



JYU. Since 1863.

# INNOVATIVE LEARNING ENVIRONMENTS

ILE is a research and education group that focuses on the advancements of teaching and learning 21st-century skills. The field includes co-design, implementation, and evaluation of technologies, spaces and approaches fostering learning and wellbeing in all educational levels and contexts. ILE group's current projects, funded by European and national agencies, deal with transversal and digital competencies, computational thinking, STEAM learning, and technology-enhanced physical learning environments. The ILE group has an extensive national and international network of research institutes, the public sector, and companies.

## JYU Learn University of Jyväskylä's JYU Learn concept (2019-)

- Involving the community in the development of pedagogically and digitally relevant teaching practices
- Creating new kinds of learning opportunities and structures to support multi-sited or hybrid learning environments

EDUCATIONAL LEVEL: Higher education  
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## KS-KK The Central Finland Education Commercialization Model (KS-KK Model, 2021-2023)

- Creating solutions for how education actors in the region would be better able to produce, commercialize and scale online the education they traditionally offer to an ever-wider area

EDUCATIONAL LEVEL: All  
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## kaks.fi Co-designing learning environments conducive to learning and wellbeing (2020-2022)

- Developing tools for involving teachers and learners in the learning environment design
- Understanding how different environments influence teaching, learning and wellbeing

EDUCATIONAL LEVEL: Early childhood, primary and secondary education  
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## STEAM Upgrade (2020-2023)

- Creating digital competence assessment model for STEAM learning
- Developing learning modules for the development of STEAM competencies
- Providing an open repository of study materials, virtual STEAM laboratory for submitting materials, and a guide for using them

EDUCATIONAL LEVEL: Early childhood, primary and secondary education  
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## Positive Learn (2022-2025)

- Distance learning positification: technostress relief and wellbeing
- Developing competencies of teachers to ensure well-being and health
- Providing learning scenarios and materials to include well-being across subjects
- Creating a unique open exchange platform to allow competency development and collaboration across Europe.

EDUCATIONAL LEVEL: Primary and secondary education  
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## Learning from the Extremes (2022-2024)

- Addressing the inequalities of access to digital education
- Reducing the digital gap suffered by school communities from remote areas
- Enabling the school communities access to digital tools and better connectivity for effective communication and collaboration
- Supporting teachers and students when integrating modern, connected and constructive learning spaces to schools

EDUCATIONAL LEVEL: Primary and secondary education  
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## STEAM Teach STEAM Teach (2020-2023)

- Designing a Transcultural Professional Development Framework
- Using the framework for developing and implementing Teachers' STEAM Training Course Programmes
- Testing the local and trans-cultural effectiveness of STEAM programmes by assessing the instruction of the trained teachers

EDUCATIONAL LEVEL: Teachers in primary and secondary education  
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## SCRAPPIES (2022-2025)

- Enhancing Creativity and Sustainable Attitudes of Children through Play and Recycled Materials
- Developing handbook, toolkits and launching webinars

EDUCATIONAL LEVEL: Primary and secondary schools.  
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## FreeEd (2021-2023)

- Helping lower secondary schools embracing the shift from classroom-based education to a more flexible, technology-supported learning environment
- Re-thinking learning spaces
- Safeguarding the well-being of children and their teachers

EDUCATIONAL LEVEL: Lower secondary school  
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## STEAM BOX STEAM Box (2020-2023)

- Supporting teachers in facilitating and improving STEAM Education with gamified GeoGebra solutions
- Co-creating thematic courses, tools and resources
- Organising workshops and events in participating countries

EDUCATIONAL LEVEL: Secondary education  
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## SCISSORS (2022-2024)

- Science and Social Studies Rethought in Schools
- Developing a generic framework, creating an E-book about Story-based learning

EDUCATIONAL LEVEL: Primary and secondary schools.  
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## Digiloping Teachers (2021-2023)

- Supporting the digital transformation in education from multiple perspectives
- Designing a curriculum focused on learning and teaching 21st-century skills at schools

EDUCATIONAL LEVEL: Teachers, students, and schools in basic education  
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