



ODS Portal

www.opendiscoveryspace.eu

**Share educational resources in communities
Upload your educational content!**

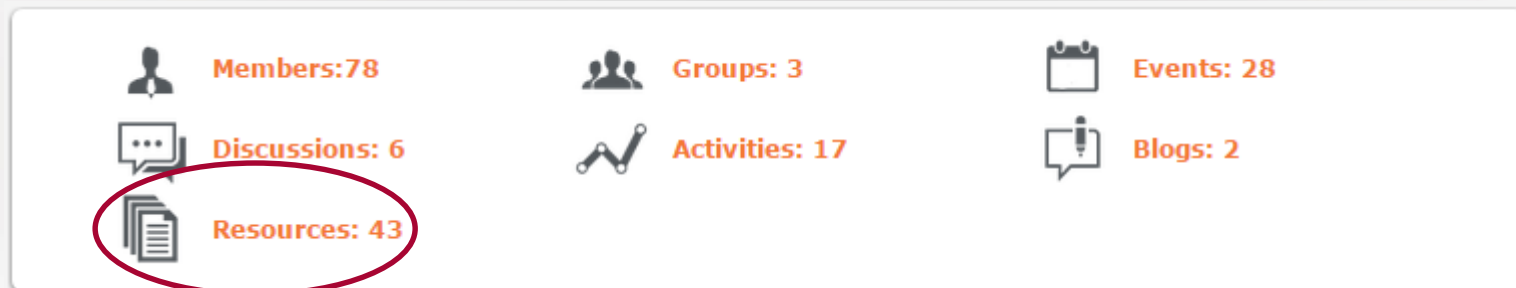


The Open Discovery Space Project is funded by
CIP-ICT-PSP-2011-5, Theme 2: Digital Content,
Objective 2.4: eLearning Objective 2.4

From where you can share your resources!

... Share your resources in the Communities that you are a member

Visit one of the communities that you are member and access the educational material...



What you can share!



Educational Content

Educational resources are typical digital materials, such as video and audio lectures (podcasts), references and readings, workbooks and textbooks, multimedia animations, simulations and demonstrations.



Lesson Plans

Lesson Plans provide teachers with **guidelines for conducting a lesson** and contain information on educational resources and tools that should be used, as well as educational objectives, teaching methods and assessment. Lesson plans can be (re) used by the same teacher, as well as by other teachers.



Learning Scenarios

The learning scenarios are of **more extended duration** than lesson plans and they are not necessarily intended to be used inside the classroom.



1.

Uploading your own resources

2.

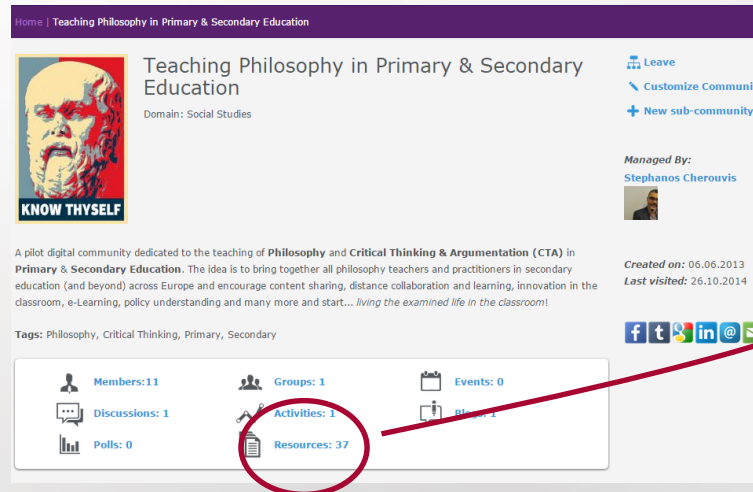
Importing resources from other Communities or from the Portal (if you are a community manager)



Upload your own educational objects

1.

Visit the
community



Home | Teaching Philosophy in Primary & Secondary Education

Teaching Philosophy in Primary & Secondary Education
Domain: Social Studies

Managed By: Stephanos Cherouvris

Created on: 06.06.2013
Last visited: 26.10.2014

Tags: Philosophy, Critical Thinking, Primary, Secondary

Members: 11
Discussions: 1
Polls: 0

Groups: 1
Activities: 1
Resources: 37

Events: 0

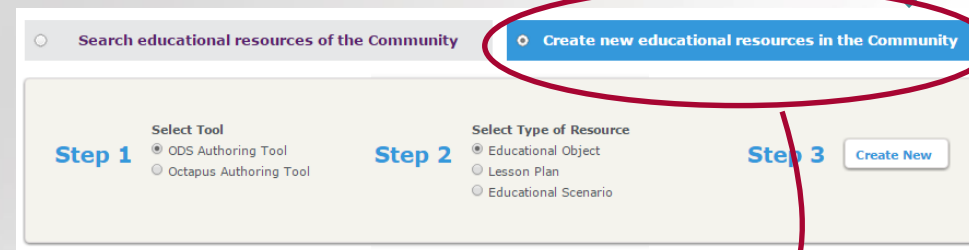
2.

Click on...



4.

Step 1: Select tool for authoring the resource
Step 2: Select “Educational object”
Step 3: Select “Create new”



Search educational resources of the Community

Create new educational resources in the Community

Step 1 Select Tool
Selected: ODS Authoring Tool
Octopus Authoring Tool

Step 2 Select Type of Resource
Selected: Educational Object
Lesson Plan
Educational Scenario

Step 3 Create New

3.

See all the educational resources uploaded in the community OR select **create new**



The Metadata authoring Tool for educational objects

Give a title &
select the main
Language

Create Educational Object

Title *
The Big Dipper

Language
English

Content	Object Link				
Educational Context *	<table border="1"><thead><tr><th>Title</th><th>URL</th></tr></thead><tbody><tr><td>Getting to Know the Big Dipper</td><td>www.theskyscrapers.org/getting-to-know-the-big-dipper</td></tr></tbody></table> <p>The link title is limited to 255 characters maximum.</p> <p>Cancel your selection</p>	Title	URL	Getting to Know the Big Dipper	www.theskyscrapers.org/getting-to-know-the-big-dipper
Title	URL				
Getting to Know the Big Dipper	www.theskyscrapers.org/getting-to-know-the-big-dipper				

[Save](#)

Upload your
content

Define the
Educational
Context

Content Educational Context *	Educational Context * <input type="checkbox"/> primary education <input type="checkbox"/> secondary education <input checked="" type="checkbox"/> informal context <p>The principal environment within which the learning use of the learning object is intended to take place. Choose from the pre-defined list</p>
--	---

[Save](#)

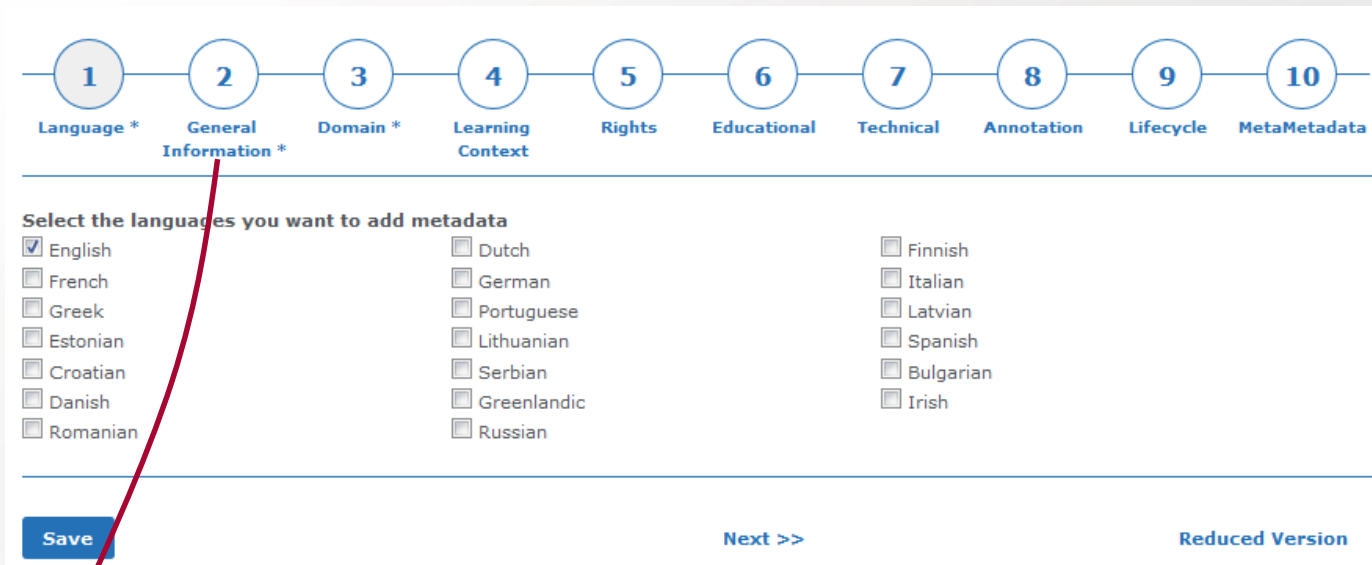
Click "Save" and continue



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CIP-ICT-PSP-2011-5, Theme 2: Digital Content,
Objective 2.4: eLearning Objective 2.4

The Metadata authoring Tool for educational objects (cont.)

Fill in the next steps to annotate your resource with metadata and don't forget:



The screenshot shows a 10-step process flow at the top: 1 Language *, 2 General Information *, 3 Domain *, 4 Learning Context, 5 Rights, 6 Educational, 7 Technical, 8 Annotation, 9 Lifecycle, 10 MetaMetadata. Below this is a form titled "Select the languages you want to add metadata" with a grid of checkboxes for various languages. The "English" checkbox is checked. At the bottom of the form are three buttons: "Save", "Next >>", and "Reduced Version".

Select the languages you want to add metadata		
<input checked="" type="checkbox"/> English	<input type="checkbox"/> Dutch	<input type="checkbox"/> Finnish
<input type="checkbox"/> French	<input type="checkbox"/> German	<input type="checkbox"/> Italian
<input type="checkbox"/> Greek	<input type="checkbox"/> Portuguese	<input type="checkbox"/> Latvian
<input type="checkbox"/> Estonian	<input type="checkbox"/> Lithuanian	<input type="checkbox"/> Spanish
<input type="checkbox"/> Croatian	<input type="checkbox"/> Serbian	<input type="checkbox"/> Bulgarian
<input type="checkbox"/> Danish	<input type="checkbox"/> Greenlandic	<input type="checkbox"/> Irish
<input type="checkbox"/> Romanian	<input type="checkbox"/> Russian	

* ... to provide the more metadata you can. With the other users can:

- Easily search and find your resource
- Understand the context of your resource
- Use your resource

*... to fill in the fields with an *, as they are mandatory (steps 1, 2 & 3)

*... to "Save" your resource when finishing the editing

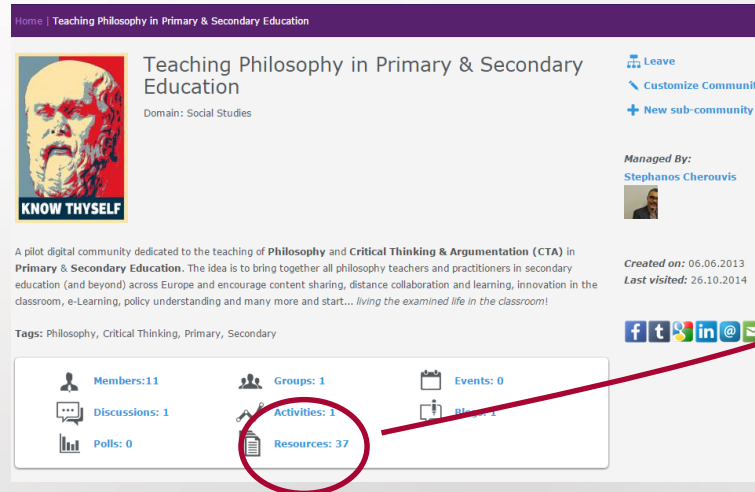
You can use the Advanced or the Reduced version to edit all or only the mandatory metadata



Upload your own lesson plans and/or educational scenarios



1. Visit the Community



Home | Teaching Philosophy in Primary & Secondary Education

Teaching Philosophy in Primary & Secondary Education

Domain: Social Studies

Managed By: Stephanos Cherouvis

Created on: 06.06.2013
Last visited: 26.10.2014

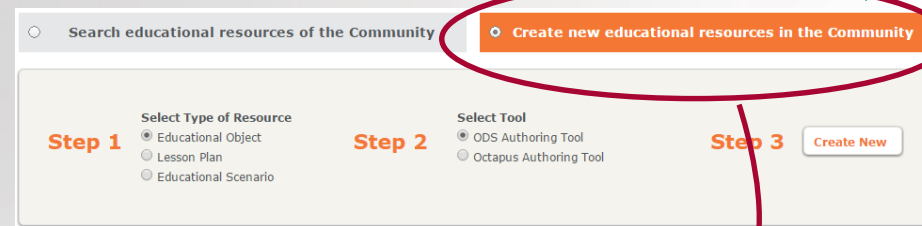
Tags: Philosophy, Critical Thinking, Primary, Secondary

Members: 11 | Groups: 1 | Events: 0
Discussions: 1 | Activities: 1 | Blogs: 1
Polls: 0 | **Resources: 37**

2. Click on...



4. ←



Search educational resources of the Community

Create new educational resources in the Community

Step 1: Select Type of Resource
 Educational Object
 Lesson Plan
 Educational Scenario

Step 2: Select Tool
 ODS Authoring Tool
 Octopus Authoring Tool

Step 3:

3.

See all the educational material uploaded in the community or **create new**

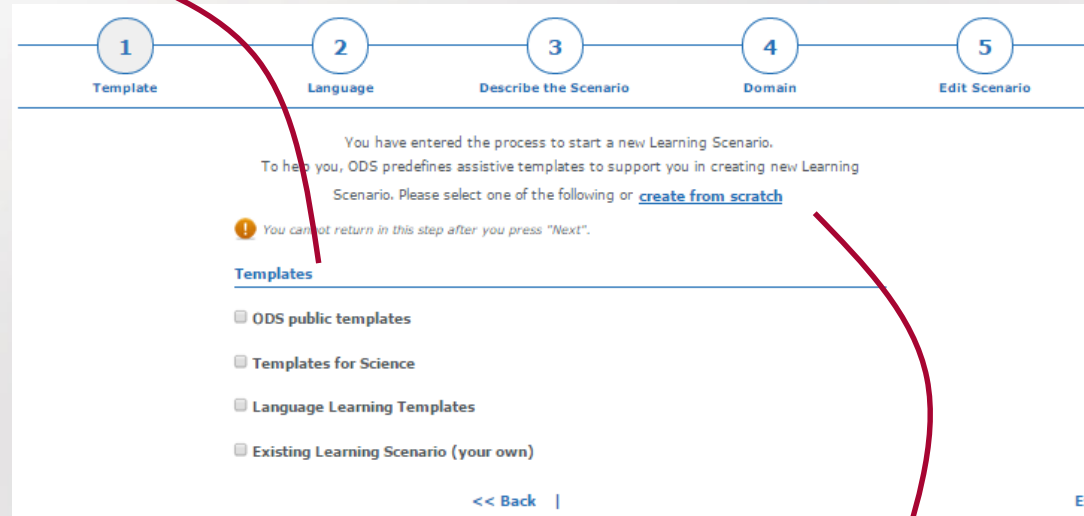


The Open Discovery Space Project is funded by CIP-ICT-PSP-2011-5, Theme 2: Digital Content, Objective 2.4: eLearning Objective 2.4

Step 1

Start uploading your lesson plan or learning scenario by:

... selecting the template that you want to use



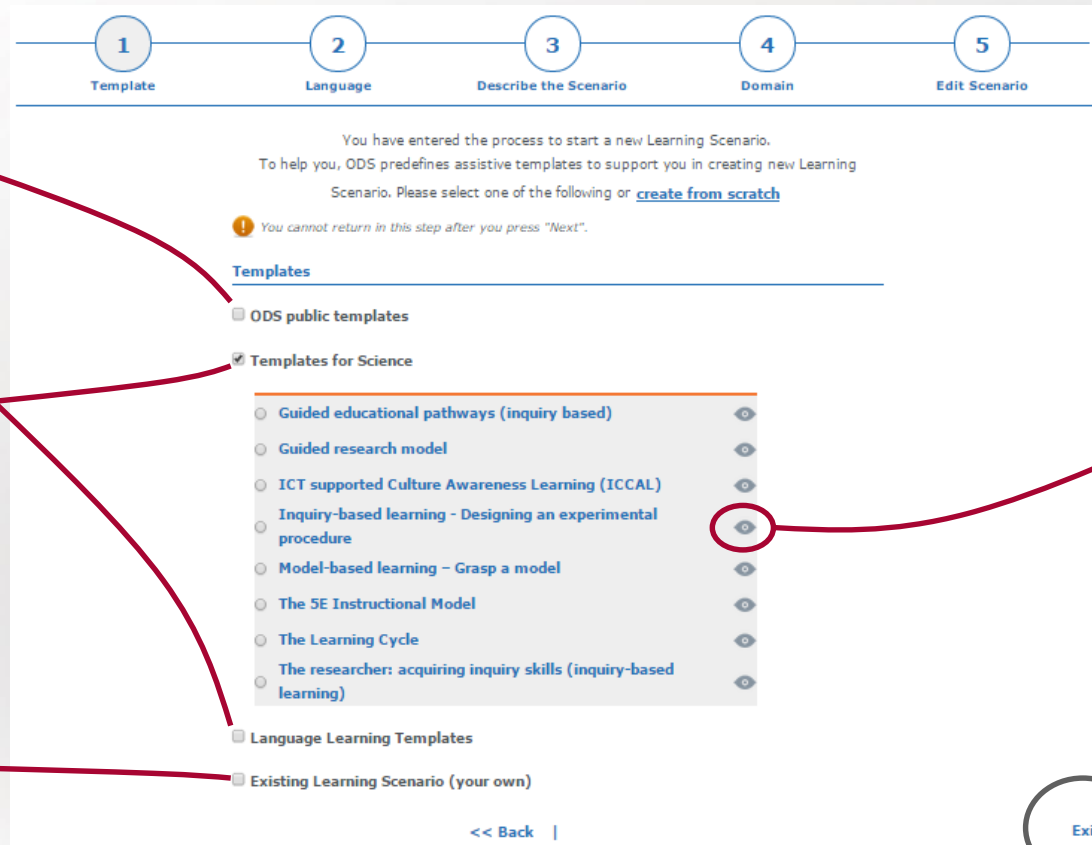
... or create a new scenario / lesson plan without applying any of the available templates

... but →



The Scenarios & Lesson Plans authoring Tool (cont.)

→ ...before decide, preview the available templates



The screenshot shows a five-step process bar at the top: 1. Template, 2. Language, 3. Describe the Scenario, 4. Domain, 5. Edit Scenario. Below the bar, a message states: "You have entered the process to start a new Learning Scenario. To help you, ODS predefines assistive templates to support you in creating new Learning Scenario. Please select one of the following or [create from scratch](#)". A warning icon indicates: "You cannot return in this step after you press 'Next'".

The 'Templates' section is expanded, showing a list of options:

- ODS public templates
- Templates for Science
 - Guided educational pathways (inquiry based)
 - Guided research model
 - ICT supported Culture Awareness Learning (ICCAL)
 - Inquiry-based learning - Designing an experimental procedure
 - Model-based learning - Grasp a model
 - The 5E Instructional Model
 - The Learning Cycle
 - The researcher: acquiring inquiry skills (inquiry-based learning)
- Language Learning Templates
- Existing Learning Scenario (your own)

At the bottom, there is a '<< Back' button and an 'Exit' button circled in red.

General public templates

Domain-oriented templates

Scenarios / lesson plans you have already created

Click here to see the preview of the template

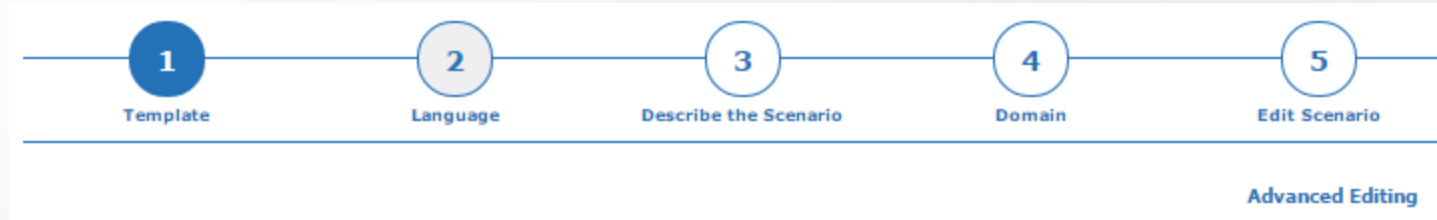
Exit
Cancels the authoring process / exits the tool



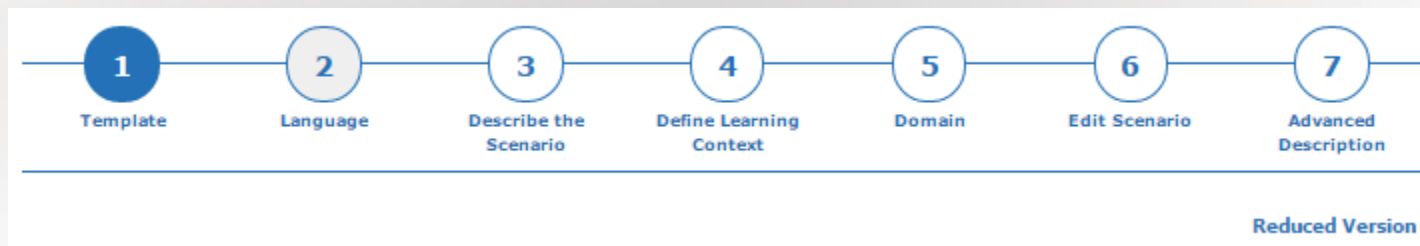
The Open Discovery Space Project is funded by CIP-ICT-PSP-2011-5, Theme 2: Digital Content, Objective 2.4: eLearning Objective 2.4

The Scenarios & Lesson Plans authoring Tool (cont.)

Follow the steps of the simple...



... or the advanced editing process



... switch any time between the simple and the advanced editing



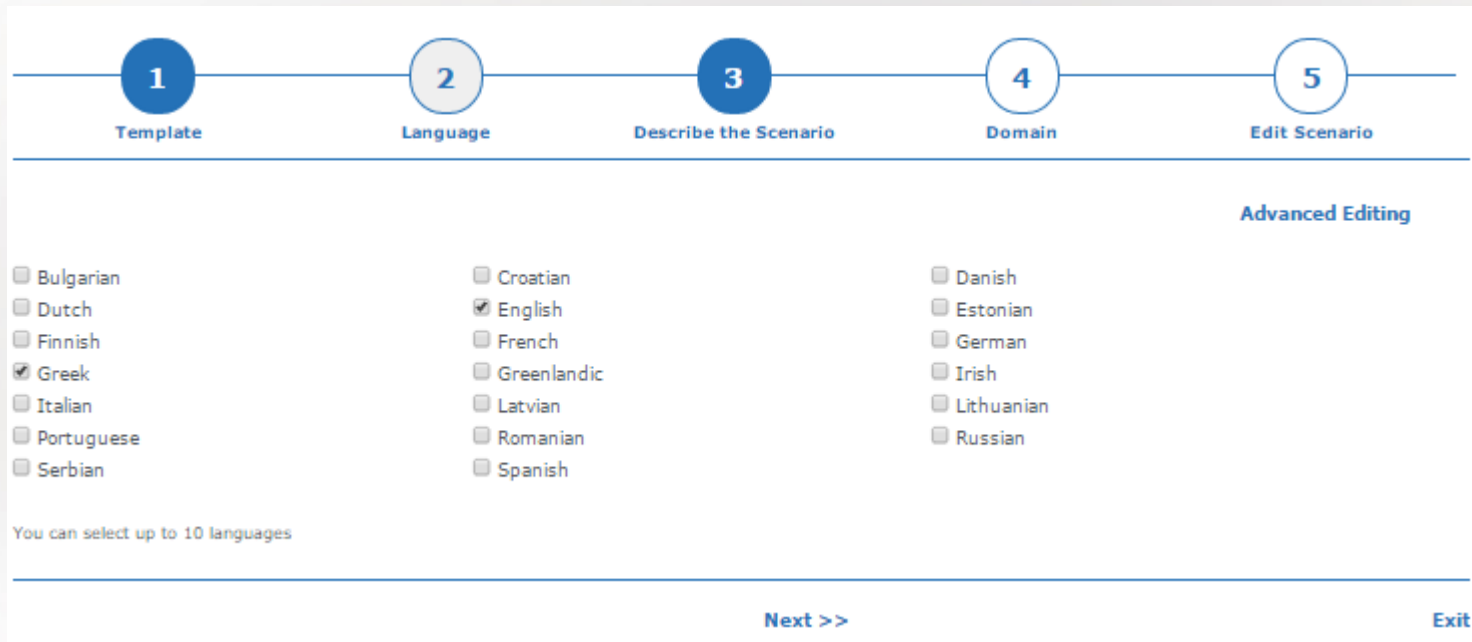
The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version of the tool includes the less required metadata that describe your scenario / lesson plan

Step 2

The advanced version includes all the possible metadata

The simple version



1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

<input type="checkbox"/> Bulgarian	<input type="checkbox"/> Croatian	<input type="checkbox"/> Danish
<input type="checkbox"/> Dutch	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Estonian
<input type="checkbox"/> Finnish	<input type="checkbox"/> French	<input type="checkbox"/> German
<input checked="" type="checkbox"/> Greek	<input type="checkbox"/> Greenlandic	<input type="checkbox"/> Irish
<input type="checkbox"/> Italian	<input type="checkbox"/> Latvian	<input type="checkbox"/> Lithuanian
<input type="checkbox"/> Portuguese	<input type="checkbox"/> Romanian	<input type="checkbox"/> Russian
<input type="checkbox"/> Serbian	<input type="checkbox"/> Spanish	

You can select up to 10 languages

Next >> Exit

Define the language(s) of your scenario / lesson plan



Step 3(a)

The simple version (cont.)

1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

Title*	Author(s)	Short description/ main idea	Educational Objectives
Enter the title of the Educational Scenario in each selected language.			
Title in English <input type="text"/>			
Title in Greek <input type="text"/>			

<< Back | Next >> Exit

Define the title of the scenario / lesson plan for all selected languages of the previous step



Step 3(b)

The simple version (cont.)

1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

Title*	Author(s)	Short description/ main idea	Educational Objectives
Enter the name of the person(s) who designed the template/scenario/lesson plan.			
- Author #1			
Name <input type="text"/> Enter full name.			
Organization <input type="text"/>			
Role <input type="text"/>			
<input type="button" value="Add another author"/>			

<< Back | Next >>

Exit

Define the author(s)



The Scenarios & Lesson Plans authoring Tool (cont.)

Step 3(c)

The simple version (cont.)

Title*	Author(s)	Short description/ main idea	Educational Objectives
<p>Describe what the student should do during the lessons. Address the following aspects: typical starting points of the lessons, goal states of the lessons, and products expected from the students during and at the end of the lessons.</p>			
<p>Description in English</p> <div><p>Κώδικας</p><p>Κανονική</p><p>B I U S x₂ x²</p><p>body p</p><p>Switch to plain text editor</p></div>			
<p>Description in Greek</p> <div><p>Κώδικας</p><p>Μορφο...</p><p>B I U S x₂ x²</p><p>Switch to plain text editor</p></div>			

Provide a short description of the scenario / lesson plan in all selected languages. This description presents the main idea of your resource and helps the other teachers to understand its general concept and use.

You can enrich the description with multimedia content (images, videos, etc.) using the tools of the editor

The Scenarios & Lesson Plans authoring Tool (cont.)

Step 3(d)

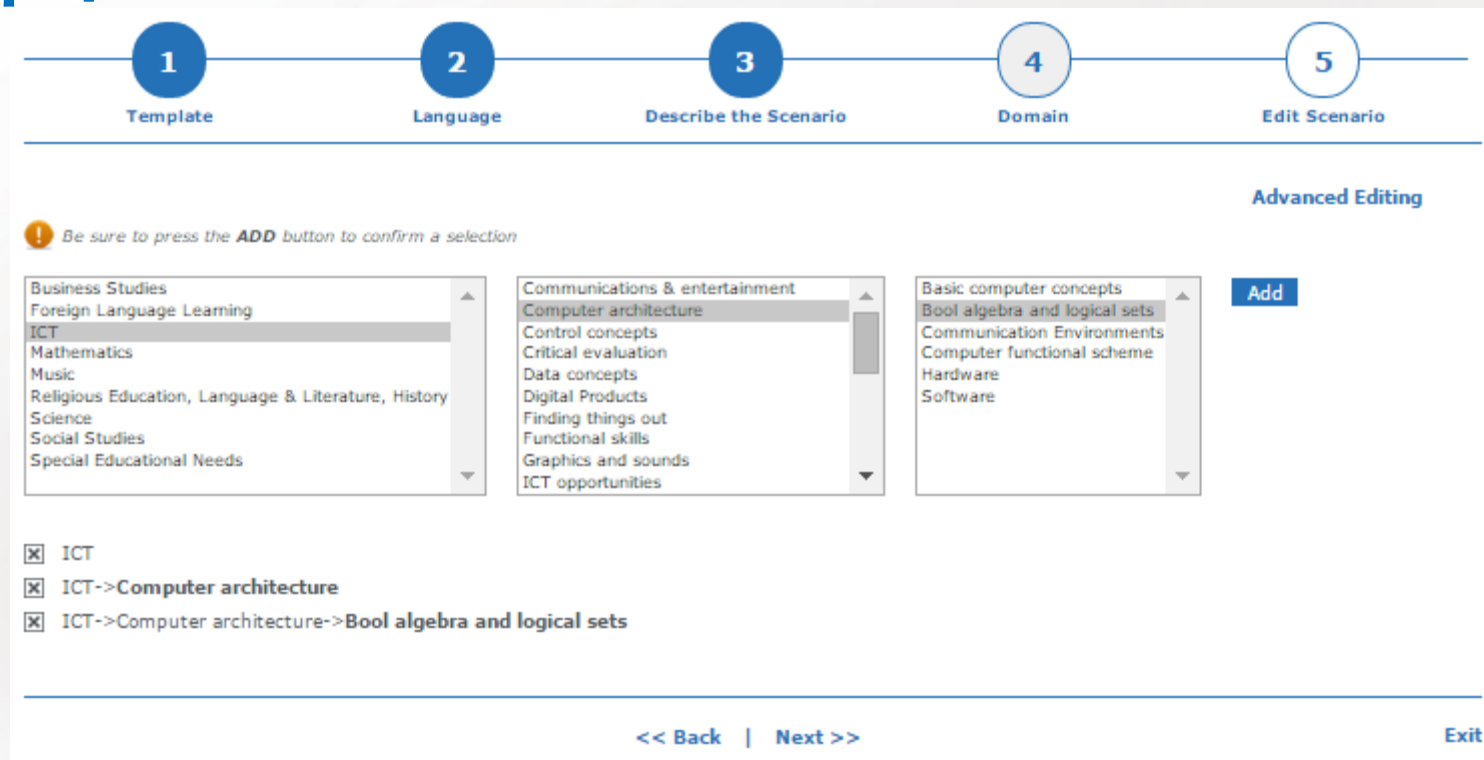
The simple version (cont.)

Title*	Author(s)	Short description/ main idea	Educational Objectives
<p>Cognitive</p> <p>Knowledge Types</p> <ul style="list-style-type: none"><input type="checkbox"/> Factual<input type="checkbox"/> Conceptual<input type="checkbox"/> Procedural<input type="checkbox"/> Meta cognitive <p>The type of knowledge the learner should gain through the use of this resource</p> <p>Processes</p> <ul style="list-style-type: none"><input type="checkbox"/> To remember<input type="checkbox"/> To understand<input type="checkbox"/> To apply<input type="checkbox"/> To think critically and creatively <p>The main intended cognitive processes(es) in the learner as they use this resource. (note: the classification of the cognitive processes should be read as a "scale" representing a gradual move from simple remembering towards higher-order thinking. Each level builds on and subsumes the previous levels).</p>			
<p>Affective</p> <ul style="list-style-type: none"><input type="checkbox"/> To pay attention<input type="checkbox"/> To respond and participate<input type="checkbox"/> To organize values<input type="checkbox"/> To form and follow a system of values <p>The main interests, attitudes, opinions and values the learner should develop through the use of this resource. The classification of affective educational objectives should be read as "scale" representing a gradual move towards higher-order processes (from simple reception of stimuli through values-based behaviour). Each level builds on and subsumes the previous levels.</p>			
<p>Psychomotor</p> <ul style="list-style-type: none"><input type="checkbox"/> To imitate and try<input type="checkbox"/> To perform confidentially following instructions<input type="checkbox"/> To perform independently, skillfully and precisely<input type="checkbox"/> To adapt and perform creatively <p>The movement and coordination skills the learner should develop through the use of this resource. The classification of psychomotor educational objectives should be read as a "scale" representing gradual move from the simplest behaviour to the most complex. Each level builds on and subsumes the previous levels.</p>			

Select the educational objectives of your scenario / lesson plan and describe shortly how these are achieved

Step 4

The simple version (cont.)



1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

! Be sure to press the **ADD** button to confirm a selection

Business Studies
Foreign Language Learning
ICT
Mathematics
Music
Religious Education, Language & Literature, History
Science
Social Studies
Special Educational Needs

Communications & entertainment
Computer architecture
Control concepts
Critical evaluation
Data concepts
Digital Products
Finding things out
Functional skills
Graphics and sounds
ICT opportunities

Basic computer concepts
Bool algebra and logical sets
Communication Environments
Computer functional scheme
Hardware
Software

Add

ICT
 ICT->Computer architecture
 ICT->Computer architecture->Bool algebra and logical sets

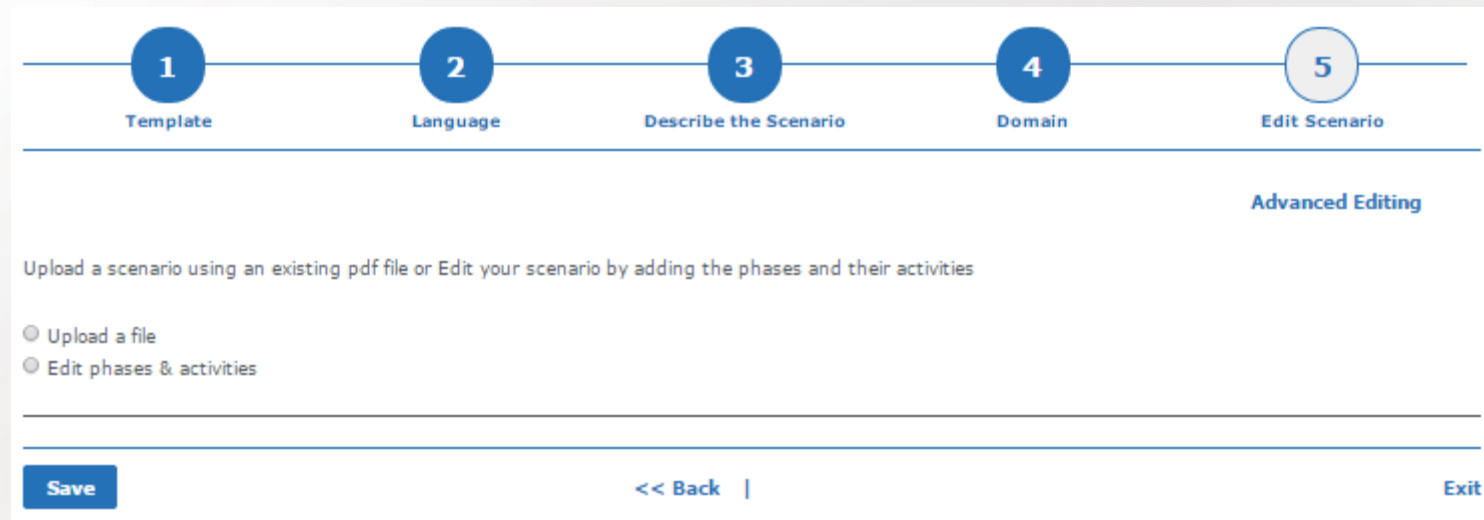
<< Back | Next >> Exit

Define the thematic area / domain that your scenario / lesson plan is related with / applied in



Step 5

The simple version (cont.)



1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

Upload a scenario using an existing pdf file or Edit your scenario by adding the phases and their activities

Upload a file
 Edit phases & activities

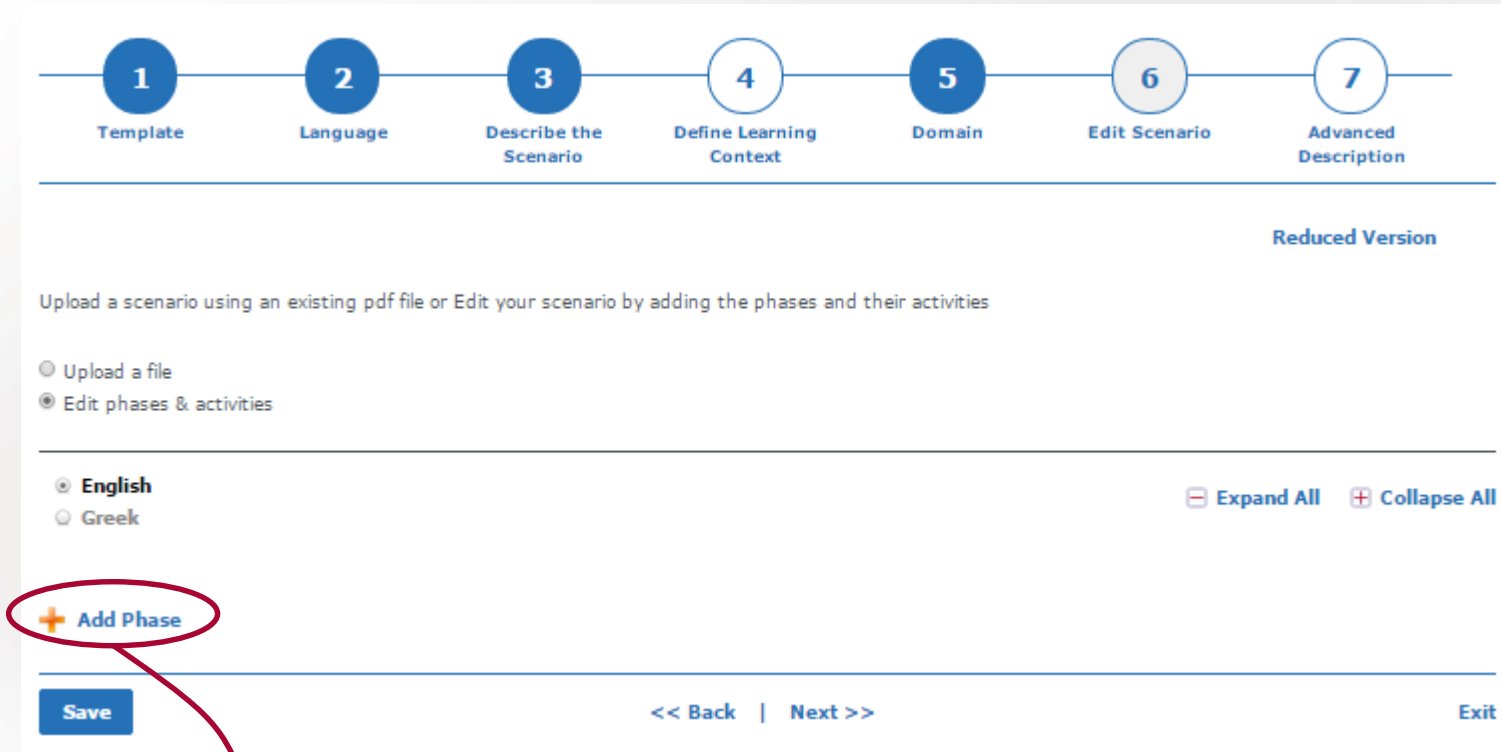
Save << Back | Exit

Decide and select the way you want to create the scenario / lesson plan. Uploading a file or editing each phase and activity individually?



The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version (cont.) Phases & activities editing



1 Template 2 Language 3 Describe the Scenario 4 Define Learning Context 5 Domain 6 Edit Scenario 7 Advanced Description

Reduced Version

Upload a scenario using an existing pdf file or Edit your scenario by adding the phases and their activities

Upload a file
 Edit phases & activities

English Greek

+ Add Phase

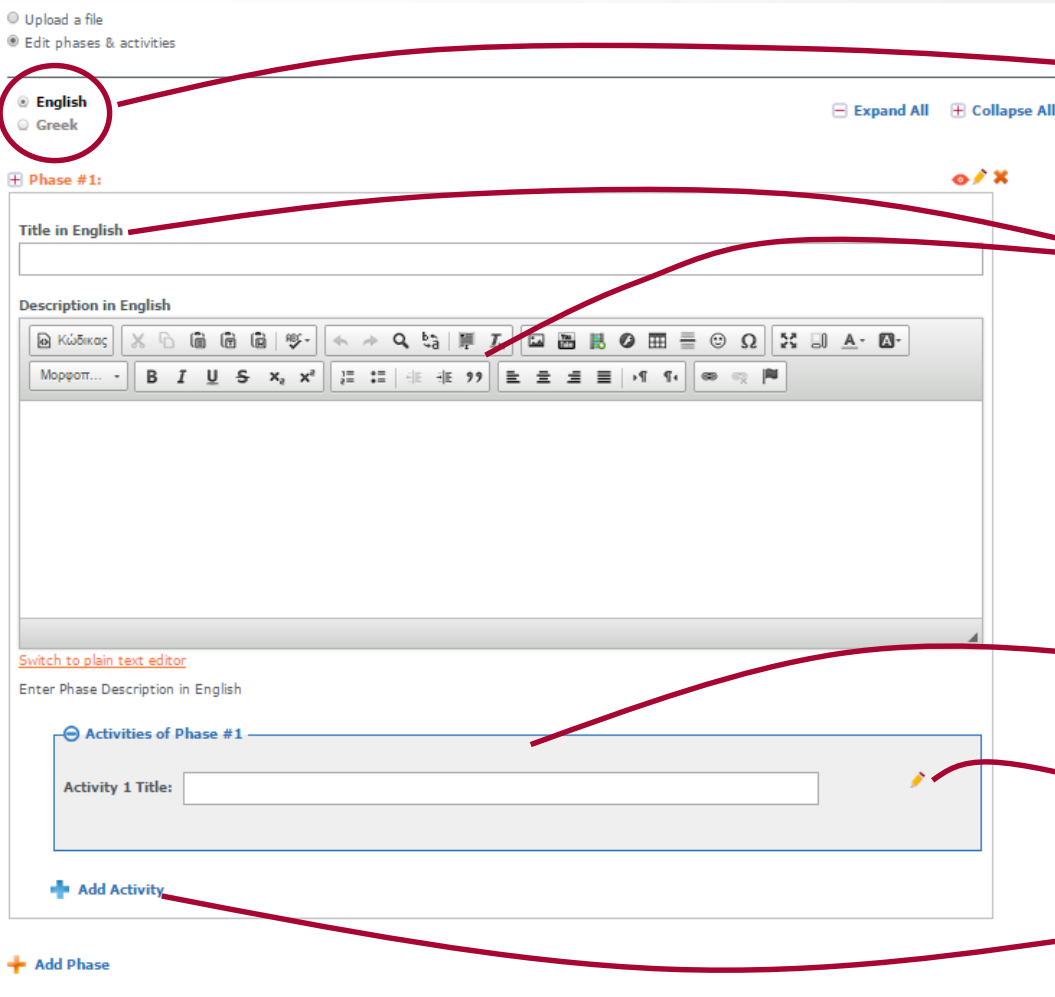
Save << Back | Next >> Exit

Click here to add more phases in your scenario / lesson plan



The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version (cont.) Phases & activities editing



The screenshot shows the 'Edit phases & activities' interface. At the top, there are options to 'Upload a file' and 'Edit phases & activities'. Below this, a language selection menu shows 'English' selected and 'Greek' unselected. The main area is titled 'Phase #1:' and contains a 'Title in English' field, a 'Description in English' field with a rich text editor toolbar, and a section for 'Activities of Phase #1'. The 'Activities of Phase #1' section includes an 'Activity 1 Title' field and an 'Add Activity' button. At the bottom, there are 'Save', '<< Back | Next >>', and 'Exit' buttons.

Edit all the phases and activities in all languages that you selected

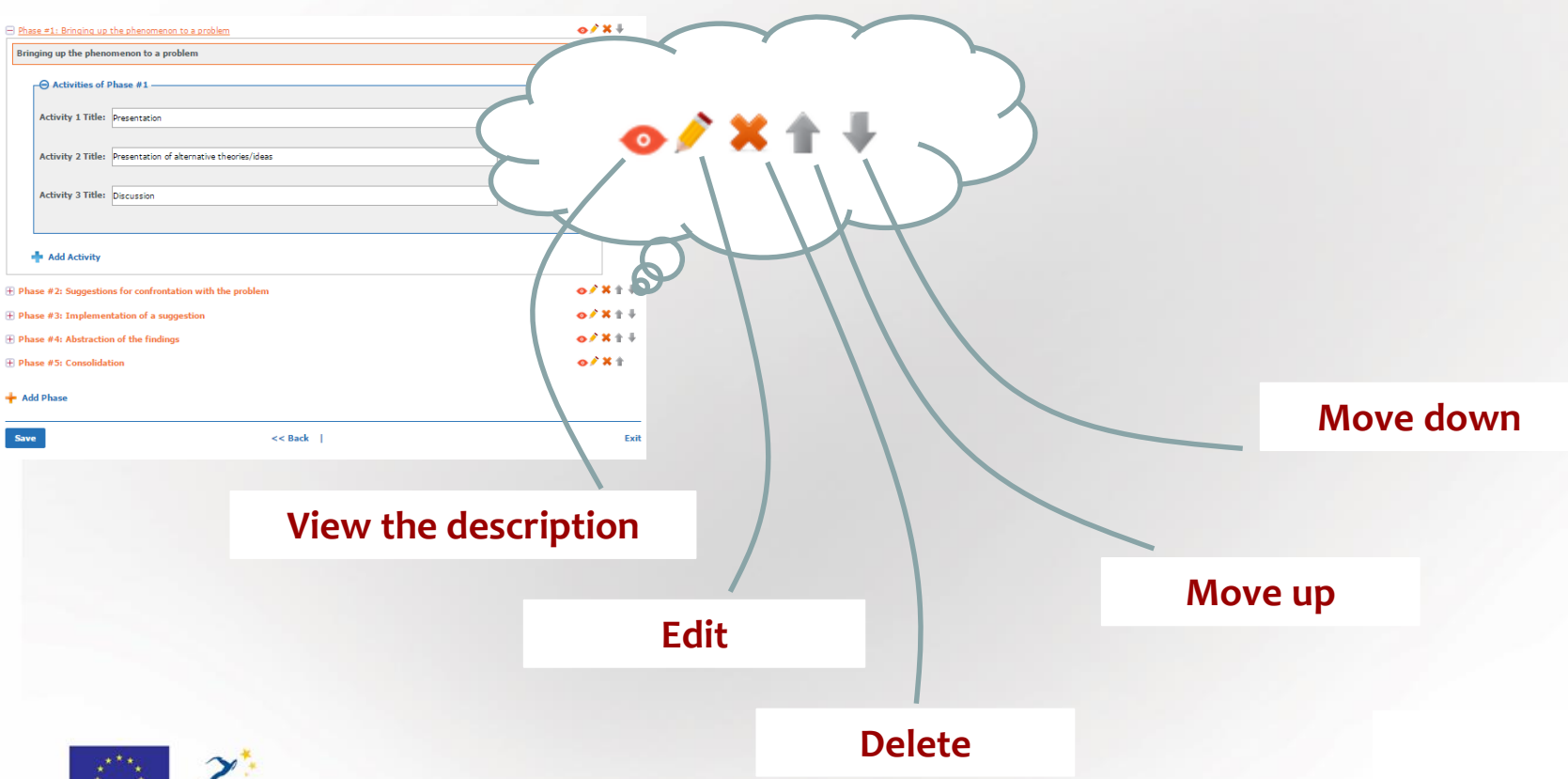
Provide the title and the description of all phases

Provide the title of all activities for each phase

Edit the content for each activity

Add more activities if necessary

The simple version (cont.) Phases & activities editing



The screenshot shows the authoring tool interface with a cloud overlay. The cloud contains five icons: an eye, a pencil, a red X, an upward arrow, and a downward arrow. Lines connect these icons to callout boxes: 'View the description' points to the eye icon, 'Edit' points to the pencil icon, 'Delete' points to the red X icon, 'Move up' points to the upward arrow icon, and 'Move down' points to the downward arrow icon. The interface shows a list of phases and activities, with the first phase expanded to show three activities.



The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version (cont.) Activities editing

Describe the activity in all languages that you selected

Description Resources Duration

Describe what the students should do in this learning activity (**task type**) and how these actions should be performed (**technique**). Make sure the students' actions are consistent with the information specified under 'Theoretical framework'

English

Κώδικας

Μορφοτ... - **B** *I* U **S** x₀ x⁰

Students are performing hypotheses and predictions and making suggestions for confrontation with the problem. Students will work in small groups consisting of 2 or 3. The teacher will work as the facilitator.

[Switch to plain text editor](#)

Learning Resource Type

-- Select --

Specific kind of learning object. The most dominant kind shall be first

[Add](#)

Be sure to press the ADD button to confirm a selection

[Define more for the task type and the technique of the Activity](#)

[Save](#)

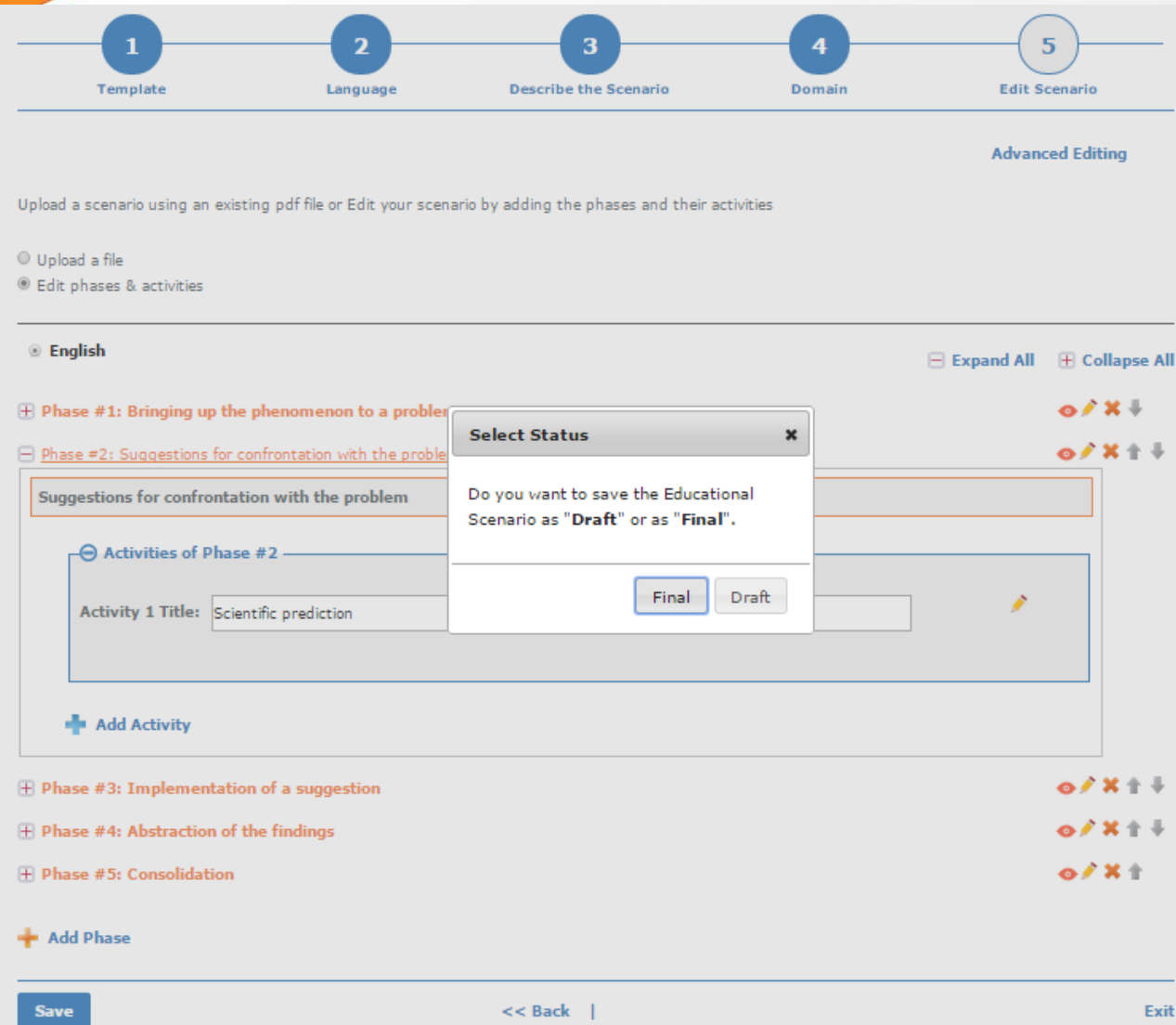
The simple version (cont.) Activities editing

Description	Resources	Duration
Hours <input type="text" value="0"/>		
Minutes <input type="text" value="0"/>		
<input type="button" value="Save"/>		

Define the duration of the scenario / lesson plan in didactic hours

The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version (cont.)



1 Template 2 Language 3 Describe the Scenario 4 Domain 5 Edit Scenario

Advanced Editing

Upload a scenario using an existing pdf file or Edit your scenario by adding the phases and their activities

- Upload a file
- Edit phases & activities

English Expand All Collapse All

Phase #1: Bringing up the phenomenon to a problem

Phase #2: Suggestions for confrontation with the problem

Suggestions for confrontation with the problem

Activities of Phase #2

Activity 1 Title: Scientific prediction

Final Draft

Phase #3: Implementation of a suggestion

Phase #4: Abstraction of the findings

Phase #5: Consolidation

Add Phase

Save << Back Exit

Save the scenario / lesson plan in final or draft version.

***** only the “final” resources are accessible from the rest visitors / members of the community. The “draft” resources are only available through your profile**

The Scenarios & Lesson Plans authoring Tool (cont.)

The simple version (cont.)

Have you saved your scenario / lesson plan?

You can view it and further process it from here

✓ Your changes have been saved!.
View your Learning Scenario [here](#).

- 1 Template
- 2 Language
- 3 Describe the Scenario
- 4 Define Learning Context
- 5 Domain
- 6 Edit Scenario
- 7 Advanced Description

Reduced Version

Upload a scenario using an existing pdf file or Edit your scenario by adding the phases and their activities

Upload a file
 Edit phases & activities

English

Expand All Collapse All

- Phase #1: Bringing up the phenomenon to a problem
- Phase #2: Suggestions for confrontation with the problem
- Phase #3: Implementation of a suggestion
- Phase #4: Abstraction of the findings
- Phase #5: Consolidation


+ Add Phase



Save << Back | Next >> Exit


The simple version (cont.)

View here all the content, material and description of the scenario / lesson plan

Learning Scenario
Guided research model

Last updated 30/10/2014, by Noortje Janssen
Language(s): 
Domain: Social Studies, Science, Mathematics, Business Studies

 **Download**  **Edit**

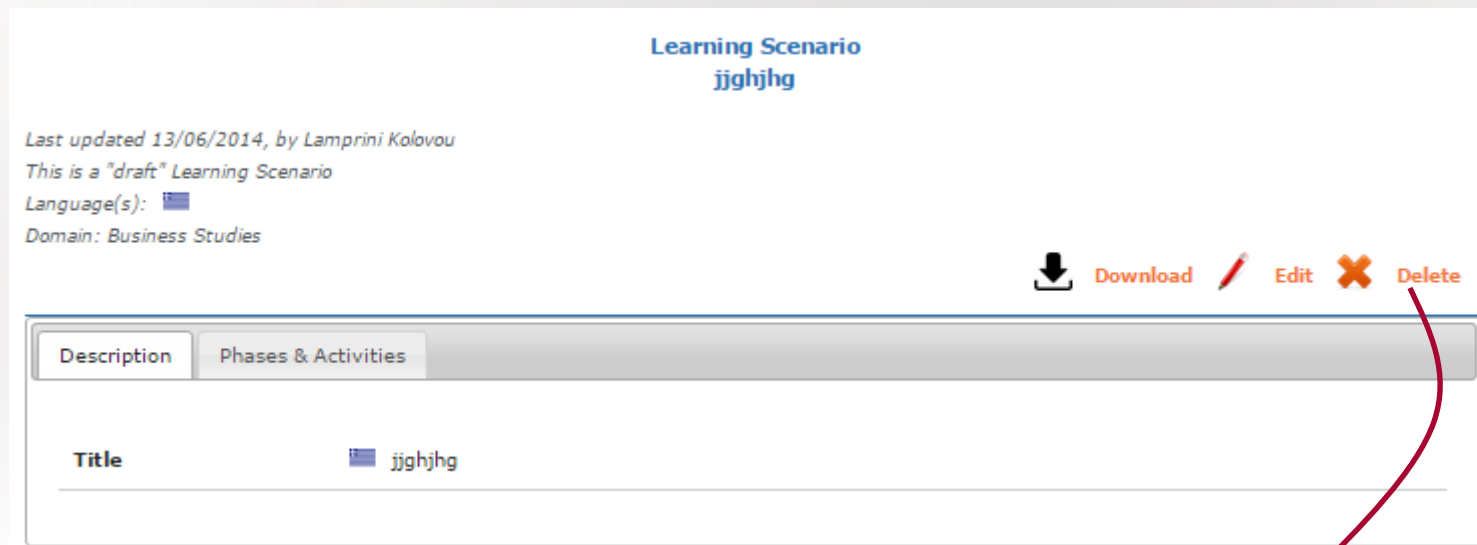
Information	Description	Phases & Activities
Learning objectives	Cognitive - Knowledge: Procedural Cognitive - Process: To apply Affective: To respond and participate Psychomotor: To perform independently, skillfully and precisely	
Keywords/subject	 inquiry learning, science, experimenting, alternative theories	
Teaching approach	Cognitivist: Inquiry learning	

Download your scenario /lesson plan here in pdf file and in all languages



Delete educational resources

Educational objects: these cannot delete, because they might be used in scenarios /lesson plans
Scenarios / lesson plans: you can delete only “draft” scenarios / lesson plans



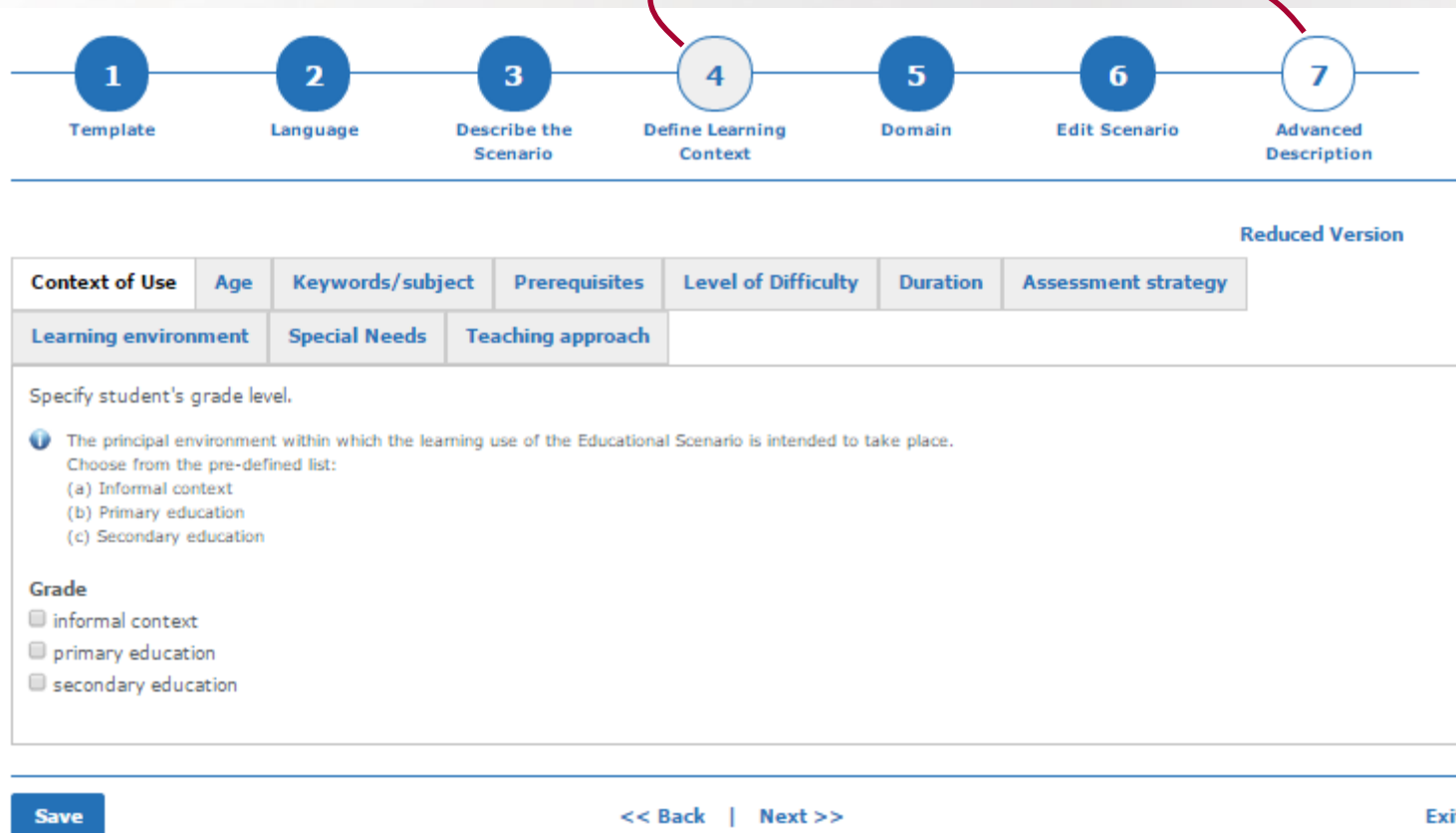
The screenshot shows the 'Learning Scenario' interface for a draft scenario with ID 'jjghjhg'. It includes metadata such as the last update date (13/06/2014) and the author (Lamprini Kolovou). A toolbar at the top right contains icons for Download, Edit, and Delete. The 'Delete' button, represented by a red 'X' icon, is highlighted with a red arrow pointing to it from the text below. Below the toolbar, there are tabs for 'Description' and 'Phases & Activities', and a 'Title' field containing the ID 'jjghjhg'.

Select this to delete a draft scenario / lesson plan



The advanced version

This version includes two more steps to describe your scenario / lesson plan



1 Template 2 Language 3 Describe the Scenario 4 Define Learning Context 5 Domain 6 Edit Scenario 7 Advanced Description

Reduced Version

Context of Use	Age	Keywords/subject	Prerequisites	Level of Difficulty	Duration	Assessment strategy
Learning environment	Special Needs	Teaching approach				

Specify student's grade level.

i The principal environment within which the learning use of the Educational Scenario is intended to take place. Choose from the pre-defined list:

- (a) Informal context
- (b) Primary education
- (c) Secondary education

Grade

- informal context
- primary education
- secondary education

Save << Back | Next >> Exit



Import educational resources from other communities

1.

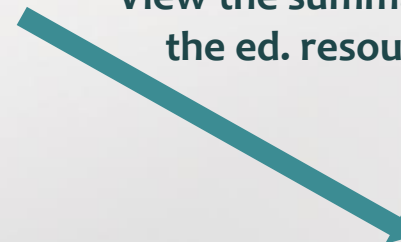
Find the ed. resource



- In your bookmarks
- In another community
- Searching the portal

2.

View the summary of the ed. resource



5.

Select the community(ies) you want to pin the resource

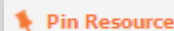
Pin Resource to Communities

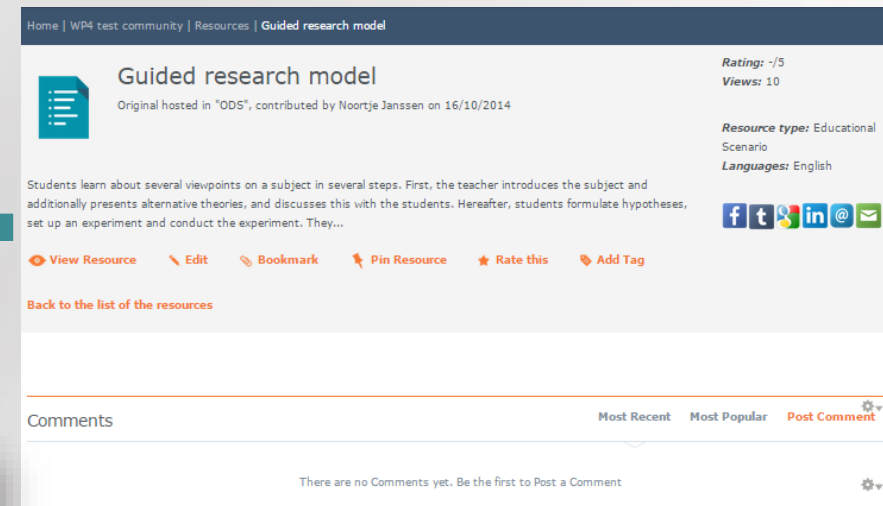
Select the communities that this object will be assigned to.

- | <input type="checkbox"/> | TITLE |
|--------------------------|---|
| <input type="checkbox"/> | ENTREDU Community |
| <input type="checkbox"/> | Really cool community!!! |
| <input type="checkbox"/> | ODS community |
| <input type="checkbox"/> | My School Garden Ο Σχολικός μου Κήπος |
| <input type="checkbox"/> | iPads@BG/BRG Schwechat |
| <input type="checkbox"/> | Κατάρτιση εκπαιδευτικών στην εκπαίδευση για ανάπτυξη ικανοτήτων |
| <input type="checkbox"/> | ODS Community |
| <input type="checkbox"/> | GEOTHINK Community |
| <input type="checkbox"/> | Hands On ICT: Learn, practice, teach creativity and ICT |
| <input type="checkbox"/> | France ENTREDU |
| <input type="checkbox"/> | ISE community |
| <input type="checkbox"/> | Upload resources experience! |
| <input type="checkbox"/> | Ελληνογερμανική Αγωγή / Ellinogermaniki Agogi |
| <input type="checkbox"/> | Open Science Resources - OSR community |

Pin Resource

3.
Select





Home | WP4 test community | Resources | Guided research model

Guided research model

Original hosted in "ODS", contributed by Noortje Janssen on 16/10/2014

Rating: -/5
Views: 10

Resource type: Educational Scenario
Languages: English

Students learn about several viewpoints on a subject in several steps. First, the teacher introduces the subject and additionally presents alternative theories, and discusses this with the students. Hereafter, students formulate hypotheses, set up an experiment and conduct the experiment. They...

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Lamprini Kolovou
Intrasoft International | Delivery Manager

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Member Since: 2013.04.29
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Technical Manager of ODS Project

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Educational Objects

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AEW
Wed, 10/22/2014 - 12:19
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Contributor: Irma Sofia Espinosa Peraldi

Project-based learning
Thu, 10/09/2014 - 10:37
Repository: ODS | Really cool community!!!
Contributor: Lamprini Kolovou

testEducationalObject1
Tue, 07/08/2014 - 14:15
Repository: ODS | Really cool community!!!
Contributor: lamprini K

The SE Instructional Model
Tue, 04/15/2014 - 18:51
Repository: ODS | Really cool community!!!
Contributor: lamprini K

Main problems:

- a) lack of students engagement
- b) theoretical and abstract teaching
- c) textbook based instruction



The Open Discovery Space Project is funded by CIP-ICT-PSP-2011-5, Theme 2: Digital Content, Objective 2.4: eLearning Objective 2.4

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1.

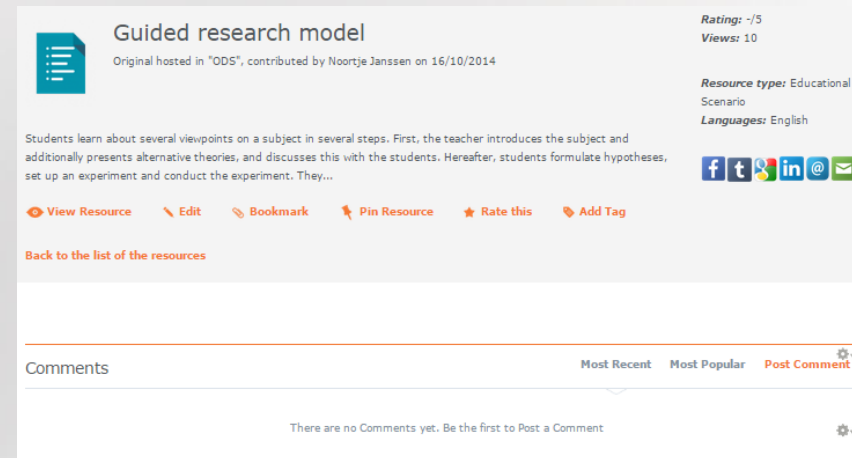
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Guided research model
Original hosted in "ODS", contributed by Noortje Janssen on 16/10/2014

Rating: -/5
Views: 10

Resource type: Educational Scenario
Languages: English

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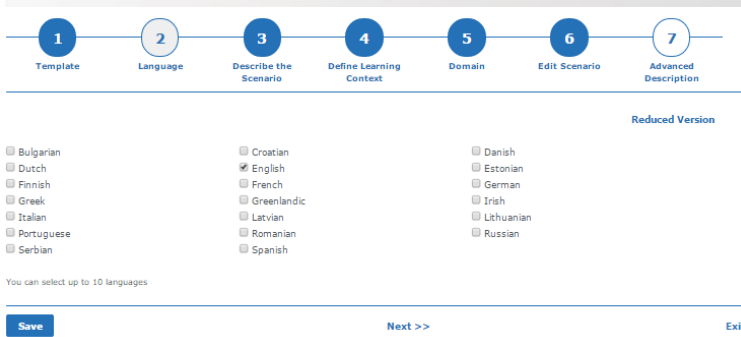


3. Select

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1 Template 2 Language 3 Describe the Scenario 4 Define Learning Context 5 Domain 6 Edit Scenario 7 Advanced Description

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<input type="checkbox"/> Bulgarian	<input type="checkbox"/> Croatian	<input type="checkbox"/> Danish
<input type="checkbox"/> Dutch	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Estonian
<input type="checkbox"/> Finnish	<input type="checkbox"/> French	<input type="checkbox"/> German
<input type="checkbox"/> Greek	<input type="checkbox"/> Greenlandic	<input type="checkbox"/> Irish
<input type="checkbox"/> Italian	<input type="checkbox"/> Latvian	<input type="checkbox"/> Lithuanian
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