Methopedia – Workshop Design

Methopedia - Sharing Learning Activities: An Active Session for Trainers

Sometimes we need new inspiration for arranging our lectures: group work, tandem learning, open spaces, web quests, video casts or group puzzle etc. What about sharing these and new activities (methods) with others and learning from them? Methopedia (www.methopedia.eu) is a wiki and a social community for trainers and a product of the EU project Comble (www.comble-project.org). In this session, we will work with the online wiki & in groups using a didactical design pattern approach.

Start

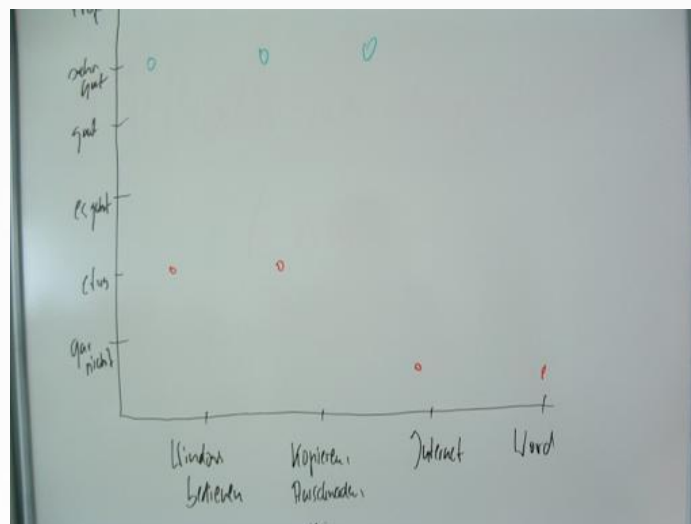- checking previous knowledge of the participants (via a diagram)

Diagram: It's just an example.

x: using wikis; group work; pbl etc.
y: not at all; something; I'm using it; I'm a profi etc.

Every participant has to mark some crosses. Afterwards you can discuss about the different knowledge.

- Introduction (What is Methopedia?)
- What do they expect? (cards)

Main part of the workshop

- Collecting approaches & activities

- o Working with cards: every participant writes down the title of an approach or activity they know; one approach/activity per card (5 min)
  - o Now the cards on the wall
- Building working groups (2-3 persons per group)
  - o They choose 2-3 approaches or activities they want to describe (from the wall)
- Drawing the approaches & activities
  - o Now every approach or activities should be described as a picture without text. The participants have to work together. They can use a flipchart paper.
- Presenting the pictures
  - o Stick the flipchart papers on the wall.
- Discussing
  - o Now a group (one after the other) has to explain the pictures of the other groups (they will recognize what should be changed within the picture).
- Taking photos of the pictures
  - o You as the moderator can do this.
- Adding the approaches and activities into Methopedia
  - o Group work: add the approaches or activities (the templates will be shown within the wysiwyg editor).
  - o Upload the photos into the text.
  - o Describing the approaches or activities (also use the meta data).

End

- Some time to play around with Methopedia
- Brainstorming / Flashlight to get feedback