VIRTUAL ACADEMY

ASHOKA EDUCATION

ASHOKA

THE PROJECT IN A NUTSHELL

«*RECONNECT THE TEACHER TO HIS PEDAGOGICAL MISSION BY SYSTEMATIZING THE PREPARATION AND CORRECTION OF EXERCISES*»

CHALLENGE

The teaching profession is above all a vocation: to support students in their learning, to support them in their emotional blockages in the face of difficulties and failures, to give them confidence in themselves and help them to flourish. Unfortunately, teachers have less and less time to devote themselves fully to their pedagogical mission because they are overwhelmed with administrative work. How to allow them to spend less time preparing and correcting exercises to make room for more personalized support for the learning of their students?

PROJECT

Virtual Academy aims to optimize the teachers' time by providing them with a tool that allows them to devote themselves to their pedagogical mission by personalizing their learning. It is an online application that allows them to:
- automatically generate and correct adapted exercises by level;
- give a general summary of the performance of each student to the teacher;
- analyze the types of errors of the students to allow a better support in class by the teacher via a better diagnosis of the gaps.

STAKEHOLDERS

Tester teachers: beyond your own class, it is important to bring other teachers on board to explore the adventure with you to enrich and compare your observations. School management You will certainly need the support of your school manager, either to use an existing tool or to deploy a new solution in the school.

WORKLOAD

Whether you want to implement Virtual Academy in your school or create a similar project (tool / methodology), you will need to dedicate several hours per week at a minimum.

RESOURCES

If you want to implement an existing platform like Virtual Academy, you will need financial resources allocated by your school. If you want to develop your own tool or methodology, surround yourself with a small team!

HOW TO IMPLEMENT THE PROJECT IN YOUR SCHOOL

1 PROJECT PREPARATION

BECOME AWARE OF THE NEED
Become aware of the existing solutions in the school ecosystem by grafting on an existing project (ex: Virtual Academy)

ANTICIPATE OBSTACLES
Take the time to anticipate the administrative constraints, authorizations or potential technical constraints to your project.

DEFINE YOUR OBJECTIVES
Define outcome indicators and objectives prior to the project (eg allow the student to read in 4 seconds instead of 10 A text).

ITERATE
Plan several iterations of work to quickly move from ideas to action and most importantly to confront your ideas to the reality of the field.
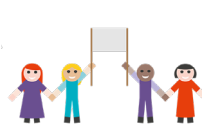
2 PROJECT DEVELOPMENT

INVOLVE STUDENTS
Involve students upstream in the project to build trust and do not impose the project. Take their feedback regularly and anonymously.

COMMUNICATE RESULTS
Test your assumptions and accept that they may be wrong! Communicate your results, whatever they are, to your users and your partners in order to keep them engaged.

SHOWCASE SUCCESSES
Highlight student success stories with the tool to get students to use it with a gamification system and positive feedback in the class diary.

CHECK YOUR ASSUMPTIONS
Validate what works or does not work in a first version of your solution across your classroom. This will allow you to have the foundation for a further deployment.

3 PROJECT DEPLOYMENT

GATHER A COMMUNITY
Suggest that your colleagues come to observe you in class to introduce them to your tool or method. They will be your first ambassadors.

SHARE YOUR PRACTICE
Then offer trainings to your tool / method outside your school to raise awareness on your practice, inspire and involve other teachers in joining you.

CREATE CONTENT
Realize an intellectual production that highlights the project, its evolution and its good practices (conference, blog, video, article, etc.)

LOOK FOR SPONSORS
To spread more widely and develop your project sustainably, look for financial, political and technical support according to your needs.

BEST PRACTICES AND LESSONS LEARNT

DESIGNED BY AND FOR TEACHERS

Rather than proposing yet another solution to which teachers will have to adapt, it is essential to think of any new tool or methodology as being at the service of its beneficiary and not the other way around.

In Virtual Academy, everything is thought by a teacher, for teachers, to simplify their work and to avoid an extra burden. To do this, it is crucial to meet other teachers frequently to validate with them regularly that our solution corresponds to a real need at home or with their students.

DEMONSTRATE RESILIENCE

One of the main difficulties is to be able to bounce back when the project does not meet the expected echo or that its deployment takes longer than expected. One of the main pitfalls is to fall in love with your solution and propose something that nobody wants.

So you have to be very humble and listen to challenge yourself, adapt what needs to be, and agree to go in a direction that may not be exactly the same as we had imagined but which corresponds to the real needs of the field.

ALTERNATIVES

Whatever new tool or methodology you propose to optimize the work of teachers in your school, be certain you are familiar with existing alternatives and can clearly explain how your solution differs from them. This includes a careful inventory of the existing tools and methodologies but also a clear and compelling definition of the main benefits and results brought by your solution.

CASE STUDIES

One of the best ways to create commitment around a new tool is to show a concrete example of use and the benefits it has brought. As teachers are very busy and often overwhelmed, it is important to be able to quickly convince them with practical case studies so that they rapidly understand the interest of the tool and see how it can be applied to their specific context. Make sure to prepare such case studies and be ready to show them in order to make communication easier!

MORE INFORMATION TO GO FURTHER

CONTACT
Meet the project owner
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VIDEO
Discover the story, the participants and behind the scenes of the project in video:
www.ashoka.org/en-be/eduinnovation