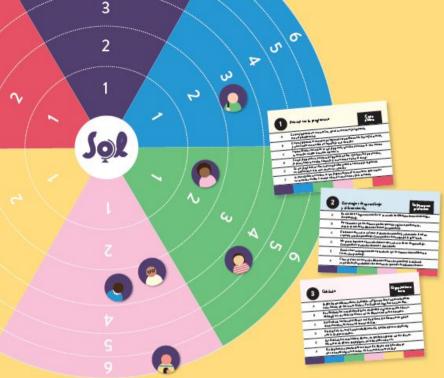


Talking about ownership of learning within the school





An educational game created by and for educators. Eighteen ownership-topics for student, teachers and leadership.

Serious gaming, visual reports and dataanalysis after a game session are optional.

WWW.STUDENTOWNERSHIP.COM

This educational game is created by and for educators. Commissioned by Student Ownership Of Learning



info@studentownership.com



Talking about "ownership of learning" within the school.

Welcome to our Innovate:

Creating an international Community "Ownership of Learning"



Marrakech, Morocco 6-10 January, 2020



Freek Wevers, Henk van Woudenberg, Tessa van der Stek & Bob Hofman. Mohammed VI Cultural Center –Essaouira Room. 07-01-2020; 13.45 - 14.15 h.



Welcome to our Innovate:

Creating an international Community "Ownership of Learning"

Introduction Defining ownership Taxonomy of ownership The Game Feedback and international network



Introduction:

- We are from the Netherlands
- A learning-lab of teachers, researchers and school-leaders
- We wanted to know what ownership of learning is
- And how it can be enhanced



he ownership 4 core principles: experience 1. 2. competences, autonomy and relationships 3. Learning environment or learning activity 4. taxonomy of school development



We have developed a model, a taxonomy of ownership, derived from the work of John Macbeath on distributed leadership.

In our model we described 6 types of schools where "ownership" has a different meaning and creates a different practise.



FORMAL

The distribution of roles and tasks in the school is traditional

PRAGMATIC

Roles, tasks and responsibilities are assigned in ad hoc.

STRATEGIC

A planned and systematic distribution of roles, tasks and responsibilities.



INCREMENTAL

Roles and tasks are divided with the aim of enhancing student ownership.

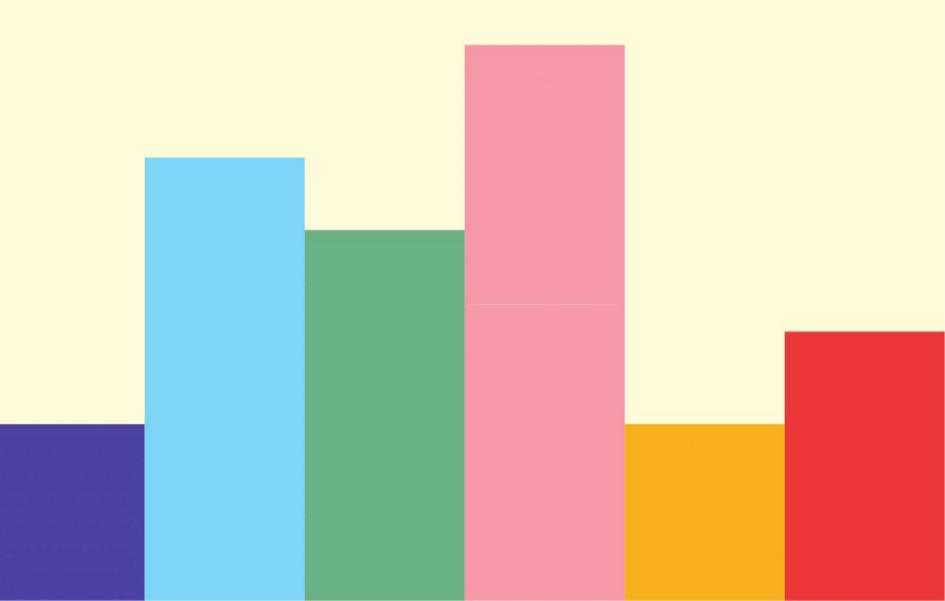
COMPETENT

Here the ownership is more shared than divided.

CULTURAL

Shared ownership is deeply anchored in practice and thinking.





DISCUSSION QUESTIONS

Here and Now:

Can you explain your choice?

Why do you think this statement fits best with our school?

Can you mention a concrete example of your school that fits this statement?



DISCUSSION QUESTIONS

Future:

- What would education look like in the ideal situation?
- Why did you choose this statement? Can you explain your choice?
- Why do you think this is important for the future?



Our sessions this week at ICSEI 2020:

Wednesday 08-01-2020 13.30 - 15.00 h: Mogador Palace - Coliseum Workshop WOTS (SOL): A Game, a Network and a Datatool:

- Introduction, ownership and taxonomy (15)
- The Game (30 m
 International school culture (25 m
- International school c
 Data collection
- Data collection
- Feedback

(15 min) (30 min) (25 min) (15 min) (05 min)

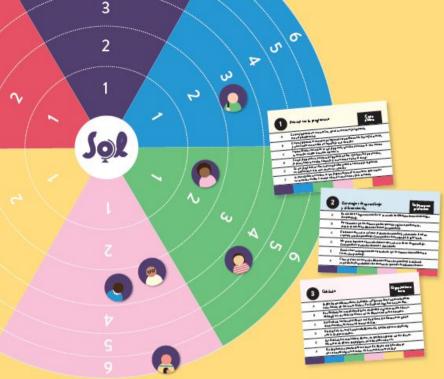
Thurshday 09-01-20 11.00 - 12.30 h: Mogador Palace - Zilis room

Paper session about creating a world wide network about "Ownership of Learning"



Talking about ownership of learning within the school





An educational game created by and for educators. Eighteen ownership-topics for student, teachers and leadership.

Serious gaming, visual reports and dataanalysis after a game session are optional.

WWW.STUDENTOWNERSHIP.COM

This educational game is created by and for educators. Commissioned by Student Ownership Of Learning



info@studentownership.com