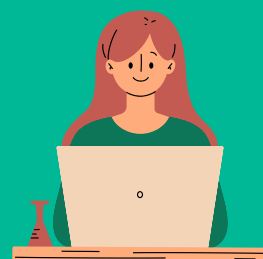


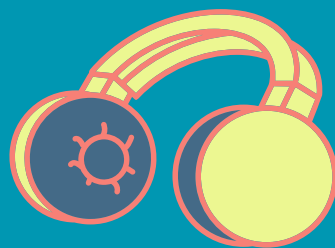


✓ DIGITAL  
✓ INNOVATIVE  
✓ USER-ORIENTATION



# INVITATION

## TEACHER TRAINING IN DIGITAL INNOVATION



P.L.A.N.

## PROJECT MEETING

06-NOV- 07. NOV  
2024

MADRID

## DISSIMINATION&IMPLEMENTATION

1. Follow Up of our Scrum Experience
2. Implementation and Dissemination
3. Follow Up-Project



PLAN

PEDAGOGY AND LEARNING IN AGILE NETWORKS



# 1. SCRUM FOLLOW-UP



- **Warm-Up**
- **Discussion:** Successes and challenges in integrating Scrum in school
- **Material Box Creation:** Reviewing our results in a **Scrum Review Meeting**
- **Best Practices & Future Development:** Identifying effective learning and teaching materials from our Scrum experience for further development or ready for use for publication and implementation in our school and network

## 4. FOLLOW UP PROJECT



### Developing a PLAN Follow-Up project Idea

- **Gap Analysis:** Where do we stand, where we want to be in the future.
- **Golden Circle:** Why and how we want to do it. What should be the outcome.
- **Identifying opportunities & Challenges,** Make a P.L.A.N.



# AGENDA

**MAIN TOPIC.** SHARING OUR RESULTS:  
IMPLEMENTATION AND DISSEMINATION  
POSSIBILITIES OF OUR PROJECT RESULTS IN  
SCHOOL AND OUR NETWORK,  
**+ SCRUM & NEW PROJECT IDEA**

## 2. DISSEMINATION & IMPLEMENTATION

### Theory & Experiences

Implementation and Dissemination: Key concepts for school development and digital transformation, especially in Erasmus+ projects.



#### 1. Progress Review:

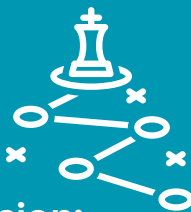
- Current content on homepage and Instagram.
- Ideas for new content and improvements
- **Gallery walk and group puzzle**

#### 1. Sharing Experiences:

- Opportunities and challenges in sharing P.L.A.N. results in schools
- **Sailboat**
- New ideas for sharing project results in school
- **Building a Portfolio**

## 3. DISSEMINATION & IMPLEMENTATION

### Develop a strategy



#### Podium discussion:

P.L.A.N. ready for implementation?  
Innovations and challenges in everyday school life

#### Hands-On Formats:

- Micro workshops, training units, platforms, working groups
- **international Teams**

#### Strategy Development

- Creating a concrete plan for dissemination and implementation in schools, evaluating with an **impact/effort matrix**, and extending to the network.
- **National Teams**



# BUSINESS GAME SCHEDULE



Co-funded by  
the European Union

**03. DEC 2024**

Arriving, Orientation,  
Registration 8:45



**09:00 - 10:00:**

**Welcoming, Introduction**

---

**10:00 - 12:00:**

Animation  
**Get to Know Each Other**

---

**12:00 - 13:00**

Animation  
**Language Games**

---

**13:00 - 14:15**

Team Building and Roles  
**school Tour in Teams**

---

**14:15 - 15:00**

**Lunch Time**

---

**15:00 - 16:30**

Create a Product Idea - Why Circle  
**Marketing Strategy - Part 1**

---

**15:00 - 16:30**

Check on your target customer  
**Create a digital Market Survey**

---

**15:00 - 16:30**

Check on your target customer  
**Create a digital Market Survey**

**FUN TIME**

**04. DEC 2024**

Arriving, Networking,  
Registration 8:45



**09:00 - 10:00:**

**Welcoming, Start in the day**

---

**10:00 - 12:00:**

Animation  
**Mimes**

---

**12:00 - 13:00**

What did your customer want?  
**Market Analysis**

---

**13:00 - 14:15**

Create a product to meet  
customer needs - visualize  
**Define your product**

---

**14:15 - 15:00**

**Lunch Time**

---

**15:00 - 16:30**

Test your Product idea in the team  
**Presentation**

---

**15:00 - 16:30**

Where to sell it at what price?  
**Marketing Strategy - Part 2 + 3**

---

**FUN TIME**

# BUSINESS GAME SCHEDULE



Co-funded by  
the European Union

**05. DEC 2024**

Arriving, Orientation,  
Registration 8:45



**09:00 - 10:00:**

**Welcoming, Introduction**

---

**10:00 - 12:00:**

Animation  
**Team Games**

---

**12:00 - 13:00**

Animation  
**Language Games**

---

**13:00 - 14:15**

Ideas to promote your Product  
**Marketing Strategy Part 4a**

---

**14:15 - 15:00**

**Lunch Time**

---

**15:00 - 16:30**

Create a Advertisement  
**Marketing Strategy - Part 4b**

---

**15:00 - 16:30**

Check on your target customer  
**Create a digital Market Survey**

---

**15:00 - 16:30**

Check on your target customer  
**Create a digital Market Survey**

**FUN TIME**

**04. DEC 2024**

Arriving, Networking,  
Registration 8:45



**09:00 - 10:00:**

**Welcoming, Start in the day**

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**Presentation**

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Where to sell it at what price?  
**Marketing Strategy - Part 2 + 3**

---

**FUN TIME**



Co-funded by  
the European Union

# SCHEDULE

**06. NOV 2024**

Arriving, Orientation,  
Registration 8:45



**09:00 - 10:00:**

Welcoming, Introduction,  
School Tour, Coffee

---

**10:00 - 12:00:**

Scrum Experiences  
Scrum Review Material Box

---

**12:00 - 13:00**

Lunch Break

---

**13:00 - 14:15**

Dissemination & Implementation:  
**Check the Website &  
Instagram,**

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**14:15 - 15:00**

Dissemination & Implementation  
**Experience Exchange**

---

**15:00 - 16:30**

Dissemination & Implementation  
**Building a Portfolio, Coffee**

**07. NOV 2024**

Arriving, Networking,  
Registration 8:45



**09:00 - 09:15**

Opening Session

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**09:15 - 09:45**

Dissemination & Implementation  
**Podium Discussion**

---

**09:45 - 12:00**

Dissemination & Implementation  
**Developing Prototypes, Coffee**

---

**12:00 - 13:00**

Lunch Break

---

**13:00 - 14:00**

Dissemination & Implementation  
**Creating a strategy**

---

**14:00 - 15:45**

Future Lab: Creating a  
**Follow-Up Project idea,  
Coffee**

---

**15:45 - 16:30**

Evaluation and Event Closure