

O1 - fun@science report

Working sheet – Collection of interesting practices

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INTERESTING PRACTICE TITLE: “STAMPIAMOCI IL FUTURO”

Brief description	<p>The project is based on the concept that the innovation technology and the co-working experience can help students, and in general young people, to work in team, to enhance individual and group skills and to orientate themselves in future study and work choices.</p> <p>The project has been developed thanks to the cooperation between the cooperative “Gruppo Scuola”, the laboratory “Officine On/Off” and the participation of some schools from Parma.</p> <p>Today the activities of the project are carrying out thought workshops, campus and lessons at school that provide the link between education reality and the word of work.</p>
Education level	<p><input type="checkbox"/> Infant school</p> <p><input checked="" type="checkbox"/> Primary School</p> <p><input checked="" type="checkbox"/> Secondary Junior School</p> <p><input type="checkbox"/> High School</p> <p><input type="checkbox"/> Other (specify) _____</p>
Reason behind the project/practice	<p>The idea “Stampiamoci il futuro” was born from the from the experience of the cooperative with children and youth. The project's aim is to respond to the needs of the community by promoting specific activities.</p> <p>In fact the project is included in a process aimed at widening the information on the issue of employability, putting it in relation with some local realities, which are significant in this sense.</p> <p>Also the team would like to give a space for students meeting and exchange in order to improve their competences and abilities.</p>
Aims and objectives	<p>The project aims are:</p> <ul style="list-style-type: none"> • to introduce youth to “On/Off! a laboratory within some people try to carry out micro-enterprises or individual projects and at the same time students can enter into a reality where the members share values, knowledge, experiences, advanced technology and business opportunities; • to make youth live in an environment where there's a collaborative community philosophy, a place where it is possible to imagine and realize the ideas and a center for the development of skills and competences; • to animate co-working and implement innovation technology (3D printer, robotics, rather than audio and video editing technology) as tools to understand macro-relational values, aimed at fostering students' growth with reference the relationships; • to link project didactics and experiences to the different curricular

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	<p>subjects developed at school, such as: Technology, Civics, Law, Economics, Geography and Humanities in general.</p>
<p>Implemented activities and final outcomes</p>	<p>The project activities are:</p> <ul style="list-style-type: none"> • cooperation between teachers and On/Off operators, who together define an educational objectives and methodology; • in the first meeting the trainer involves the students in a short "co-working" game; its purpose is that of introducing the cooperation working methods that characterize the reality of a FabLab; • the students have to simulate the business reality within they designed, realized and delivered the object by 3D printing; • in the On/Off laboratory the students improve their knowledge and skills with reference to to use, design and realization of objects by using innovative technology (3D printer); • the class valued its work and the object realized by every group, so they can share with other classmates their opinion and some suggestion about this experience. <p>These activities offered to the students the opportunity to improve their abilities to use a new technology, the software open source, and to learn to respect the differences between roles and ideas.</p> <p>The project has been important also because the students had the chance to see how is concretely the world of work.</p>
<p>Approach and methodologies</p>	<p>The trainers engaged in the training courses used an active and participatory methodology.</p> <p>This is a methodology that provide a greater interaction between trainers and participants. In fact, students are considered an active subjects, they take part in a series of activities aimed at making more interesting the learning because they are involved in group exchanges and analysis about specific experiences.</p> <p>The project used also several game approaches, one of these was the technique of the simulated game which involves the participants in all phases of the path, so to improve their abilities (work in groups and problem solving).</p>
<p>Target groups</p>	<p>The Project is addresses at students of the Primary and Secondary Junior Schools from Parma and Province, in particular to groups of students at risk of dropping out.</p> <p>Anyway, the project involves also the teachers because they are an active part into the project: they help to define the achievements and the methodology to be adopted.</p> <p>The target groups have been supported by an educator, a volunteer and a technician for programming and making with 3D printing.</p>
<p>Duration</p>	<p>The project started in 2014 and is active now.</p> <p>It's articulate in 7 module distributed over a period of about two months. The duration of the meetings was respectively: 4 meetings of 2 hours, 2 meetings of 3 hours and 1 of 1 hour.</p>
<p>Main strength and weaknesses</p>	<p>Strenghts</p> <ul style="list-style-type: none"> • These activities offered to the students the opportunity to improve their abilities to use a new technology, the software open source, and to

	<p>learn to respect the differences between roles and ideas.</p> <ul style="list-style-type: none"> The project has been important also because the students had the chance to see how is concretely the world of work <p>Weaknesses</p> <ul style="list-style-type: none"> Short duration. Need for hardware and software resources.
Lead organisation	<p><i>Name of organization: Gruppo Scuola Cooperativa Sociale</i> <i>Type of organisation: Social Cooperative</i> <i>Mission: promote social and cultural emancipation pathways</i></p>
Partner organisation (if applicable)	<p><i>Name of organization: Officine On/Off</i> <i>Type of organisation: FabLab</i> <i>Mission: provide and disseminate education, work and collaborative culture</i></p>
Financing Body and Programme	<p><i>Co-financed by the Cooperative.</i></p>
Project area intervention	<p><input type="checkbox"/> International (specify the countries involved in the project) <input type="checkbox"/> National <input checked="" type="checkbox"/> Local</p>
Webpage	<p>http://www.grupposcuola.it/web/laboratori-di-stampa-3d/</p>