Creativity and Innovation in Education and Training in EU 27

Introduction & Objectives

Validation Workshop, 1-2 June 2010, Seville

Dave Broster - Yves Punie

Joint Research Centre (JRC)
Institute for Prospective Technological Studies
The European Commission’s Research-Based Policy Support Organisation
Part of Joint Research Centre of the EC

**IPTS**: Research Institute supporting EU policy-making on socio-economic, scientific and/or technological issues
IS Unit – Research Areas

- Economic aspects of eHealth
- Social Computing
- Digital Living & Identity
- Cultural diversity & Inclusion
- Digital Economy
- ICT Industry analysis
- eGovernance
- Learning & Skills
Learning Spaces
Future of Learning in knowledge-based society

2006-2008

Learning 2.0

Study on the use of social media in
primary, secondary & tertiary
education to support
innovation and inclusion

Study on learning opportunities in
online
networks and communities

2008-2009

2009-2010 Study on Creativity &
Innovation
in
prim. & sec. education

2009-2010 Activity on
The Future of
Learning
New ways to learn new skills for
future jobs

2009-2012 LLL project

Tellnet
Teachers LLL Networks
Policy context for IPTS work on ICT and Learning

- Strategic Framework for EU Cooperation in E&T COM(2008)865
- Creativity and Innovation European Year 2009
- E-Skills for the 21st Century COM(2007)496
- Key Competences for LLL COM(2006)962

**ElInclusion Policy**
- 2006 Riga Declaration,
- European i2010 initiative on e-Inclusion,
- "To be part of the information society" COM(2007)694

**Youth Policy**
- New Youth Strategy Nov 2009

**Immigration integration Policy**
- Stockholm Programme Dec 09
Objectives ICEAC study

To provide a better understanding, based on empirical evidence, of how innovation and creativity are

- framed in EU 27 MS national and/or regional objectives
- enabled in education and training
- occurring in opinions and practices of education and training at primary and secondary level
## Project Plan

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<th>Phase</th>
<th>Objective</th>
<th>Method</th>
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<td>Phase 1</td>
<td>To validate methodological framework, focus and operation of the study</td>
<td>Scoping workshop</td>
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<td>Phase 2</td>
<td>To understand the implication of creativity and innovation in education</td>
<td>Literature review</td>
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<td>Phase 3</td>
<td>To assess the role and relevance of <em>creativity</em> and <em>innovation</em> in the national learning objectives (curricula) of member states</td>
<td>Analysis of the Curricula</td>
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<td>Phase 4</td>
<td>To assess teachers’ opinions and practices on creativity and innovation in each country at the school level</td>
<td>Teachers’ survey</td>
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<td>Phase 5</td>
<td>To assess the relevance of creativity and innovation in education at national level</td>
<td>Stakeholders’ interviews</td>
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<td>Phase 6</td>
<td>To identify good practices of creativity and innovation in education in Europe</td>
<td>Good practices (Case Studies)</td>
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<td>Phase 7</td>
<td>To validate the results of the study</td>
<td>Validation workshop</td>
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(1) Share, discuss and refine the results of different parts of ICEAC study

(2) Draw a full picture of C&I in E&T based on real evidence

(3) Identify and discuss options for further actions for both policy and research to further advance C&I in education in Europe
Thank you

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