



From yesterday's lecture

*"Neglecting deduction
but stressing induction"*

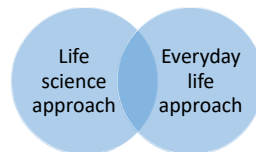
Chinese Education: Reforms and Challenges
Prof. TENG Jun, Yingdong 45



My plan

1. Conceptual thinking
2. Five intermezzo's
3. Two hands on demos

Why do we do it



Research Questions

- Can play, game & hands on everyday life skills function as engine for learning and "bildung" in kids' foodscapes
- Can we see technology more as a mean rather as an end

Intermezzo
Italian for

*"a movement coming between the
major sections of an extended
musical work - such as an opera"*

The Sapere method
a conceptual foundation

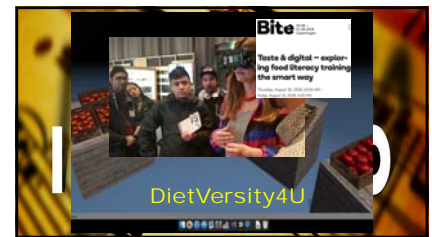


Jacques Puleis
Le plaisir du goût

How do we organise it?

- Education: Learning & Change
- Research: AAU SOUL
- Innovation: Practice or business





What we do and what we dont do	
Rational choice model	Agile plan as U go
Plan everything in detail	Make a transdisciplinary group
Ask for a budget to cover all	Write a pitch
Get all the background info you need	Get some seed money
Get in your project room	Take advantage of the knowledge triangle and PBL
Close the door	Keep the door open
Come out once you are done	Create a fast prototype



A research protocol
1. Do the Proof of Concept
2. Then start developing a didactic approach
3. Ask: For which age group
4. Reflect: For what learning goals
5. You know: Knowledge, skills & competencies
6. Then do your evaluation & impact assessment protocol
7. And dont forget the visually assisted datacollection methods

