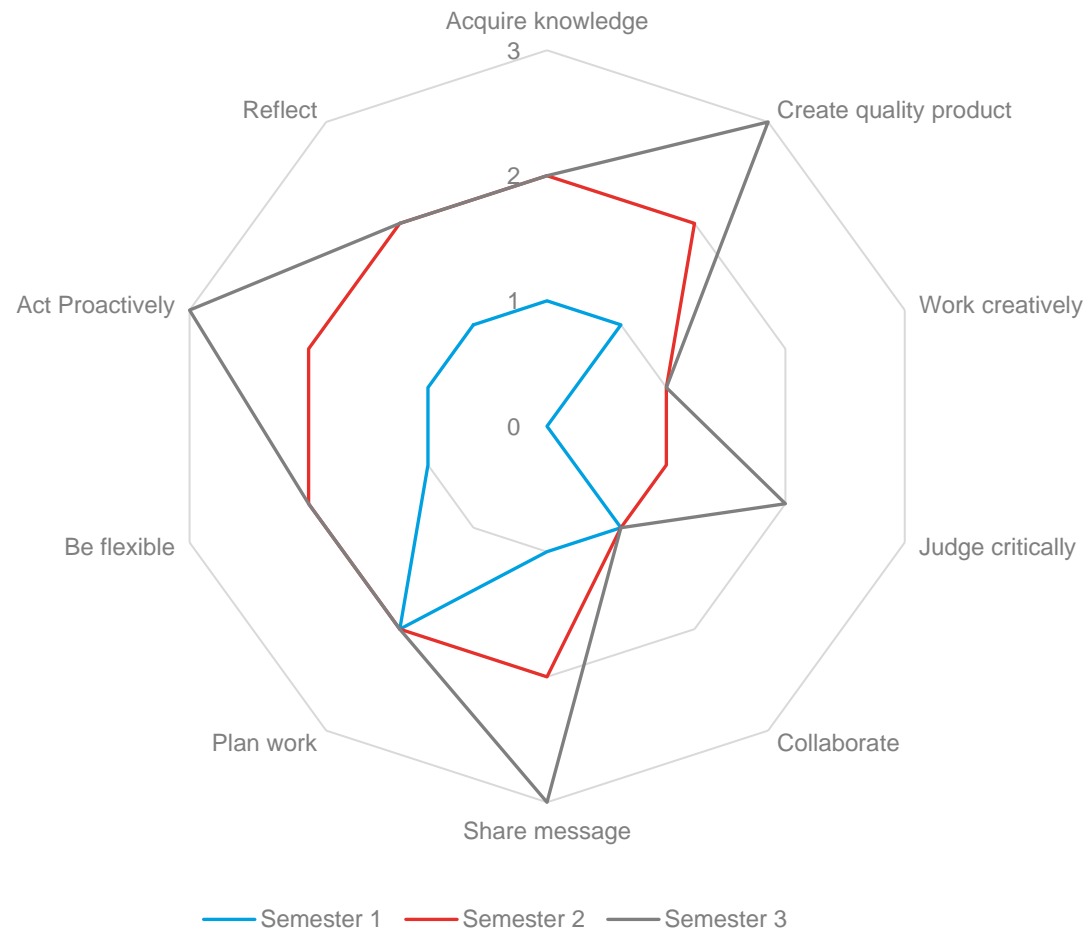
Peer
Apprentice
Guild master
Coach
Expert



Ten Learning Outcomes	
1	Acquire knowledge <i>Learning stories</i>
2	Create quality product <i>User stories</i>
	Work creatively



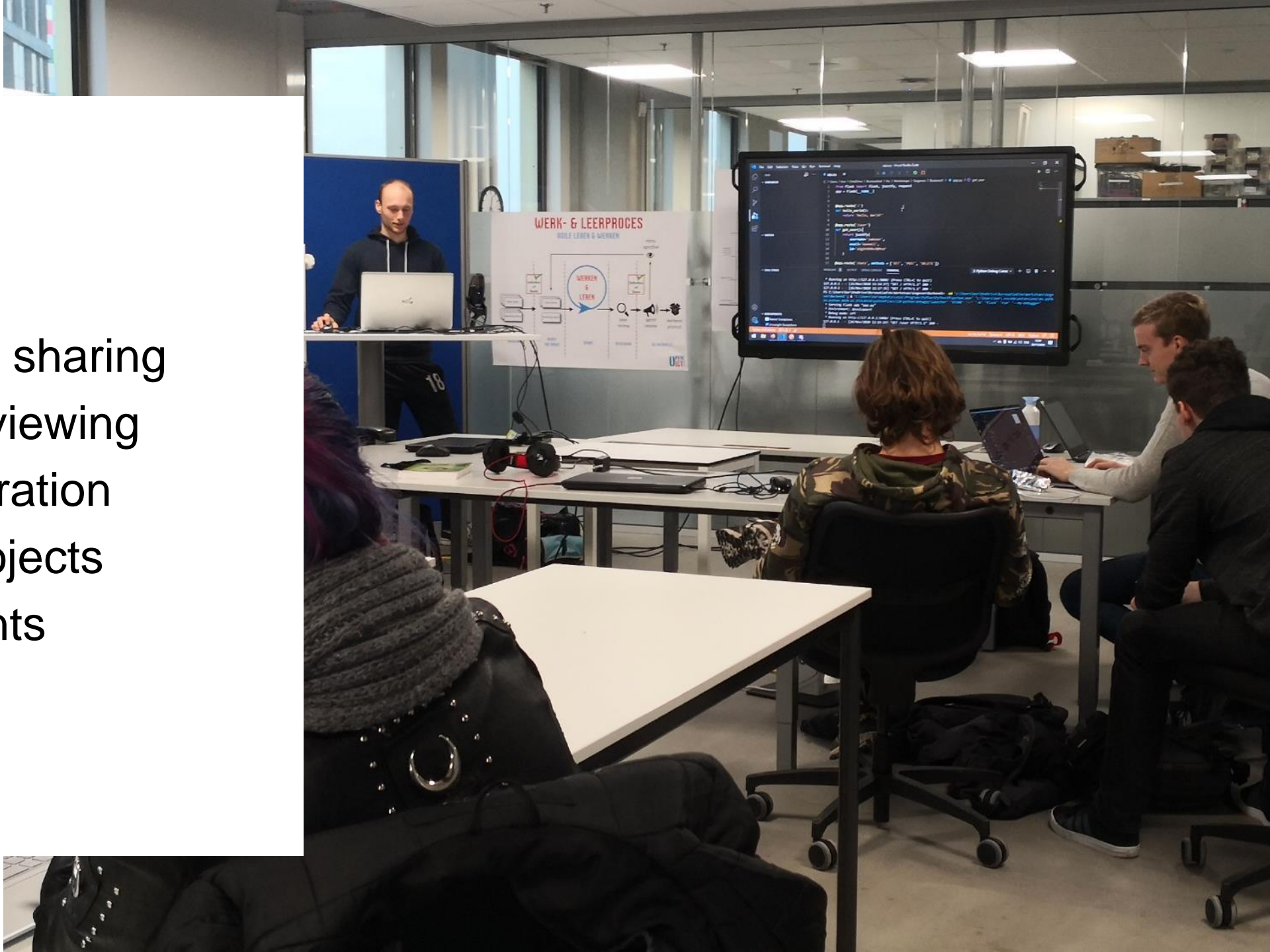
Assessment as Learning



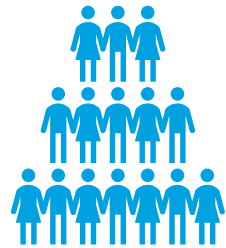
Skills	
1	Acquire knowledge <i>Learning stories</i>
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Guilds

- Knowledge sharing
- Product reviewing
- Content curation
- Smaller projects
- Social events

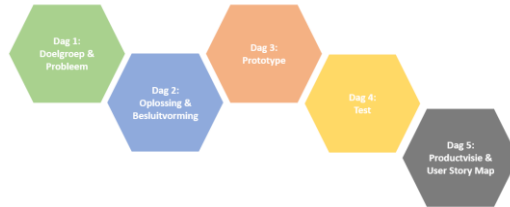


Semester-rithm



Team-building

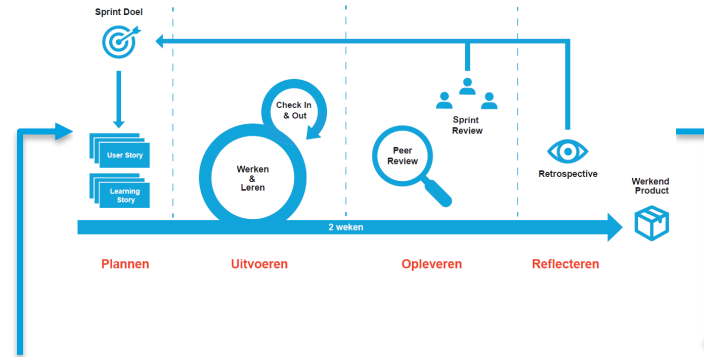
Design sprint



Build Sprint 1

Build Sprint 2

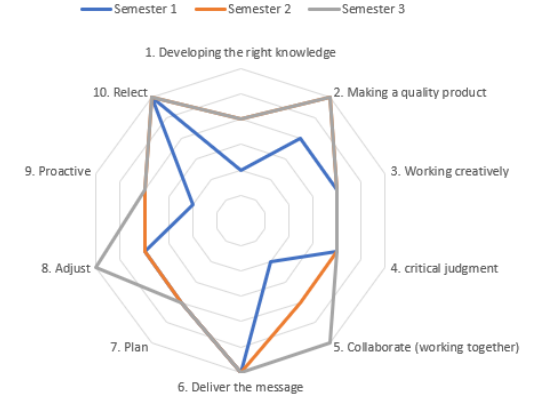
Build Sprint n



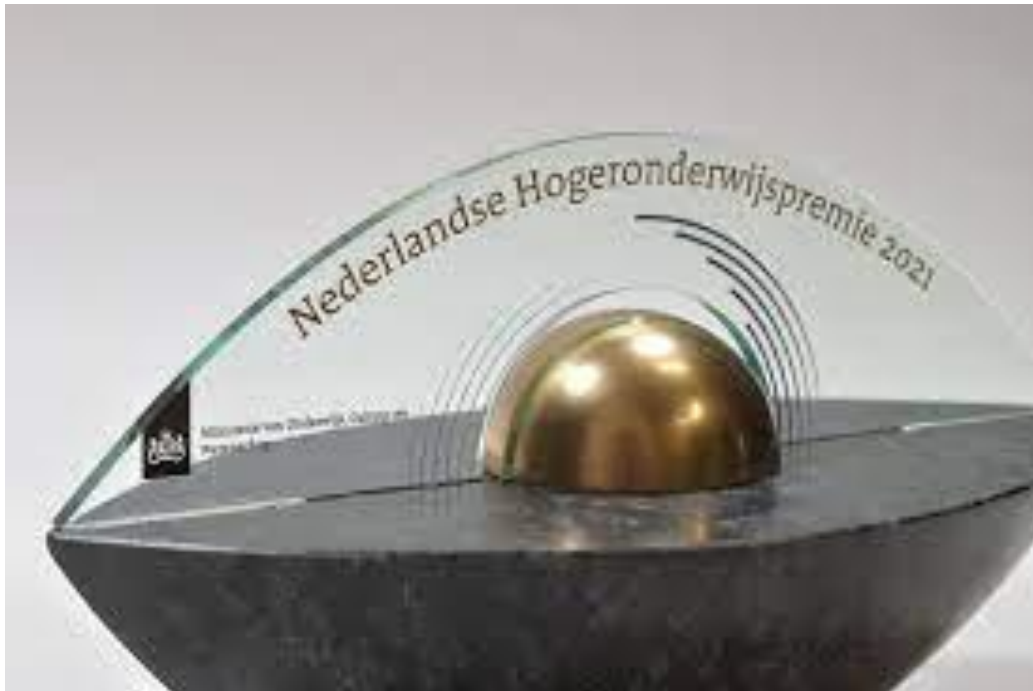
Public Presentation



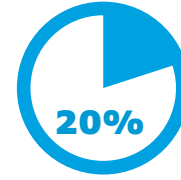
Evaluation



Resultaten



Dutch education award 2021



Low drop-out rate



High satisfaction



Connection workfield



Teachers work experience

Thank you

Slides



<https://husite.nl/open-ict/>

**“Tell me and I forget,
teach me and I may
remember, Involve me
and I learn”**

Benjamin Franklin