

SESSION TITLE

OPEN SCIENCE HUB BOARD

**ACTIVITY IN A SENTENCE:**

A co-creation tool to get familiar with the Open Schooling methodology and to identify themes, resources and stakeholders involved in implementing a programme in the local community. The tool has been adapted from the Full Stack Tool Board, developed by IAAC, Barcelona.

DISCIPLINES INVOLVED IN ACTIVITIES:

Management, Pedagogy

RECOMMENDED AGES:

18+

LEARNING ENVIRONMENT (CONTEXT SETTING):

Class, meeting room, virtual room

LEARNING OUTCOMES:

- Will understand the key elements of open schooling
- Can relate specific stakeholders and resources from their community or their experience of the categories in this framework
- Can think of examples in different contexts when they read the description of cards in each category
- Will be able to use the open science hub board to assess their activities

RECOMMENDED EXPERTISE:

- Facilitation
- Open Schooling
- Education

SDG LINKS:

- **Goal 4:** Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all
- **Goal 11:** Make cities and human settlements inclusive, safe, resilient and sustainable
- **Goal 17:** Strengthen the means of implementation and revitalise the Global Partnership for Sustainable Development

TIME IT TAKES TO COMPLETE:

90 – 120 minutes

MATERIALS / RESOURCES NEEDED:

- White Board or Miro (virtual) board
- Cards (Found on Miro)
- Tables and chairs
- Screen and internet connection

CONTENT FOR LEARNERS:

- The *Miro board* can be shared or printed as a PDF

TIPS FOR SCALING FOR DIFFERENT AUDIENCES:

The activities described in this training program can be adapted both to formal and non-formal educational contexts, depending on the educator's objectives and needs. Also, although the activities of this training program were carried out sequentially, they can be used independently, and with a different order than the one proposed here. Note that some resources are in Portuguese, so translation may be required.

Activity

Introduction:

The Open Science Board is a board game to introduce educators, students and Open Science Hub practitioners to the Open School methodology. Participants work in groups of at least three members for a maximum of 6 groups.

They mimic the process of setting up an Open School programme and participants go through the different steps of the implementation, identifying the required resources and relevant stakeholders.

To start with, participants decide a topic related to SDGs and have access to inspirational cards of already developed Open School programmes (via the *Miro board*). The more "open" the activity is, the more tokens and chips can be achieved. Time permitting, we advise to carry out one "demo" round all together and then split the group into teams for the second and third rounds.

Part 1: Getting familiar

- Check the OSHUB cards (orange – see Figure 5.42) and choose one topic that you are working on or interested in. Place it on your board.
- Check the Inspiration cards (green – see Figure 5.42) and choose one that you like and that corresponds to the chosen topic. If you don't know the project, google it to find out more. Place it on your board.

Part 2: Shape your activity

- Write your activity on a white card and place it on the board. The activity must relate to the chosen topic, and should be an Open Schooling activity. More information can be found on the Miro board. Example of activity: *'Our Coffee Culture'*
- Which stakeholders do you have? Choose one or more stakeholder cards and place them in the box next to the white card.
- Which resources do you have? Choose one or more resource cards and place them in the box next to the white card.
- Is your activity contributing to scientific research? Is it creative and financially sustainable? If so, pick a OSHUB token from the pile and place it next to the white card.
- Add a new white card and repeat steps 2.2, 2.3 and 2.4.

You can find images of the Miro-Board layout and cards at the end of this section.

Part 3: Count your points

Is your activity complete, have you added a token, or were you the first to complete a line? Then let the others know by placing a book chip on the OSHUB board!

Part 4: Again!

Choose another topic and repeat Parts 1, 2 and 3.

Part 5: Share what you learned

- Allocate 5-10 minutes per group (depending on the number of groups) to share what they learned or discussed during the exercise. The format is a simple roundtable with one speaker per group.
- Give 10 minutes if there are less than four groups, but only 5 minutes if there are more than four.

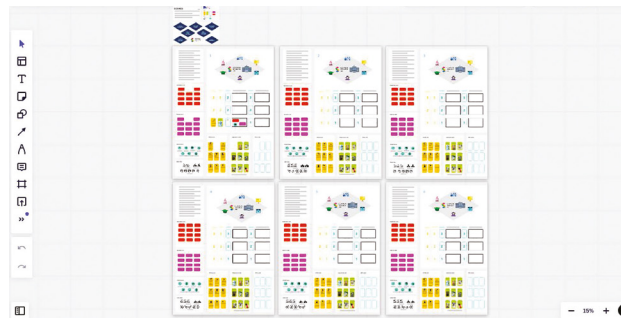


Figure 5.41: Overview of Miro Board. Credit: IAAC Barcelona.

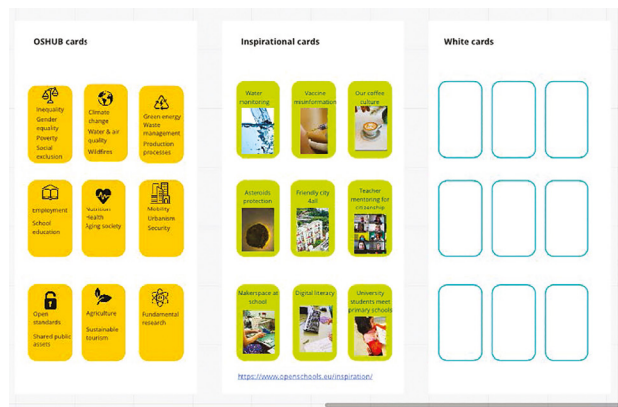


Figure 5.42: Close up on OSHub Cards and Inspirational Cards. Credit: IAAC Barcelona.

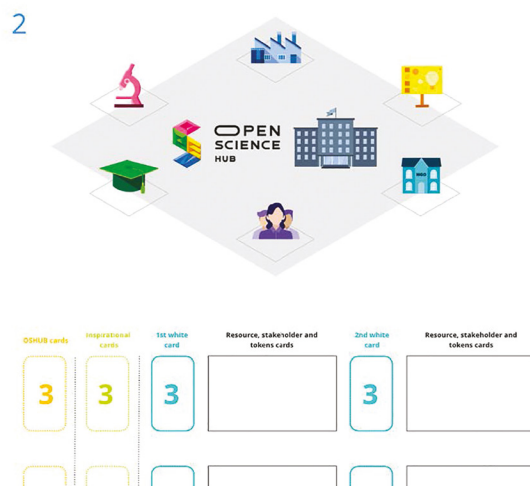


Figure 5.43: Close up of game board. Credit: IAAC Barcelona.

Credit: This activity was adapted from the Full Stack Board Tool, developed by IAAC, Barcelona. Adaptation was carried out by Onl’fait Makerspace, OSHub Switzerland.