

O5 Raport

Kokkuvõte



LELLE2: Let's learn how to learn! – Õpime õppima! Gümnaasiumitaseme õpilaste õpioskuste parendamise projekt

Üldinfo ja taust

LELLE2 projekti toetab Euroopa Liidu Erasmus+ programm, projekti number 2018-1-HU01-KA201-047839. LELLE2 tugineb varasemale projektile Learn to Learn, Developing Higher Education through Innovative Inclusion of Learning Skills in University Curricula (LELLE) – Õppima õppimine, kõrghariduse arendamine õpioskuste uuendusliku kaasamise kaudu ülikoolide õppekavades.

Projekti tegevusprogramm viidi ellu koos partnerorganisatsioonidega neljast riigist – Eestist, Ungarist, Rumeeniast ja Slovakiast, neli partnerit esindasid üldhariduskoole, lisaks osalesid kaks riiklikku teadusasutust (Eszterházy Károly ülikool Ungarist, varasema nimetusega Oktatáskutató és Fejlesztő Intézet, ja Slovakkia riiklik pedagoogiline instituut, kellel on laialdane gümnaasiumide toetamise kogemus) ning peapartnerina Pannonia ülikool Ungarist, kellel on märkimisväärsed pädevuste arendamise kogemused. Partnerkoolide kaudu lisandub projekti praktilist kogemust ning laienevad osalejate erialased teadmised.

Projekti sihtgruppi kuuluvad gümnaasiumid, õpetajad ja õpilased Eestist, Ungarist, Rumeeniast ja Slovakiast. Läbi üldhariduskoolide on sihtgrupiks ka riiklikud ja regionaalsed tugiorganisatsioonid, kes saavad samuti projekti tulemusi kasutada.

LELLE2 projekti eesmärk on tõsta gümnaasiumihariduse efektiivsust, toetades kolme olulise õpioskuse arendamist:

- probleemide lahendamine,
- kriitiline mõtlemine,
- oma õpitee kujundamine.

Projekti otsene eesmärk on kindlustada, et koolilõpetajad omandavad need oskused enne kõrgharidustasemel õpingute jätkamist või tööle asumist.

LELLE2 projekti etapid:

- Parimate praktikate koondamine
- Abivahend gümnaasistide oskuste hindamiseks
- Koolitusmaterjal õpetajatele – How to teach how to learn? – Kuidas õpetada õppima õppimist?
- Uued õpioskusi arendavad õppemeetodid, mis sobituvad õppekavasse ja ainekavadesse
- Õpioskuste arendusportaali – GATEWAY loomine, kus esitletakse projekti tulemusi ja mis on õpioskuste arendamise meetodite jagamise keskkonnaks.

LELLE2 projekt kaasab tulemuste avaldamise ja levitamise ka teisi haridusorganisatsioone ja sidusrühmi, luues omavahel pikaajalisi partnerlussuhteid. Eesmärgiks on elukestva õppe edendamine kaasaegsete õppemeetodite väljatöötamise kaudu, mis inspireerib sarnastel eesmärkidel koostööd jätkama.

Projekti etapp LELLE2 O5

European Learning Skills Development Portal – GATEWAY – Euroopa õpioskuste arendamise portaal GATEWAY

Projekti viies intellektuaalne väljund on GATEWAY-nimeline portaal, mille arendasid välja Ungari Eszterházy Károly ülikooli informaatikainstituudi tarkvaraarenduse töötajad.

GATEWAY eesmärk on luua avatud ligipääsuga pedagoogiline tööriist kolme õpioskuse arendusmeetodite tundmaõppimiseks – probleemide lahendamine, kriitiline mõtlemine ja oma õpitee kujundamine.

Portaali arendamise käigus võtsid partnerid arvesse soovi luua arusaadav ja kasutajasõbralik keskkond, mida oleks lihtne kasutada nii projektis osalevatel õpetajatel kui ka mitteosalejatel. GATEWAY portaali saavad kasutada ka õpilased, kes soovivad oma õpioskusi arendada.

GATEWAY on teadmiste jagamise portaal ja toimib teadmuskogukonnana. Portaali lisaväärtuseks on asjaolu, et see pakub paindlikkust kõigile õpetajatele, kes soovivad õpioskuste arendamise meetodid katsetada, kuna need ei vaja õppekavaga sidustamist. Kui õpetajad laadivad üles uusi õppemeetodeid, suhtlevad ja arutlevad nad portaali külastajatega ning vahetavad ideid ja kogemusi õpioskuste arendamiseks.

LELLE2 GATEWAY tutvustus

GATEWAY portaal on kättesaadav aadressil <https://lelle2.eu>.

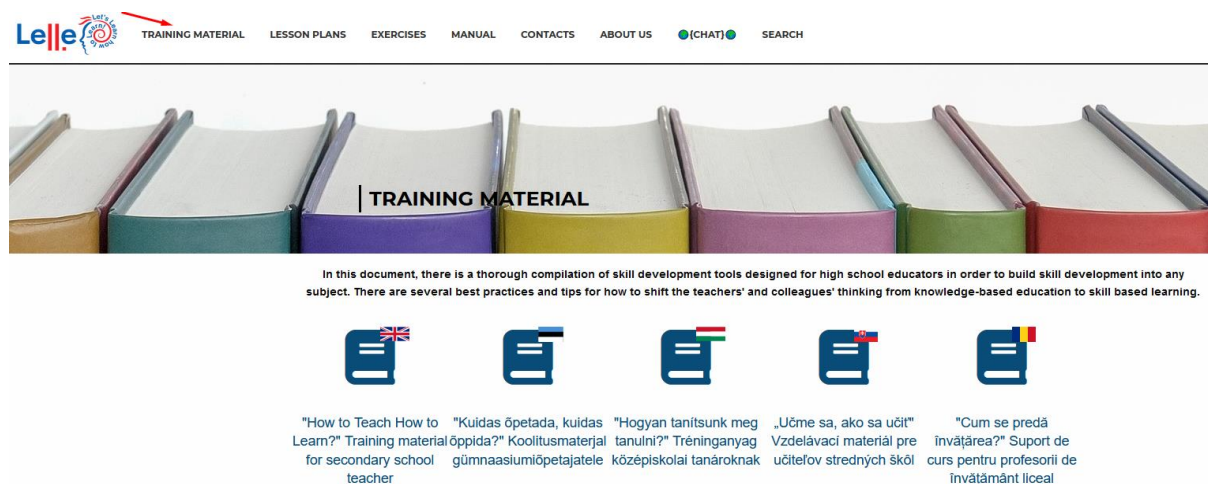
Portaal sisaldab erialaseid dokumente ja teisi pedagoogilisi tooteid, mis on projekti raames loodud: koolitusmaterjalid, tunnikavad, ülesanded.

Projektis osalenud õpetajad on portaali sisu üles laadinud viies keeles: ungari, inglise, slovaki, eesti ja rumeenia keeles.

Portaalis on kaks osa: avalik ja mitteavalik. Avaliku vaate menüü ja heakskiidetud sisu on kasutajatele kättesaadav ilma sisse logimata, mitteavalikku osa vahendeid ja sisu kasutavad ainult projektis osalenud partnerid, administraatorid ja muutmisõigusega töötajad.

Koolitusmaterjali menüü:






Koolitusmaterjal on nutiraamatu formaadis ning kättesaadav inglise, ungari, slovaki, rumeenia ja eesti keeles.



Lelle2 TRAINING MATERIAL LESSON PLANS EXERCISES MANUAL CONTACTS ABOUT US (CHAT) SEARCH

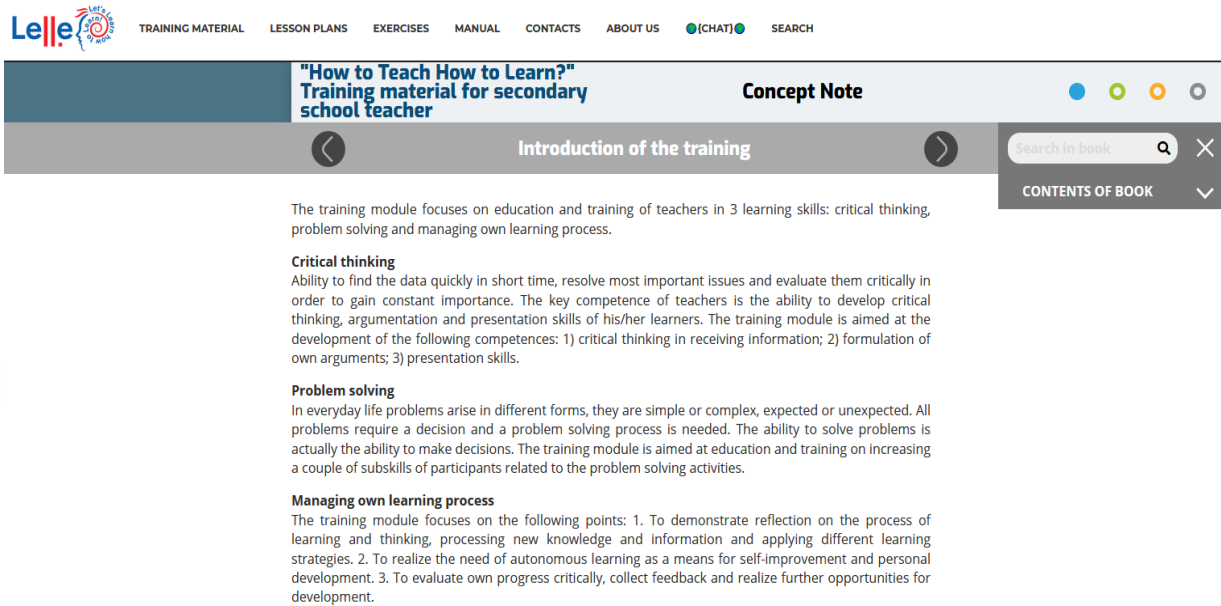
TRAINING MATERIAL

In this document, there is a thorough compilation of skill development tools designed for high school educators in order to build skill development into any subject. There are several best practices and tips for how to shift the teachers' and colleagues' thinking from knowledge-based education to skill based learning.

"How to Teach How to Learn?" Training material for secondary school teacher	"Kuidas õpetada, kuidas õppida?" Koolitusmaterjal gümnaasiumiõpetajatele	"Hogyan tanítsunk meg tanulni?" Tréninganyag középiskolai tanároknak	„Učme sa, ako sa učít“ Vzdělávací materiál pre učiteľov stredných škôl	"Cum se predă învățarea?" Suport de curs pentru profesorii de învățământ liceal
---	--	--	--	---

Nutiraamatu saavad luua toimetajaõigustega kasutajad. Igal raamatul on oma stiil, värvivalik ning päis ja jalus. Raamatu sisus saab liikuda ka otsingufunktsiooniga. Raamatu sisukord avaneb paremal.



"How to Teach How to Learn?" Training material for secondary school teacher Concept Note

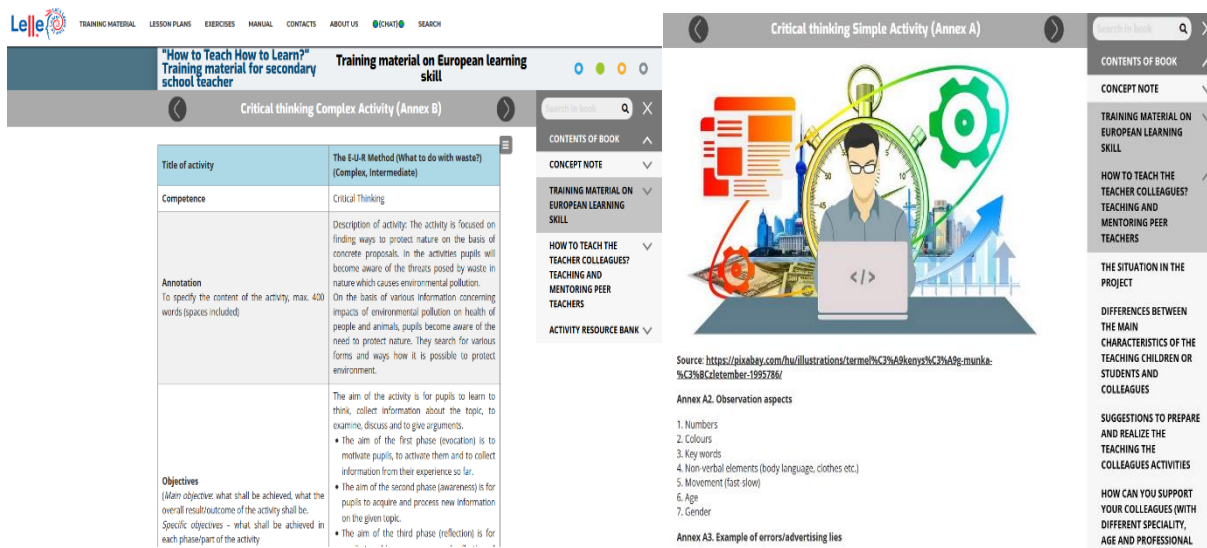
Introduction of the training

The training module focuses on education and training of teachers in 3 learning skills: critical thinking, problem solving and managing own learning process.

Critical thinking
Ability to find the data quickly in short time, resolve most important issues and evaluate them critically in order to gain constant importance. The key competence of teachers is the ability to develop critical thinking, argumentation and presentation skills of his/her learners. The training module is aimed at the development of the following competences: 1) critical thinking in receiving information; 2) formulation of own arguments; 3) presentation skills.

Problem solving
In everyday life problems arise in different forms, they are simple or complex, expected or unexpected. All problems require a decision and a problem solving process is needed. The ability to solve problems is actually the ability to make decisions. The training module is aimed at education and training on increasing a couple of subskills of participants related to the problem solving activities.

Managing own learning process
The training module focuses on the following points: 1. To demonstrate reflection on the process of learning and thinking, processing new knowledge and information and applying different learning strategies. 2. To realize the need of autonomous learning as a means for self-improvement and personal development. 3. To evaluate own progress critically, collect feedback and realize further opportunities for development.




"How to Teach How to Learn?" Training material for secondary school teacher Training material on European learning skill

Critical thinking Complex Activity (Annex B)

Title of activity	The 6-U-R Method (What to do with waste?) (Complex, Intermediate)
Competence	Critical Thinking
Description of activity	Description of activity: The activity is focused on finding ways to protect nature on the basis of concrete proposals. In the activities pupils will become aware of the threats posed by waste in nature which causes environmental pollution. On the basis of various information concerning impacts of environmental pollution on health of people and animals, pupils become aware of the need to protect nature. They search for various forms and ways how it is possible to protect environment.
Annotation	To specify the content of the activity, max. 400 words (spaces included).
Objectives	The aim of the activity is for pupils to learn to think, collect information about the topic, to examine, discuss and to give arguments. <ul style="list-style-type: none"> The aim of the first phase (evocative) is to motivate pupils, to activate them and to collect information from their experience so far. The aim of the second phase (awareness) is for pupils to acquire and process new information on the given topic. The aim of the third phase (reflection) is for

Critical thinking Simple Activity (Annex A)



Source: <https://pixabay.com/hu/illustrations/termel%C3%A9kenys%C3%A9-munk%C3%A9-Csletember-1995286/>

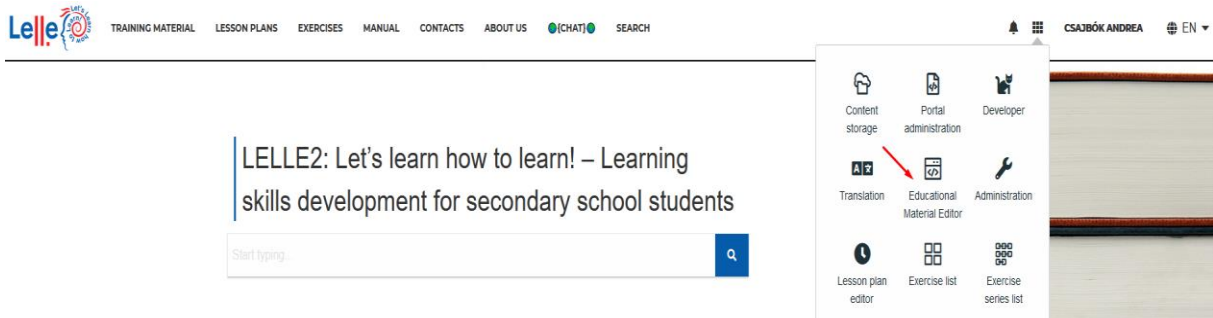
Annex A2. Observation aspects

1. Numbers
2. Colours
3. Key words
4. Non-verbal elements (body language, clothes etc.)
5. Movement (fast/slow)
6. Age
7. Gender

Annex A3. Example of errors/advertising lies

Õppematerjali redaktor:

Nutiraamatu loomiseks tuleb kasutada töövahendit – õppematerjali redaktor (Educational Material Editor).



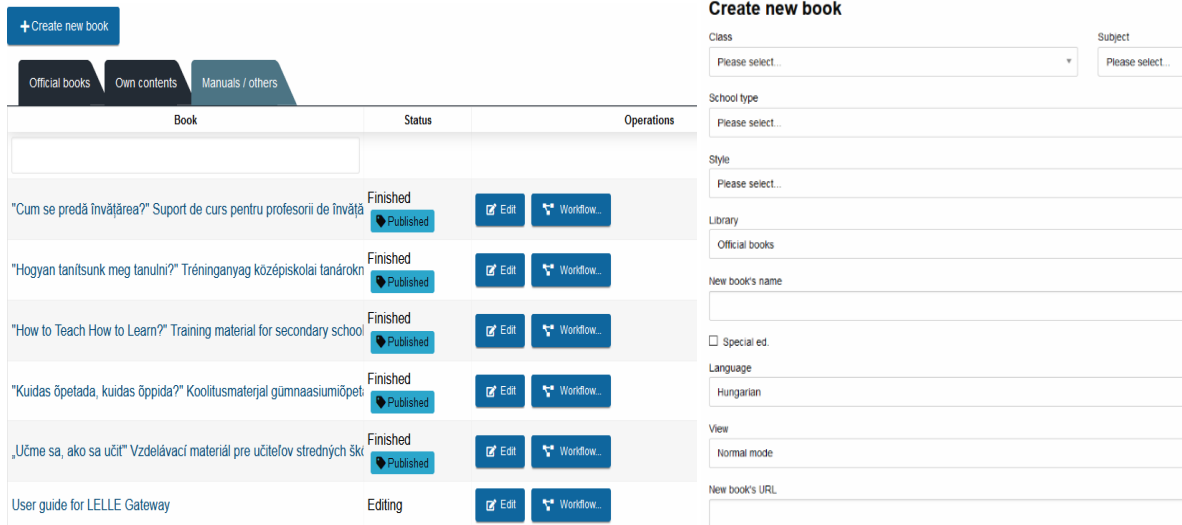
LELLE2: Let's learn how to learn! – Learning skills development for secondary school students

Start typing. [Search]

- Content storage
- Portal administration
- Developer
- Translation
- Educational Material Editor
- Administration
- Lesson plan editor
- Exercise list
- Exercise series list

Uue nutiraamatu loomine:

Raamatu loomiseks on vaja esitada järgmine teave: klass, õppeaine, koolitüüp, raamatukogu, uue raamatu nimetus, keel, URL.



Book	Status	Operations
"Cum se predă învățarea?" Suport de curs pentru profesorii de învăță	Finished Published	Edit Workflow...
"Hogyan tanítsunk meg tanulni?" Tréninganyag középiskolai tanárokn	Finished Published	Edit Workflow...
"How to Teach How to Learn?" Training material for secondary school	Finished Published	Edit Workflow...
"Kuidas õpetada, kuidas õppida?" Koolitusmaterjalal gümnaasiumiõpet	Finished Published	Edit Workflow...
„Učme sa, ako sa učít“ Vzdělávací materiál pre učiteľov stredných šk	Finished Published	Edit Workflow...
User guide for LELLE Gateway	Editing	Edit Workflow...

Create new book

Class:

Subject:

School type:

Style:

Library:

New book's name:

Special ed.

Language:

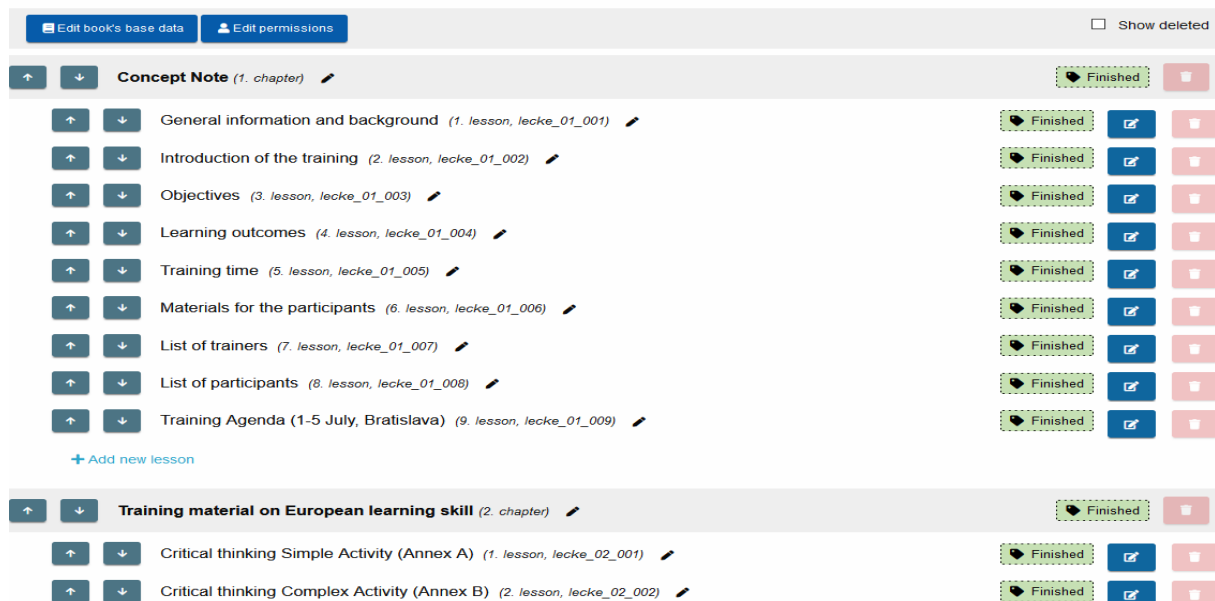
View:

New book's URL:

Peatükkide ja õppetundide loomine:

Raamatusse saab luua peatükke ja õppetunde. Saab muuta peatükkide ja tundide nimetust ning nende järjestust.

BOOK LIST / "HOW TO TEACH HOW TO LEARN?" TRAINING MATERIAL FOR SECONDARY SCHOOL TEACHER

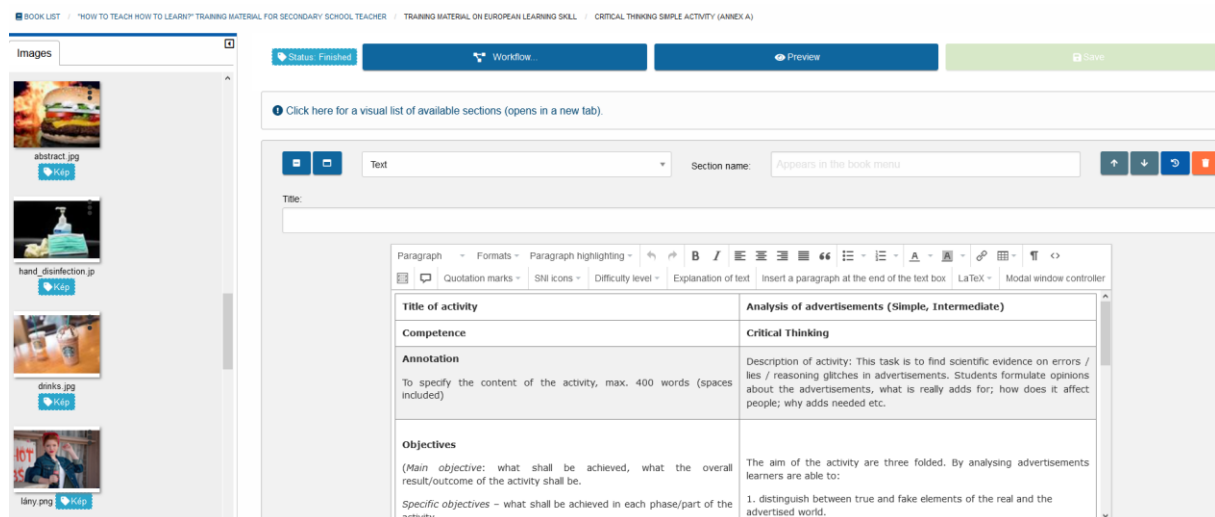


The screenshot shows the book editor interface. At the top, there are buttons for "Edit book's base data" and "Edit permissions", and a "Show deleted" checkbox. Below this, the book structure is displayed as a list of chapters and lessons. Each item has a "Finished" status indicator and a trash icon. The chapters are:

- Concept Note (1. chapter)**
 - General information and background (1. lesson, lecke_01_001)
 - Introduction of the training (2. lesson, lecke_01_002)
 - Objectives (3. lesson, lecke_01_003)
 - Learning outcomes (4. lesson, lecke_01_004)
 - Training time (5. lesson, lecke_01_005)
 - Materials for the participants (6. lesson, lecke_01_006)
 - List of trainers (7. lesson, lecke_01_007)
 - List of participants (8. lesson, lecke_01_008)
 - Training Agenda (1-5 July, Bratislava) (9. lesson, lecke_01_009)
- Training material on European learning skill (2. chapter)**
 - Critical thinking Simple Activity (Annex A) (1. lesson, lecke_02_001)
 - Critical thinking Complex Activity (Annex B) (2. lesson, lecke_02_002)

At the bottom of the first chapter, there is a "+ Add new lesson" button.

Iga õppetund sisaldab jaotisi, et saaks hõlpsalt raamatu sisu hallata. Kõik peamised vormindamisvalikud on saadaval HTML-põhises redaktoris (nt fondi ja taustavärv, kursiiv, paks font, URLi kleepimine jm). Süsteemi saab lisada ka pilte.

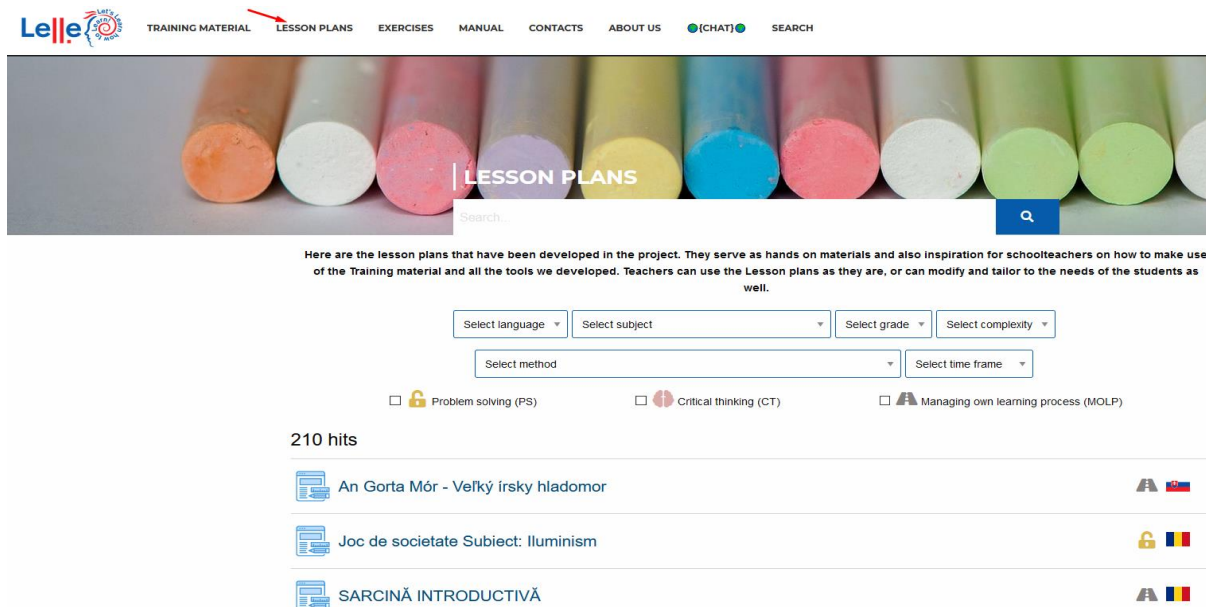


The screenshot shows the content editor for a lesson. At the top, there are buttons for "Status: Finished", "Workflow", "Preview", and "Save". Below this, there is a message: "Click here for a visual list of available sections (opens in a new tab)". The editor has a "Text" input field and a "Section name" dropdown menu. The main content area is a rich text editor with various formatting options. The content is structured as follows:

Title of activity	Analysis of advertisements (Simple, Intermediate)
Competence	Critical Thinking
Annotation To specify the content of the activity, max. 400 words (spaces included)	Description of activity: This task is to find scientific evidence on errors / lies / reasoning glitches in advertisements. Students formulate opinions about the advertisements, what is really adds for; how does it affect people; why adds needed etc.
Objectives (Main objective: what shall be achieved, what the overall result/outcome of the activity shall be. Specific objectives - what shall be achieved in each phase/part of the activity.	The aim of the activity are three folded. By analysing advertisements learners are able to: 1. distinguish between true and fake elements of the real and the advertised world.

On the left side, there is an "Images" panel with a list of image thumbnails: abstract.jpg, hand_disinfection.jpg, drinks.jpg, and läny.png. Each image has a "Keep" button.

Tunnikavade menüü:

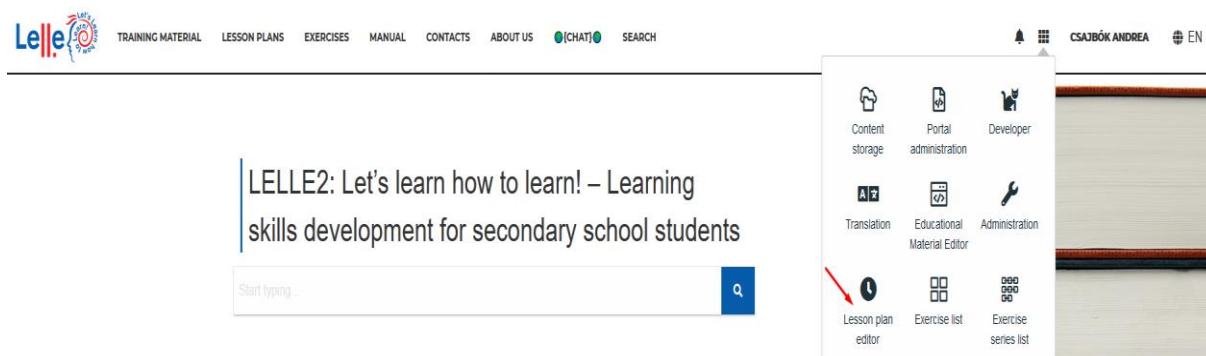


The screenshot shows the 'Lesson Plans' section of the LELLE2 website. At the top, there is a navigation bar with links for TRAINING MATERIAL, LESSON PLANS (highlighted with a red arrow), EXERCISES, MANUAL, CONTACTS, ABOUT US, [CHAT], and SEARCH. Below the navigation bar is a banner image of colorful chalk sticks with the text 'LESSON PLANS' and a search input field. A descriptive paragraph states: 'Here are the lesson plans that have been developed in the project. They serve as hands on materials and also inspiration for schoolteachers on how to make use of the Training material and all the tools we developed. Teachers can use the Lesson plans as they are, or can modify and tailor to the needs of the students as well.' Below this are several filter options: 'Select language', 'Select subject', 'Select grade', 'Select complexity', 'Select method', and 'Select time frame'. There are also checkboxes for 'Problem solving (PS)', 'Critical thinking (CT)', and 'Managing own learning process (MOLP)'. The results section shows '210 hits' and lists three items: 'An Gorta Mór - Velký irský hladomor', 'Joc de societate Subject: Iluminism', and 'SARCINĂ INTRODUCIVĂ', each with a document icon and a flag icon.

Tunnikavade loendis saab kavasid vaadata ja tulemusloendit filtreerida. Kasutusel on järgmised otsinguvõimalused: keel, õppeaine, klass, keerukuse aste, meetod, ajaraamistik, probleemide lahendamine, kriitiline mõtlemine ja oma õpitee kujundamine.

Tunnikavade redaktor:

Tunnikavade loomiseks tuleb kasutada tunnikava redaktorit.



The screenshot shows the 'Lesson Plan Editor' interface. At the top, there is a navigation bar with links for TRAINING MATERIAL, LESSON PLANS, EXERCISES, MANUAL, CONTACTS, ABOUT US, [CHAT], and SEARCH. Below the navigation bar is a header with the text 'LELLE2: Let's learn how to learn! – Learning skills development for secondary school students' and a search input field. On the right side, there is a user profile for 'CSABÓK ANDREA' and a language dropdown set to 'EN'. A sidebar menu is open, showing various icons and labels: 'Content storage', 'Portal administration', 'Developer', 'Translation', 'Educational Material Editor', 'Administration', 'Lesson plan editor' (highlighted with a red arrow), 'Exercise list', and 'Exercise series list'.

Loodud tunnikavasid saab vaadata, muuta ja kustutada. Tunni ülevaate redaktori moodulis saab luua ja üles laadida kokkuvõtte viies keeles: ungari, inglise, slovaki, eesti ja rumeenia keeles.



[+ Add new lesson plan](#)

210 found

Title	Creation date	Language	Subjects	Status	Operation
		All			
Helyünk a világegyetemen	2021. 04. 01. 15:34	Hungarian	Földrajz	Editing	✎ ✖
Vita	2021. 04. 01. 15:33	Hungarian	irodalom : Torténelem	Editing	✎ ✖
Skladačková technika učenia s	2021. 01. 05. 18:16	Slovak	Historia : Materský jazyk	Editing	✎
Profil personal SWOT	2020. 12. 17. 10:17	Romanian	Literatură : Arte vizuale : Istorie	Finished	✎
Dezbatere	2020. 12. 17. 10:15	Romanian	Literatură : Arte vizuale : Limba modernă	Finished	✎
Analiza problemelor prin intern	2020. 12. 17. 10:13	Romanian	Limba modernă	Editing	✎
Dimensiunea amprentei noastre	2020. 12. 17. 10:09	Romanian	Biologie	Editing	✎
Ce știm despre ciuperci?	2020. 12. 17. 10:06	Romanian	Biologie	Editing	✎
Joc de societate Subiect: Ilumi	2020. 12. 17. 10:04	Romanian	Literatură : Istorie	Editing	✎
Predarea colocajilor prin metc	2020. 12. 17. 10:02	Romanian	Literatură : Limba modernă : Istorie	Editing	✎

[← Previous](#)
Page 1 / 21
 10 row
 [Next →](#)

Tunnikava loomine:

Tunni kokkuvõtte loomiseks tuleb esitada järgmine teave: pealkiri, arendatav pädevus, ülesande keerukuse aste, õppeaine, klass, läbiviimise meetod, ajaraamistik.

[≡ Back to the lesson plan list](#)

[Hungarian](#)
[English](#)
[Italian](#)
[Slovak](#)
[Estonian](#)
[Romanian](#)

General data

Title:

Learning competence to be developed:

Please select...

Learning competence to be developed (unique, optional):

Complexity of the tasks:

Please select...

Subjects:

Please select...

Year:

Please select...

Method:

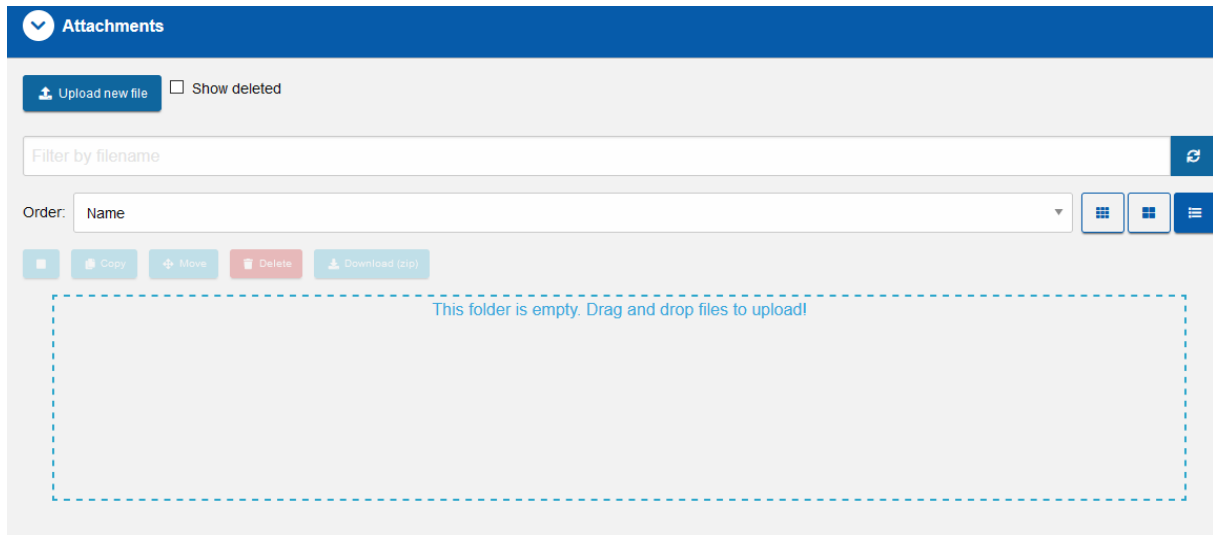
Please select...

Time frame:

Please select...

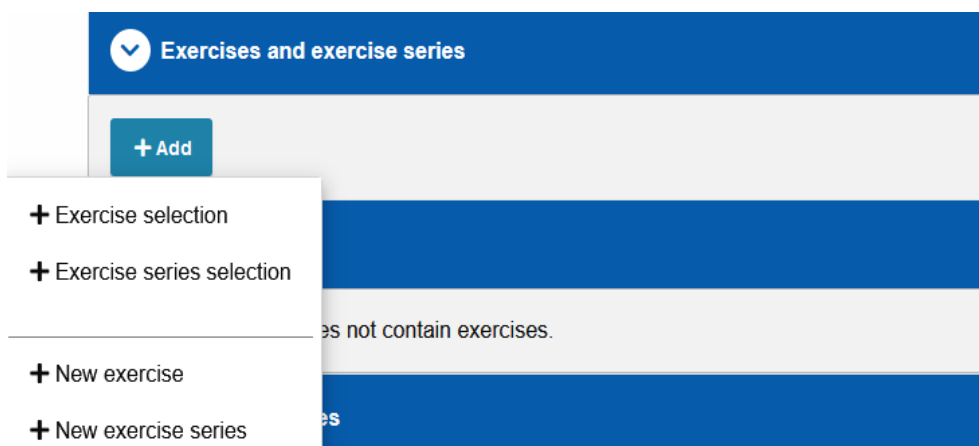
Manuste lisamine:

Võimalik on lisada faile (pildid, dokumendid jne). Üles laaditud manuseid saab otsida või sorteerida nimetuse või loomisaja järgi.



Ülesannete ja ülesannete seeria valimine:

Selles sektsioonis saab valida ja lisada ülesandeid või ülesannete seeriaid, mida kuvatakse süsteemis oleva 25 ülesandetüübi hulgast.



Võtmesõnad:

Categorize

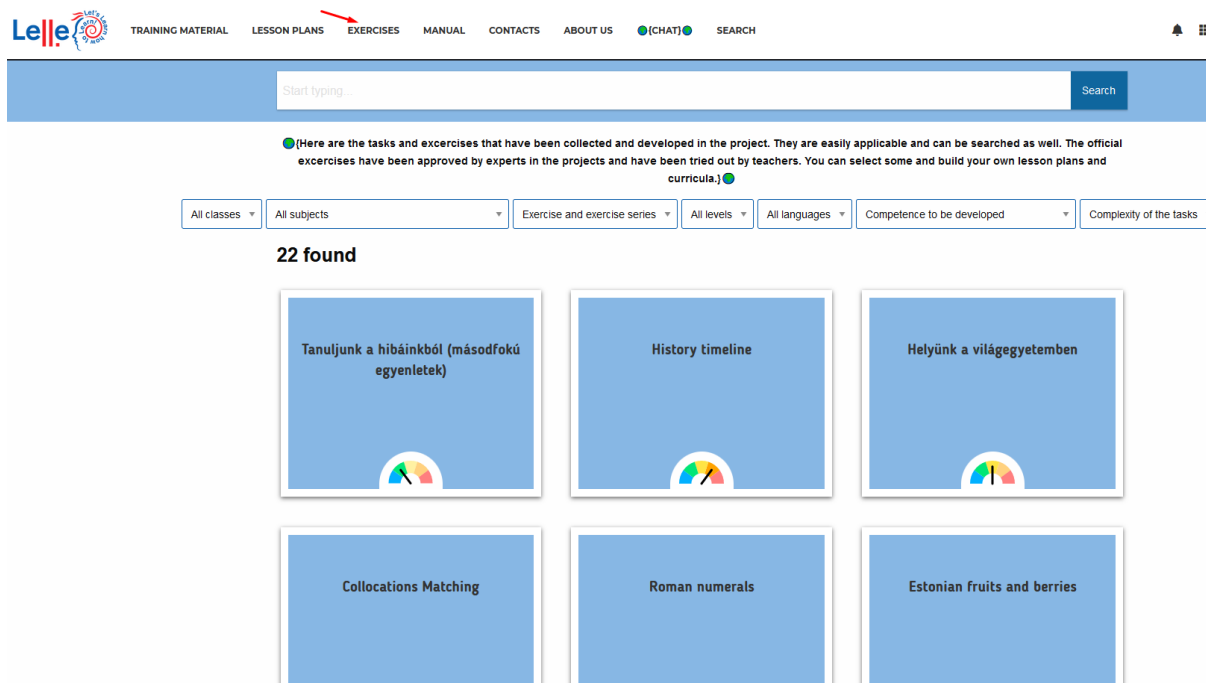
Keywords: *

Metadata:

There are no metadata categories assigned to this data type.

Võtmesõna või otsingusõna on teatud sisu tuvastav sõna või fraas. Antud märksõnad sisestatakse otsingumootorisse ja kasutajad saavad neid otsida.

Ülesannete menüü:

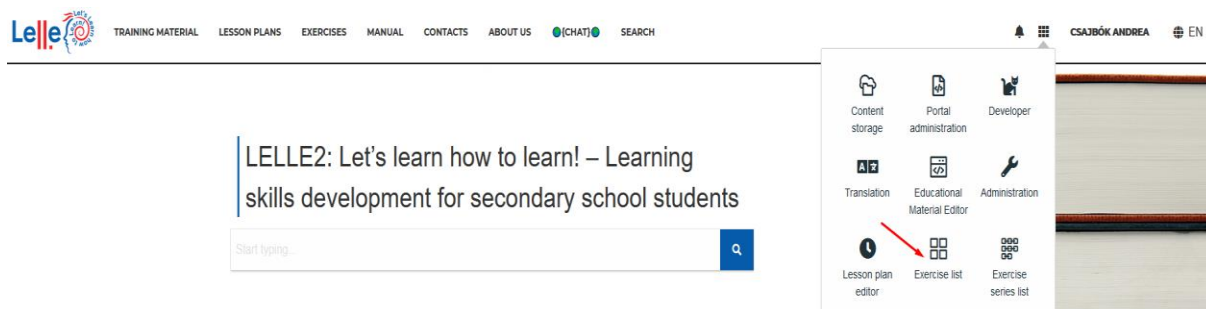


The screenshot shows the Lelle website's navigation menu with 'EXERCISES' highlighted. Below the menu is a search bar with the placeholder text 'Start typing...' and a 'Search' button. A message states: '(Here are the tasks and exercises that have been collected and developed in the project. They are easily applicable and can be searched as well. The official exercises have been approved by experts in the projects and have been tried out by teachers. You can select some and build your own lesson plans and curricula.)'. Below this are several filter dropdowns: 'All classes', 'All subjects', 'Exercise and exercise series', 'All levels', 'All languages', 'Competence to be developed', and 'Complexity of the tasks'. The results section shows '22 found' and displays six exercise cards: 'Tanuljunk a hibáinkból (másodfokú egyenletek)', 'History timeline', 'Helyünk a világegyetemen', 'Collocations Matching', 'Roman numerals', and 'Estonian fruits and berries'.

Ülesannete nimekiri sisaldab kõiki süsteemis olevaid ülesandeid. Tulemuste loendis saab ülesandeid vaadata ja filtreerida.

Ülesannete redaktor:

Ülesannete loomiseks tuleb kasutada ülesannete redaktorit.



Ülesande loomise aluseks on võimalik valida järgmised tüübid:

Valikvastustega ülesanded:

- Välistamine
- Valikvastusega test
- Ühenda paarid (lohist ja aseta)
- Ühenda paarid (test)
- Ühenda parid (joonega ühendamine)
- Vältkuli

Organiseerimisülesanded:

- Korrasta
- Lünktest (lohist ja aseta)
- Lünktest (rippmenüü)
- Sorteerimine
- Sudoku
- Järjesta numbrid
- Tabel (lohist ja aseta)
- Tähise paigutamine
- Kaardiülesanne

Tekstiülesanded:

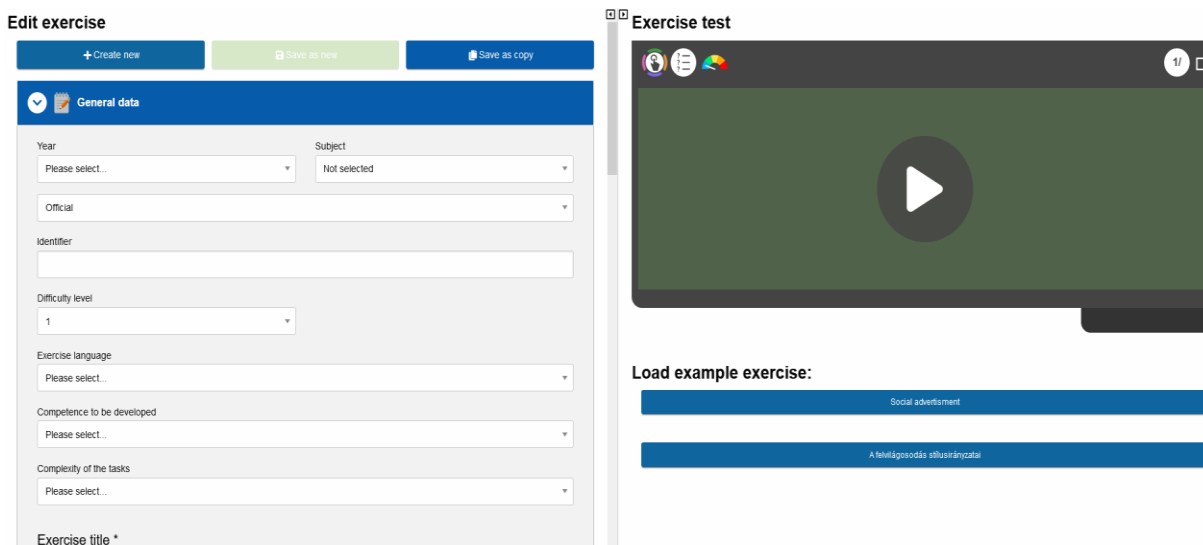
- Ristsõna
- Lausete liitmine (avatud tekst)
- Avatud vastusega küsimused
- Numbrite püramiid
- Teksti asendamine
- Tabel (avatud tekst)

Mängud:

- Joonistamine
- Pusle
- Memoriin
- Sõnasegadik
- Universaalne ülesandemootor

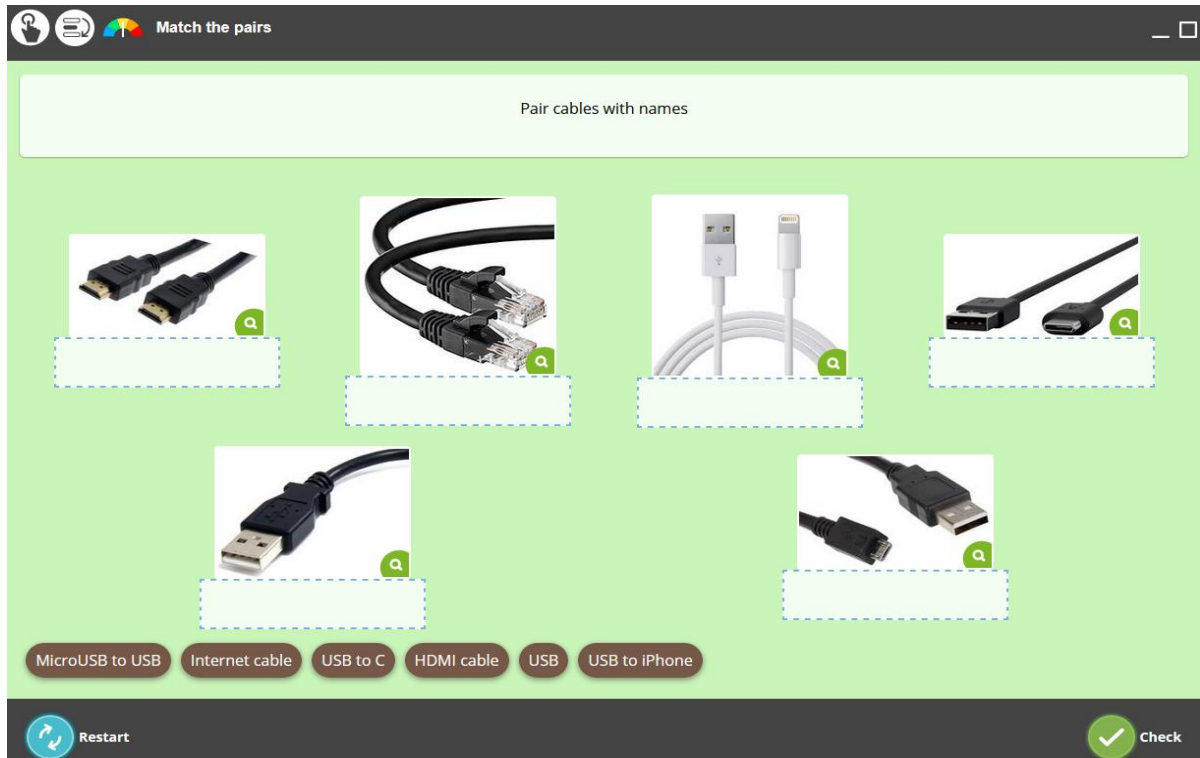
Ülesannete filter:

Ülesande täitmise liides võimaldab koostajal sobiva ülesandemootori valimise järel esitada ülesande kohta üldist teavet (nt ülesande nimetus, kirjeldus, võtmesõnad jne) ning seejärel elemendid, mida saab iga ülesandemootori jaoks konkreetselt määratleda (küsimus, vastus jne).



The image shows two screenshots from a digital learning platform. The left screenshot, titled 'Edit exercise', displays a form for configuring an exercise. It includes fields for 'Year', 'Subject', 'Official', 'Identifier', 'Difficulty level' (set to 1), 'Exercise language', 'Competence to be developed', 'Complexity of the tasks', and 'Exercise title *'. The right screenshot, titled 'Exercise test', shows a dark interface with a large play button in the center, indicating a video or interactive content. Below the test window, there are two blue buttons: 'Load example exercise:' and 'Social advertisement'.

Ühenda paarid (lohist ja aseta):



Edit exercise

General data

Year: 7. class
 Subject: Informatics

Official:

Identifier:

Difficulty level: 3

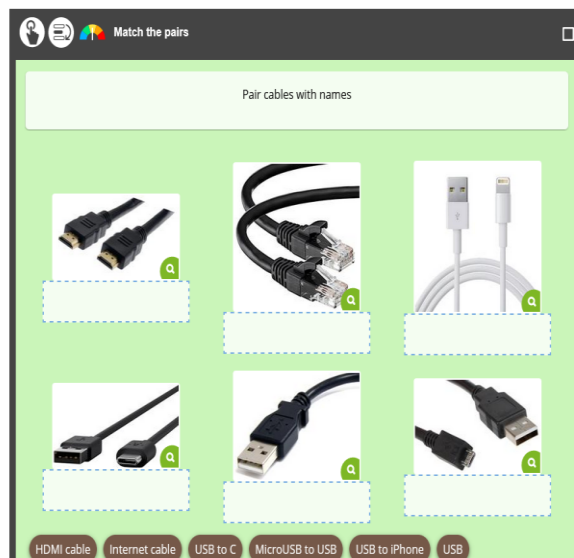
Exercise language: English

Competence to be developed: Problem solving (PS)

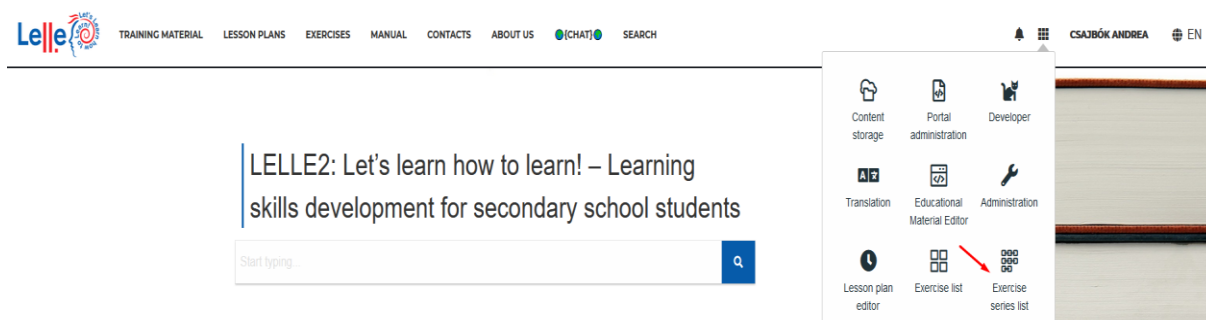
Complexity of the tasks: Complex

Exercise title *

Exercise test



Ülesannete sarja redaktor:



Ülesannete sarja redaktoriga saab luua mitme ülesandega sarju.

Ülesannete sarja redaktor:

Ülesannete sarja redaktori liides võimaldab koostajal koguda lingitavaid ülesandeid, määrata neile skoorid ja muud ülesande järjestuse seadeid: kirjeldus, ajalimiit, eksam, harjutusrežiim ja palju muud.

Edit exercise series

[+ Create new](#)
[Save exercise series as new](#)
[Save as copy](#)

Year:
 Subject:

Library:

Language of the exercise series:

Title:

Introduction:

Keywords:

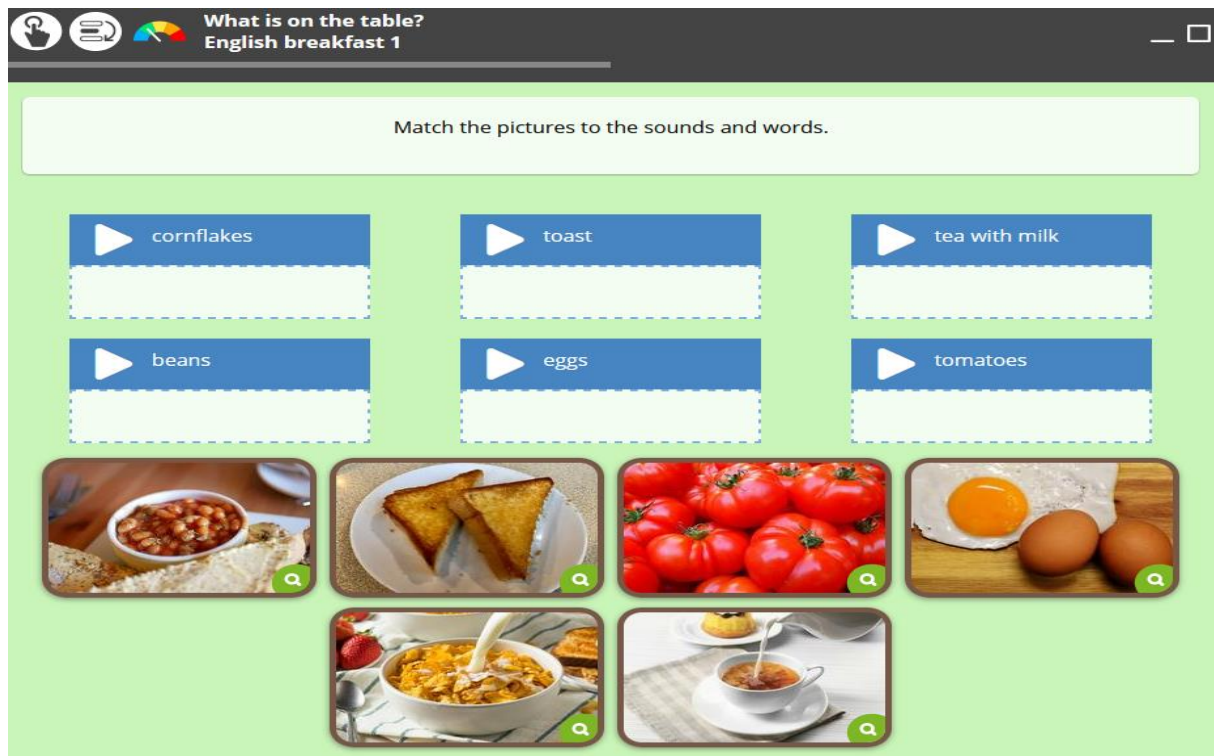
Difficulty level:

Exercise title	Type	Level	Weight	Status	Operation
+ Add exercise					

Type of display
 Type of behaviour:
 The order of questions is fix
 Selection mode:

Type of evaluation
 Level of success(%):
 Show earned points
 Don't show the evaluation
 Time limit (mins):
 Can be interrupted

Lihtsat tüüpi harjutuste sari:

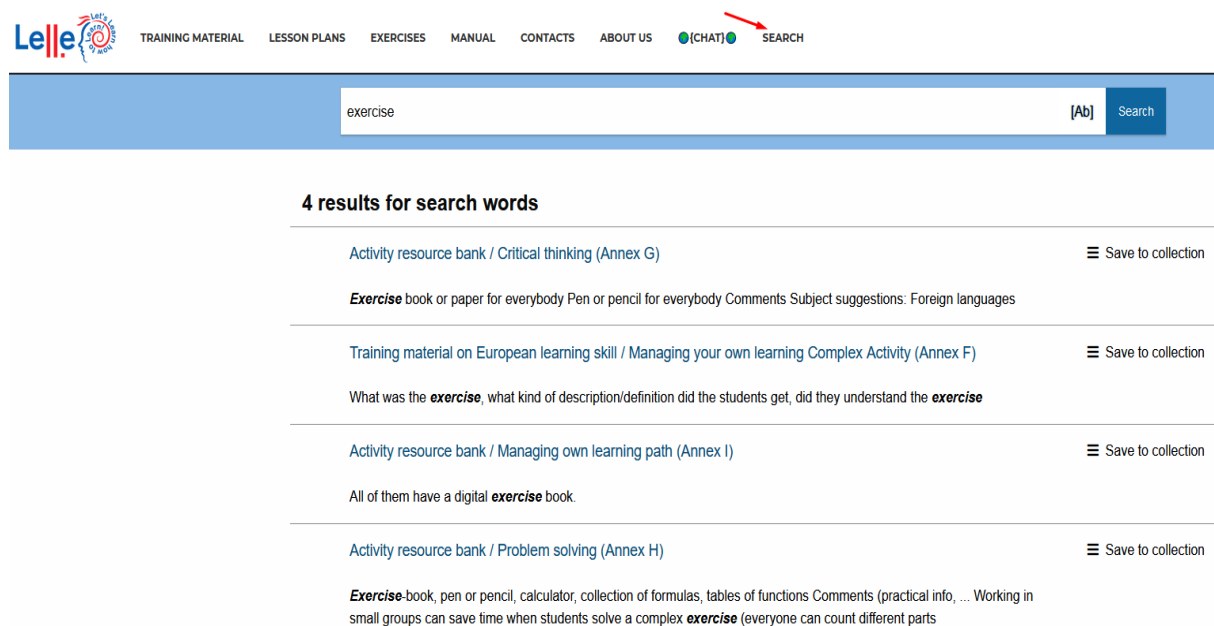


Match the pictures to the sounds and words.

cornflakes toast tea with milk

beans eggs tomatoes

Otsingu menüü:



TRAINING MATERIAL LESSON PLANS EXERCISES MANUAL CONTACTS ABOUT US (CHAT) SEARCH

exercise [Ab] Search

4 results for search words

- Activity resource bank / Critical thinking (Annex G) Save to collection
Exercise book or paper for everybody Pen or pencil for everybody Comments Subject suggestions: Foreign languages
- Training material on European learning skill / Managing your own learning Complex Activity (Annex F) Save to collection
 What was the *exercise*, what kind of description/definition did the students get, did they understand the *exercise*
- Activity resource bank / Managing own learning path (Annex I) Save to collection
 All of them have a digital *exercise* book.
- Activity resource bank / Problem solving (Annex H) Save to collection
Exercise-book, pen or pencil, calculator, collection of formulas, tables of functions Comments (practical info, ... Working in small groups can save time when students solve a complex *exercise* (everyone can count different parts

Veebisaidil olevat avalikku sisu saavad kasutajad leida otsinguga.