

P.L.A.N.-Meeting Agenda

TESTING - TUTORIALS - AGILE LEARNING

Linköping 16.01.2024- 19.01.2024



Co-funded by
the European Union

Wednesday

Testing the Prototypes

TEACHERS AND STUDENTS
TEST THE PROTOTYPES

- 08:30 Get together: Introduction of the team members
- 09:00 Presentation of the project and teamwork
- 09:20 Gallery time for discovery of prototypes
- 10:20 Testing the prototypes in student and teacher pairs (*Basis: prototype descriptions and test protocols*)
- 12:00 Lunch break
- 13:00 Lectures
- 15:00 Coffee break
- 15:15 Exchange on test results in small groups
- 16:00 Evaluation
- 16:30 End of workshop-day

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P.L.A.N. Pedagogy and Learning in Agile Networks



Thursday

Developing new prototypes

TEACHERS AND STUDENTS DEVELOP
PROTOTYPES AND TUTORIALS

Development of digital products: What do we already have and what materials do we still need for preparing tutorials?

08:30 Daily stand-up and warm-up

09:00 Evaluation of the material for tutorials

11:00 Presentation of the existing instructions for tutorials

11:30 Formation of new developer teams

12:00 Lunch break

13:00 Lectures

15:00 Break

15:15 Working on new prototypes and testing the instructions and tutorials

16:30 End of workshop-day

Friday

Developing Tutorials

TEACHERS WORK ON
MANUALS AND
TUTORIALS

08:30 Daily stand-up and warm-up

09:00 Working on new prototypes and testing the instructions and tutorials

11:30 Interim status of the prototypes and evaluation of the instructions

12:00 Lunch break

13:00 Editing the instructions and developing tutorials

15:00 Planning the next steps