

# NORDIC CRAFT - Hackathon

*Nordic collaboration on Innovation, Problem solving and Technology in schools*

## Invitation to participate in a one day workshop for Nordic@Bett

As a part of the Nordic initiative “NORDIC CRAFT”, you are kindly invited to participate in a one day Hackathon at your school. Nordic@BETT is a conference hosted in London, during the [BETT Show](#), sponsored by the Nordic Council of Ministers.

**The main purpose of the hackathon** is to get better innovation and use of ICT in everyday life at school. That is the starting point at the CRAFT Hackathon!

The Hackathon is an **online competition**, where students and teachers explore how to work with ICT and problem solving in ordinary activities and subjects in school. Can you CRAFT in just one day?

The winner-projects (groups) will be invited to participate and speak at Nordic@Bett in Logan Hall, London, thursday the 24. of January 2019.

### Participation in the Hackathon includes:

- One full day on Thursday 13. December 2018. Working with CRAFT projects in your class using the eTwinning platform (Twinspace)
- Full online guidance and support all day incl. teaching resources
- One class or a group of students from 7<sup>th</sup> or 8<sup>th</sup> grade (13 - 15 years)
- Each group, in your class, will record a video showing their process and pitch.
- Time to produce video. The video is the product in the competition.

### The winners of the Hackathon:

- The students chosen to participate at Nordic@Bett will be expected to work 2-4 days preparing their case and pitch. This group-work will be organised in eTwinning, as mixed groups, between the participating countries and will be supervised (online) by the Nordic@Bett organizers.
- Max. 3 students and 1 teacher pr. country are invited to London.

### How

A professional team of experts from the Danish CRAFT team will guide and lead the online Hackathon and the winner group-work. Students and teachers dive into the learning resources and get an understanding of how CRAFT works. Students and teachers work in parallel to get good ideas and give response to each other.

## Info on Nordic CRAFT

As part of general education today children, young people and adults should not only consume media and technology. They must develop skills to think and create with technology and learn to relate to digital technology with curiosity and critical thinking. Therefore it is an important question for the Nordic countries how schools and education should be developed in teaching and that students and teachers are motivated and given the skills required to succeed.

### Nordic CRAFT & eTwinning

From being a Danish initiative CRAFT is now a Nordic project supported by the Nordic Council of Ministers. eTwinning is a part of the initiative, supporting the collaboration between countries and offering the eTwinning platform as a framework for student work and professional development.

**CRAFT** is, in this context, a concept which offers capacity building for municipalities and schools providing a network, resources, where teachers can get help, knowledge, inspiration and feedback on innovative teaching supported by technology.

Experiences with CRAFT show, that students gets more motivated to learn, they get involved, they produce and become active intermediary. Teachers become more facilitating and learn from each other. In Denmark schools can participate in “DM in digital Skills” (Danish National Championship), where classes compete.

### CRAFT projects

A CRAFT project involves working with a real world problem. It can be a local, a national or a global problem. Students research the problem, they innovate, design a prototype and present their idea and get feedback from their target group. They can go through this process iteratively several times to improve their prototype. Please visit this [link](#) to learn about the proces. Teachers evaluate the student projects and give feedback inspired by ITL 21<sup>st</sup> Century Learning Design.

Kind regards,