제16회 안동 국제교육도시연합
(IAEC)세계 총회

16th International Congress of
Educating Cities Andong 2022

IAEC 2022 ANDONG
REPUBLIC OF KOREA

주최 International Association of Educating Cities

주관 ANDONG CITY 경상북도 GYEONGSANGBUK-DO

후원 교육부 Ministry of Education

유네스코한국위원회 Korean National Commission for UNESCO

국가평생교육진흥원 National Institute for Lifelong Education

전국평생학습도시협의회

경상북도교육청 Gyeongsangbuk-do Office of Education

Digital & Democratic

16th International Congress of Educating Cities.

October 2022

01

Introduction

In **March 2019,** families concerned about the use of **private digital platforms** in schools such as Google Classroom and the possible use of children's personal data by these corporations, contacted **Xnet, an association of activists concerned about digital rights**, and developed a **Plan for the Democratic Digitalisation of Education** whose objective is to **offer an open source alternative to schools** that ensures data privacy and the exercise of children's digital rights in the school environment.

02

Context

Barcelona has a total of 389 public schools.

The **acceleration of digitalisation in education** and the lack of effective digital alternatives provided by the administration has led schools to adopt, on an individual basis, **free private solutions** that **do not guarantee data privacy and the pupils' digital rights.**

This results in a **loss of digital sovereignty of personal data and digital rights**, as well as a breach of GDPR legislation in an essential public service such as education.

España multa a Google con 10 millones por ceder datos sin permiso

Tecnología · Mobile World Congress · Android · APP · Apple · Facebook · Google · Huawei · Móviles · Redes · Samsung · Twitter

DIRECTO LA INVASIÓN RUSA DE UCRANIA, ÚLTIMA HORA

Protección de datos

España multa a Google con 10 millones por ceder datos sin permiso

- La AEPD sanciona al gigante tecnológico estadounidense por dos infracciones "muy graves", entre ellas no respetar el derecho al olvido de los usuarios
- También se obliga a Vodafone España a pagar 3,9 millones de euros por vulnerar la ley al no garantizar la seguridad y confidencialidad de los datos de sus clientes

Logo de Google en la sede central de Mountain View, en California (EEUU). / EUROPA PRESS / CHRISTOPH DERNBACH

Google ha cedido **datos** de sus usuarios a terceros sin permiso legal y ha obstaculizado su derecho al olvido. Ambas infracciones, consideradas "muy graves", han llevado a la Agencia Española de Protección de Datos (**AEPD**) a imponer una **multa** récord al gigante tecnológico estadounidense de 10 millones de euros.

La sanción más alta que la agencia ha dictado hasta la fecha se debe a que Google vulnera los artículos 6 y 17 del Reglamento de Protección de Datos (**RGPD**), la regulación europea que defiende la **privacidad** de los usuarios en **internet**. El Proyecto Lumen es una iniciativa académica de la Universidad de Harvard que recoge solicitudes de aquellos usuarios que piden a la compañía retirar contenido en línea.

In April 2021, Barcelona City Council, through the Directorate for Democratic Innovation, joins to collaborate with Xnet and families **to design and implement a Pilot Project** based on the creation of an **exportable and auditable open source** prototype that ensures data privacy for school-age children.

Civil society **promoters**: **Xnet, Family Associations of the schools** that were initially mobilised + the federation of family associations (AFFAC).

Project **partners**: **Barcelona Education Consortium** and other local authorities such as the **Digital Innovation Commission** and the **Department of Education** of Barcelona City Council.

03

Objectives

- **Deployment and testing of a comprehensive action** that includes: servers, digital tools and training and ongoing support for teachers and families to facilitate its implementation.
- **Creation of a suite**, a **digital pedagogical platform** with a usability equivalent to those used but with auditable and open source software that can be replicated.
- Offer from the administration an **alternative to proprietary data extraction products on the market**, preserving the autonomy of schools when choosing their digital tools.

04

Project Axes

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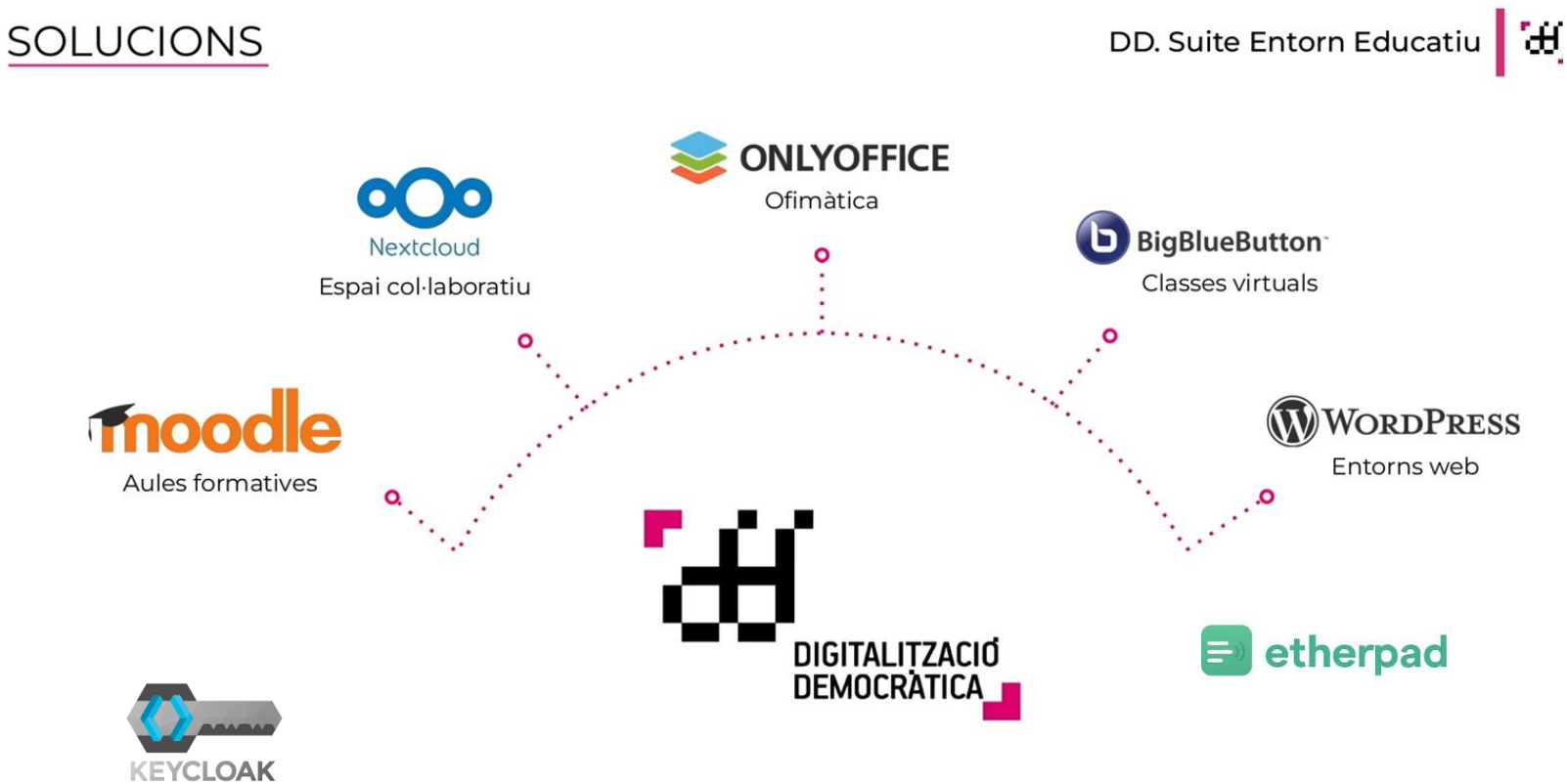
SECURE SERVERS	DIGITAL & DEMOCRATIC	TEACHER EDUCATION AND TRAINING
• Own servers or commercial servers with sovereignty clauses for users	• Comprehensive, replicable and auditable (published code) open source suite of existing tools	• Plan for accompanying the changeover to digital tools and training teachers in digital skills.

05

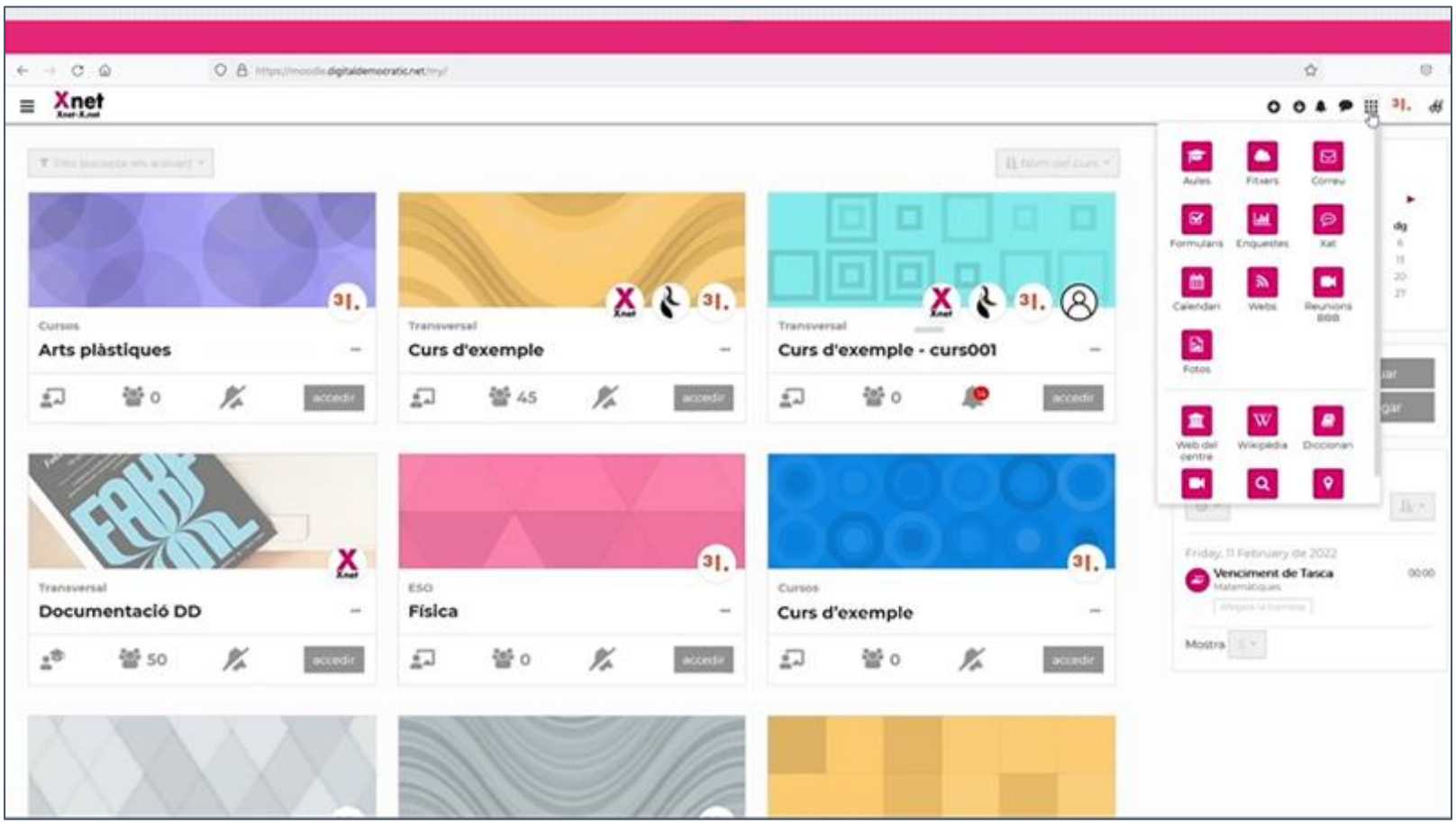
Digital & Democratic

Free software tools that are integrated:

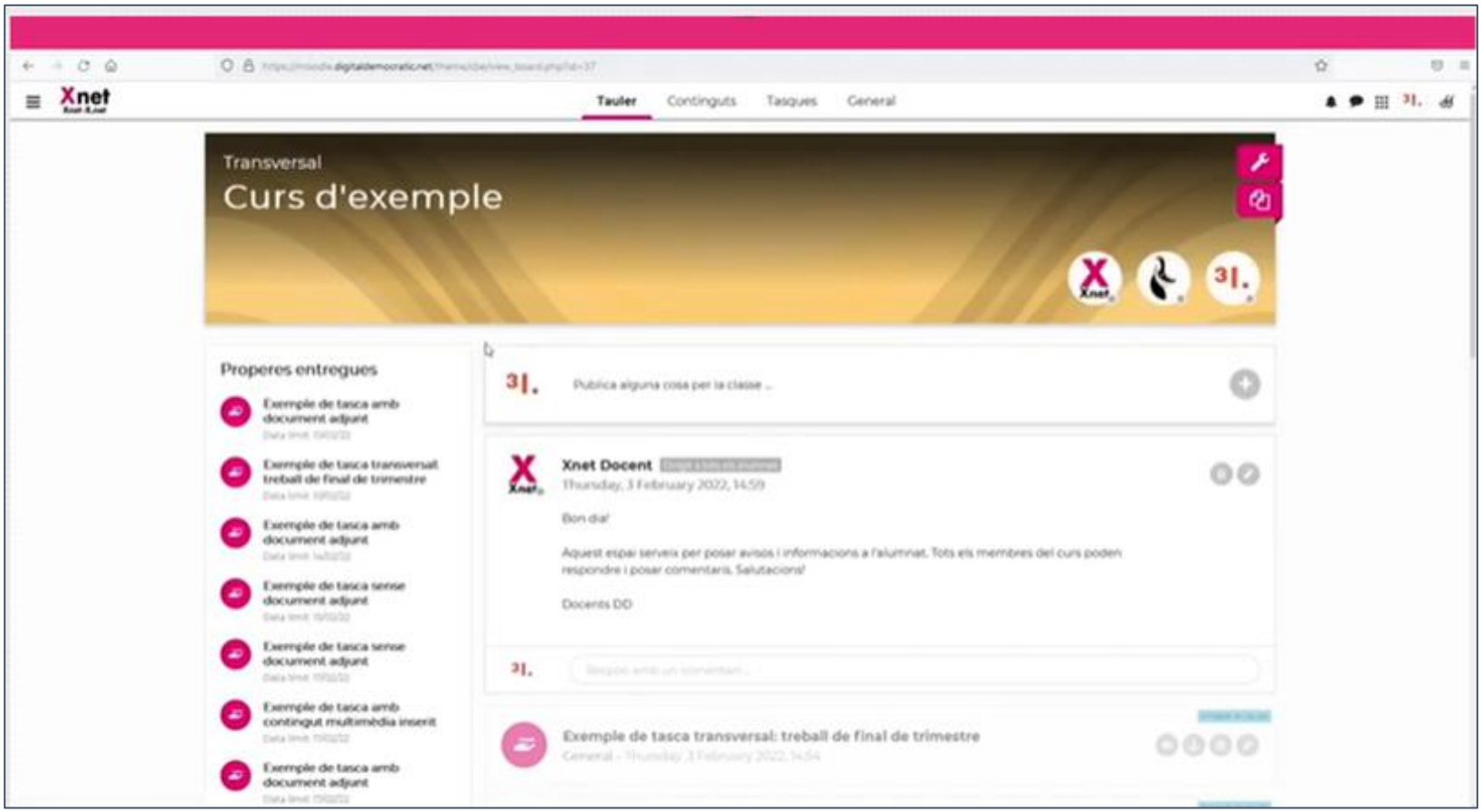


- **Single user administrator** for office automation tools, cloud space, videoconferencing, virtual learning environment and email.
- **Interoperable**, facilitating migration and integration from other platforms.
- Deposited in a **public repository on Github**, following the principle of Public money, Public code.
- Replicable and customisable
- User manuals, legal notices and data protection protocols are included.

Access to classrooms and functionalities:



Access to the inside of a course or classroom :



07

Participants’ assessment

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- The suite built is **attractive, agile and integrates all the necessary functionalities in online training**, both distance and hybrid face-to-face/online.
- As it is built with open source software, it is **easily replicable** to other environments and territories.
- Schools and training centres value very positively the **accompaniment and training** that is **tailor-made for each centre**.
- The students' **families** value very positively the **security of the project** in terms of the privacy of the children's personal data.

08

Project strengths

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- **Open source platform**: minimises software costs and promotes citizen access to ICTs. It is easy to replicate.
- **Support and training for teachers**: in the use of the platform and in the understanding of digital rights.
- The **alliance between the City Council and the social sector**: allows rapid communication and extension of the project among the educational community.
- The **local administration's capacity for innovation and implementation**: Barcelona City Council has the flexibility to respond quickly and efficiently to new challenges.

09

Challenges

- To publicise the project at **national and international** level.
- Promote the **extension of the project** to the entire education system of the city and Catalonia.
- To achieve the **involvement** of the supra-municipal administrations and sufficient **funding** to extend the project and implement it in all the centres that request it.
- Develop **new functionalities** and test the platform in environments such as **music or language education**.
- Test the platform in other **areas of non-formal education** such as civic centres and libraries.

Contact:
innovacio-democratica@bcn.cat

Thank you!

www.bcn.cat

Ajuntament de Barcelona

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LIVING TOGETHER WITH SCREENS

Pinto
CIUDAD
EDUCADORA

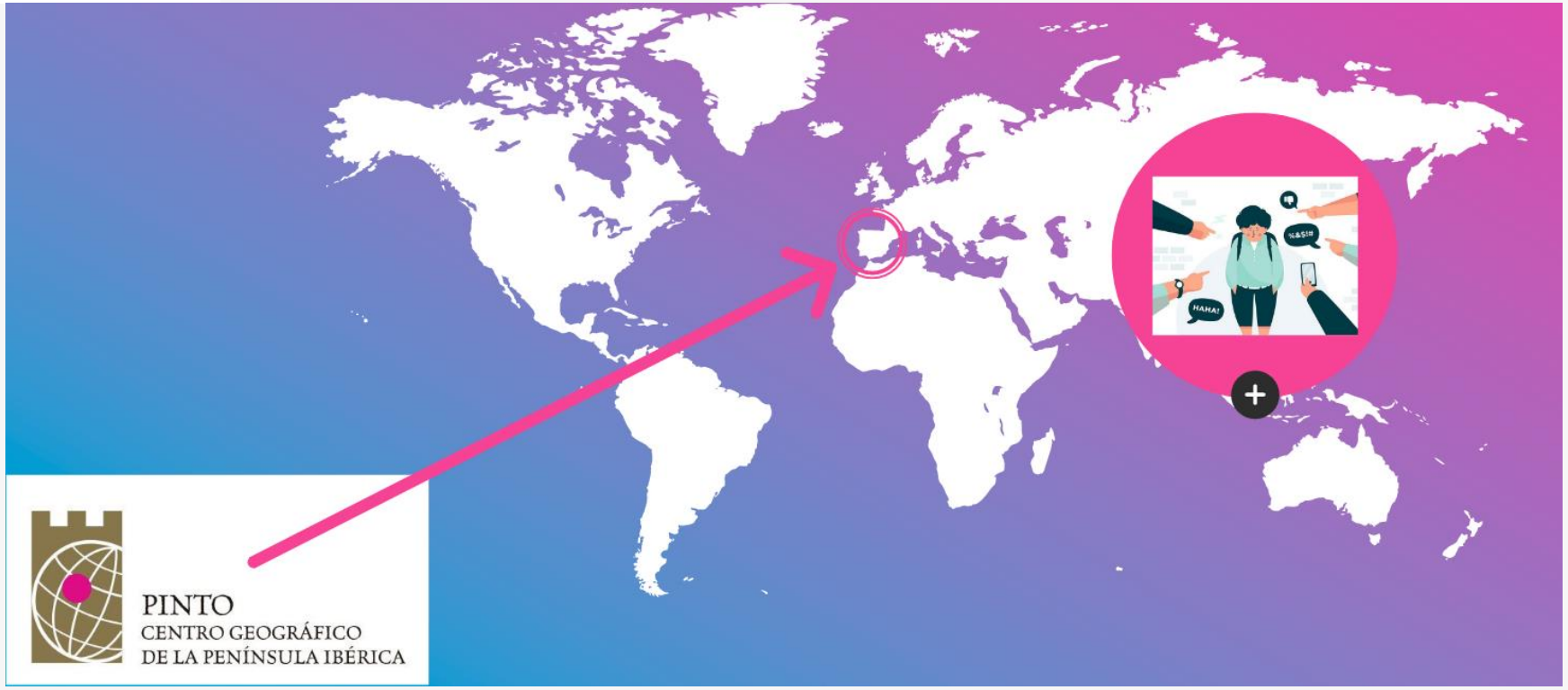
AYUNTAMIENTO DE
PINTO

PINTO
CENTRO GEOGRÁFICO
DE LA PENÍNSULA IBÉRICA

IAEC 2022 ANDONG
REPUBLIC OF KOREA

Pinto
CIUDAD
EDUCADORA

PINTO, MADRID, SPAIN



53,537 Population

OBJETIVES

The main objective is to improve the climate of school coexistence by creating positive coexistenc e environments in the municipality through the promotion and good use of Technology.

Coexistence and Cybercoexistence, bullying, cyberbullying

Living together with screens in family

Use of Technology and innovative methodologies with teachers

Other complementary services

Institutional collaborations

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DE LA PENÍNSULA IBÉRICA

UNIVERSIDAD COMPLUTENSE MADRID

Comunidad de Madrid
CONSEJERÍA DE EDUCACIÓN, UNIVERSIDADES, CIENCIA Y PORTAVOCÍA

Comunidad de Madrid
CONSEJERÍA DE SANIDAD

AMPA

Results

As the results are so positive, continuity is planned

Thank you

educacion@ayto-pinto.es

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L’édulab Pasteur

Un lieu éducatif dédié au numérique et à ses usages

Ceci est la version du 8 septembre 2022
La version présentée à Andong pourra sera actualisée avec les dernières actualités.

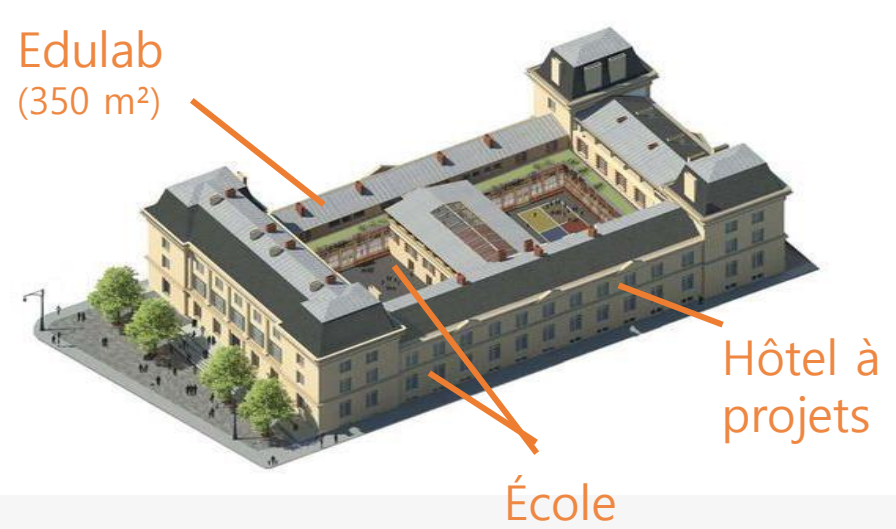
Historique

Un lieu de savoirs depuis 120 ans

> en centre-ville

> occupé de 1896 à 2012 par les étudiants en sciences puis en dentaire.

> 2012 : lieu d'expérimentation où l'aménagement sera co-construit avec les habitants, les associations, les architectes…



Au fil des échanges, des occupations éphémères et des expériences participatives, le projet se précise autour de l'installation de 3 entités :

> une école maternelle publique

> un « Hôtel à projets »

> un tiers-lieu dédié au numérique : l'édulab Pasteur

Pourquoi l’édulab Pasteur ?

Le diagnostic du territoire a montré qu'il existait une grande diversité d'actions numériques éducatives dans la Ville, mais que celles-ci étaient :

- rarement coordonnées,
- insuffisamment inclusives.

De plus, elles promouvaient parfois le numérique comme une fin en soi (au lieu qu’il soit considéré comme un outil « au service de »).

Principes fondateurs

Le projet repose sur 4 piliers :

> le numérique est « au service de », et non une fin en soi

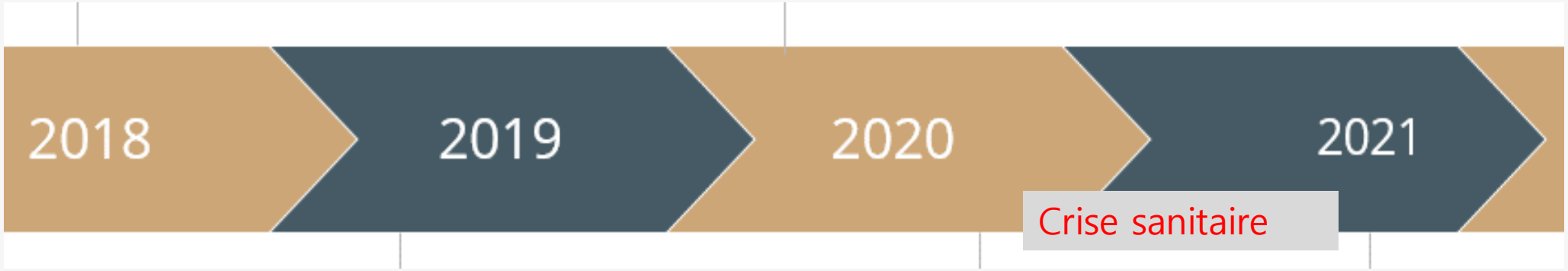
> partir de besoins identifiés par les usagers

> pas d'enseignement théorique, mais des apprentissages "par le faire", l'expérience

> apprendre entre pairs, créer des communs.

La mise en place

09/2018-06/2019 : chantier pendant lequel des groupes « d'explorateurs » volontaires (enfants avec leurs accompagnants, enseignants, parents, animateurs…) ont identifié les besoins (aménagements des espaces, signalétique, mobiliers, éclairages...) et réfléchi, sur place, en situation, aux usages à développer



04/2021 : ouverture au public
(retardée par la crise sanitaire)

09/2019-06/2020 : expérimentation avec des groupes d'usagers volontaires testant les projets et les équipements in situ

Fonctionnement

Le lieu est accessible gratuitement à toutes et tous.

Élèves et enseignants

Habitants

Animateurs et enfants

Partenaires (associations…)

Fonctionnement

Laissons la parole à Gwenn, Maëlle et Yvan qui gèrent et animent l'édulab Pasteur.

© pch.vector / Freepik

Gwenn Pacotte,
coordinatrice

L'originalité est que les actions partent des idées et besoins des usagers (enfants, éducateurs, visiteurs...) : il n'y a pas d'activité préconçue mais un accueil, des échanges, un accompagnement et des ressources (matériel et partenaires)

Fonctionnement

Par exemple, vous voulez découvrir un équipement*, créer un film d'animation ou un jeu vidéo avec des enfants ?
On en échange pour vous aider à construire le projet et préparer les séances pédagogiques.

Maëlle Molard,
facilitatrice numérique

* robotique, sérigraphie numérique, m ontage vidéo, podcast audio…

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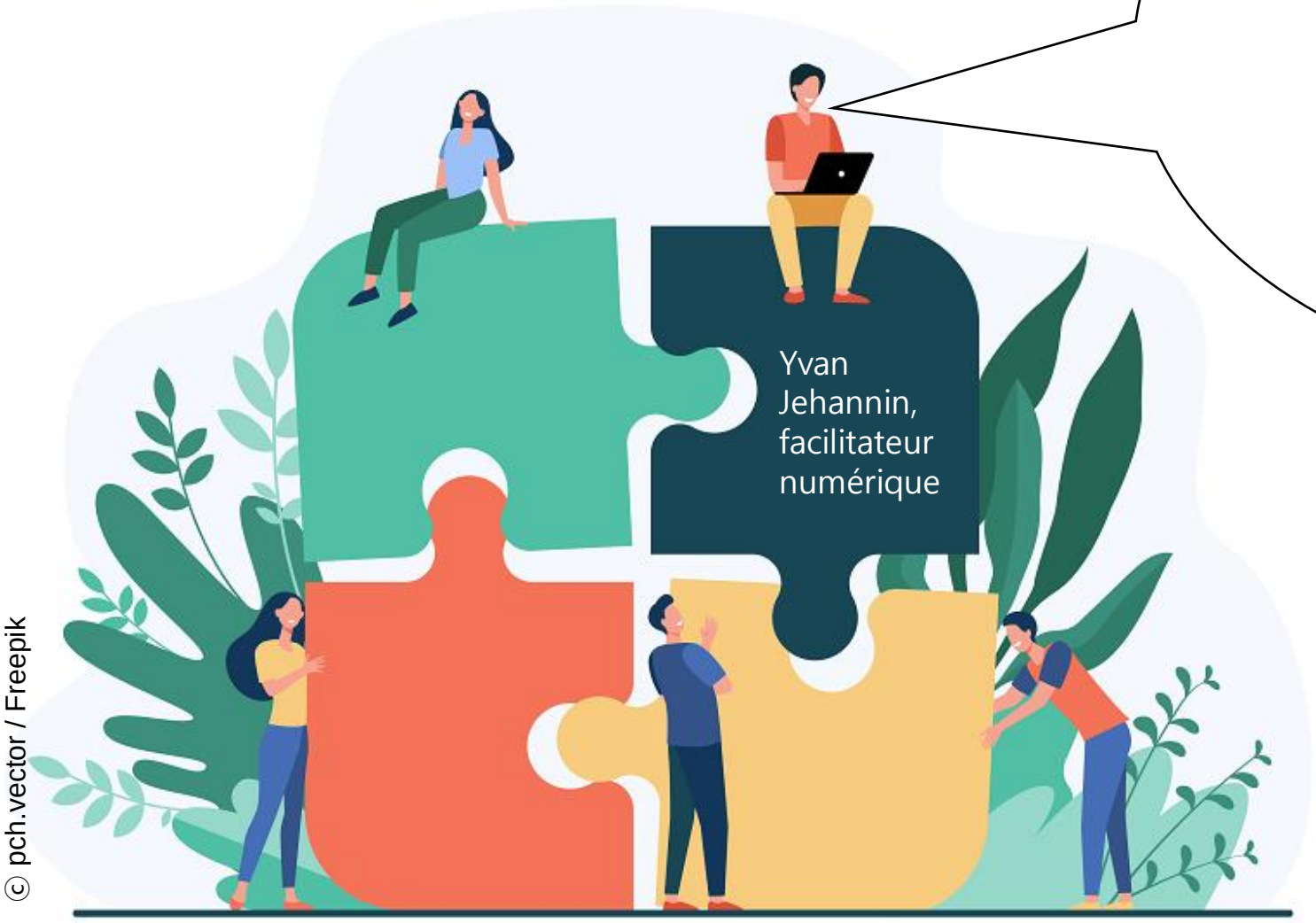
Fonctionnement



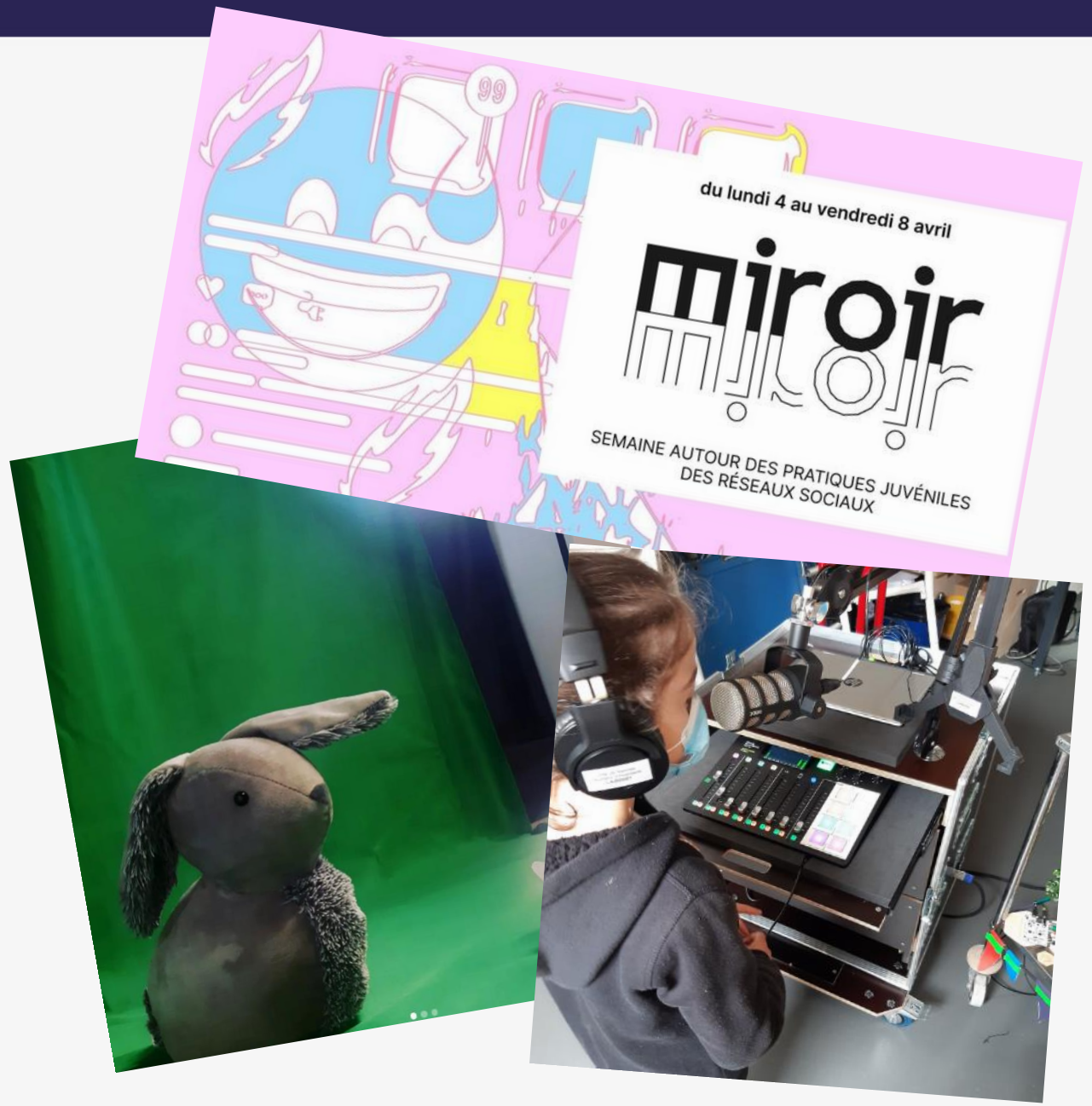
© pch.vector / Freepik

Quand vous arriverez avec le groupe d'enfants, l'espace et les équipements seront prêts.
Nous serons à votre disposition pour vous soutenir et résoudre les difficultés mais c'est vous qui pilotez.
Souvent, adultes et enfants vont apprendre ensemble.

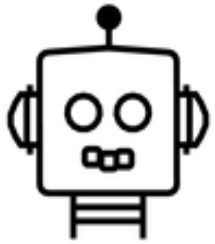
Expériences

Les thématiques abordées sont nombreuses :

- éducation aux médias
- robotique
- sciences
- arts
- égalité filles/garçons
- écologie
- sciences de l’éducation



Exemples d’équipements techniques mobilisables

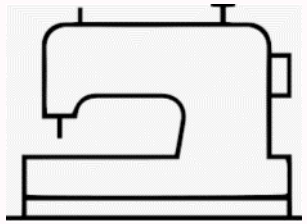


Robotique

Captation vidéo

Risographie

Dessin assisté par ordinateur



Broderie numérique

Logiciels

Captation sonore

Stop-motion

Vidéo-mapping

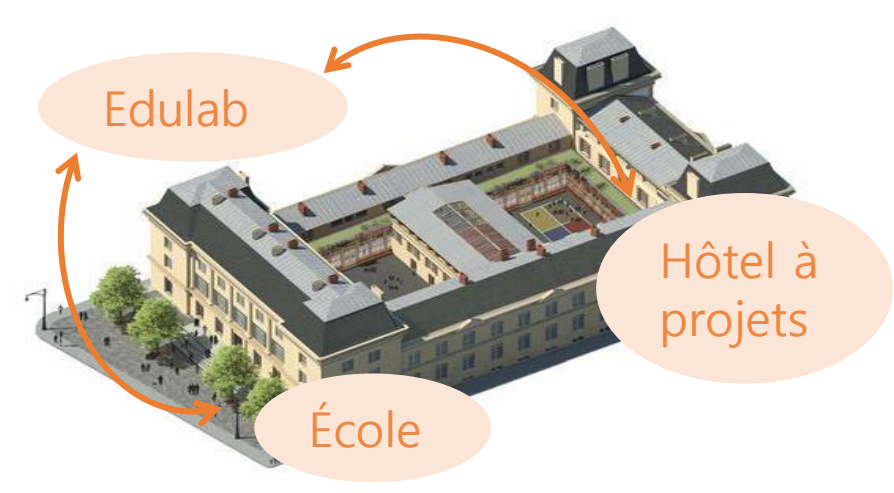
Un lieu collectif et écoresponsable

L'édulab Pasteur, c'est aussi :

- Plus de 60 partenaires dans le champ éducatif, numérique…

- Une charte et une gouvernance partagées pour gérer et faire évoluer le lieu en continu

- Un lien de proximité avec un lieu éducatif (école) et un lieu d'expérimentation tous azimuts (hôtel à projets), avec la volonté de s'enrichir mutuellement



Un lieu collectif et écoresponsable

L’édulab Pasteur, c’est encore :

- Des aménagements et équipements écoresponsables
- Des événements (expositions, performances, conférences, présentations d’expériences…)
- Des matériels prêtés hors les murs (exemple : chariot à Podcasts)

Une semaine type à l'édulab Pasteur

Planning hebdomadaire édulab Pasteur 2021-2022	LUNDI (fermé aux publics)	MARDI		MERCREDI		JEUDI		VENDREDI		SAMEDI	DIMANCHE
09:30 - 12:30	administration programmation coordination ingénierie de projets	Classe Lab		Classe Lab		Classe Lab		Classe Lab		ouverture exceptionnelle / partenaires	ouverture exceptionnelle / partenaires
12:15 - 13:45		en-cas numérique		en-cas numérique		en-cas numérique		en-cas numérique			
14:00- 15:30		escale	atelier animé par un partenaire	escale	atelier animé par un partenaire	escale	atelier animé par un partenaire	escale	atelier animé par un partenaire		
15:30- 16:15				SuperLab				OpenLab			
16:15 - 17:15		escale ouverte				Workshop					
17:15 - 18:30											
18:30- 21:00		ouverture exceptionnelle / partenaires		ouverture exceptionnelle / partenaires		ouverture exceptionnelle / partenaires		ouverture exceptionnelle / partenaires			

Classe Lab	projets scolaires tous niveaux
en-cas numérique	programmation ouverte : par les partenaires ou collectif de citoyens
atelier animé par un partenaire	temps dédié aux partenaires pour leur public
SuperLab - OpenLab	temps d'expérimentation tout public mené par les médiateurs numériques selon la Charte des Labfabs étendus
escale ouverte	ouverture au public de l'espace dédié à un partenaire / artiste en résidence
workshop	atelier tout public animé par un partenaire
escale	partenaire / artiste sur site de 1 journée à x semaines, en continu ou de façon perlée

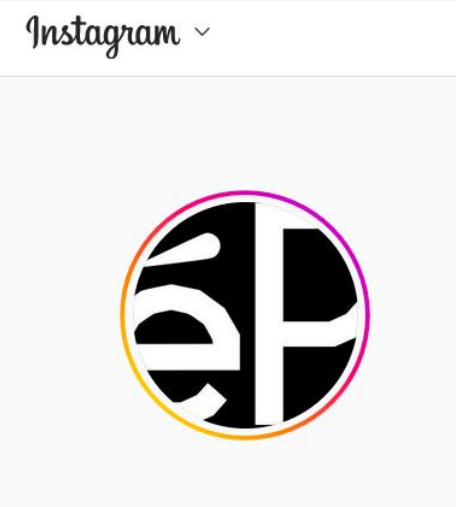
classe buissonnière
pendant les vacances scolaires le lieu est mis à disposition des

- centres de loisirs,
- résidents en escale,
- partenaires.

Pour prolonger la découverte…

https://edulabpasteur.fr/

https://www.instagram.com/edulabpasteur/



https://www.facebook.com/edulabpasteur

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SANTO TIRSO
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Where is Santo Tirso located?

SANTO TIRSO
CÂMARA MUNICIPAL

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INTERGENERATIONALITY FOR INCLUSION AND SOCI AL INNOVATION

Social inclusion and innov ation policies

Promoting intergenerational dialogue.

Digital Literacy

Citizenship Education

Objectives:

- To bring the new generations closer to the new paradigms of development and life in society;
- Foster young people's capacity for social and civic participation;
- Promote proximity and cooperation between generations;
- Combat age prejudice;
- Increase the population's digital literacy;
- Enabling access to more and better learning and personal development opportunities;
- Invest in the development of social, creative and digital skills.

New forms of exclusion → **affect the most vulnerable groups**

MUNICIPAL PLAN FOR MUNICIPAL COMPETENCIES

Technology at the service of social inclusion...

Intergenerational and lifelong learning perspective

MUNICIPAL PLAN FOR MUNICIPAL COMPETENCIES

MENTORING FOR DIGITAL INCLUSION

Educational and Social Project

Digital Literacy

Form

Citizenship Education

Include

MUNICIPAL PLAN FOR MUNICIPAL COMPETENCIES

"ME AND MY RETIREMENT" PROJECT

Promoting the development of digital and financial skills

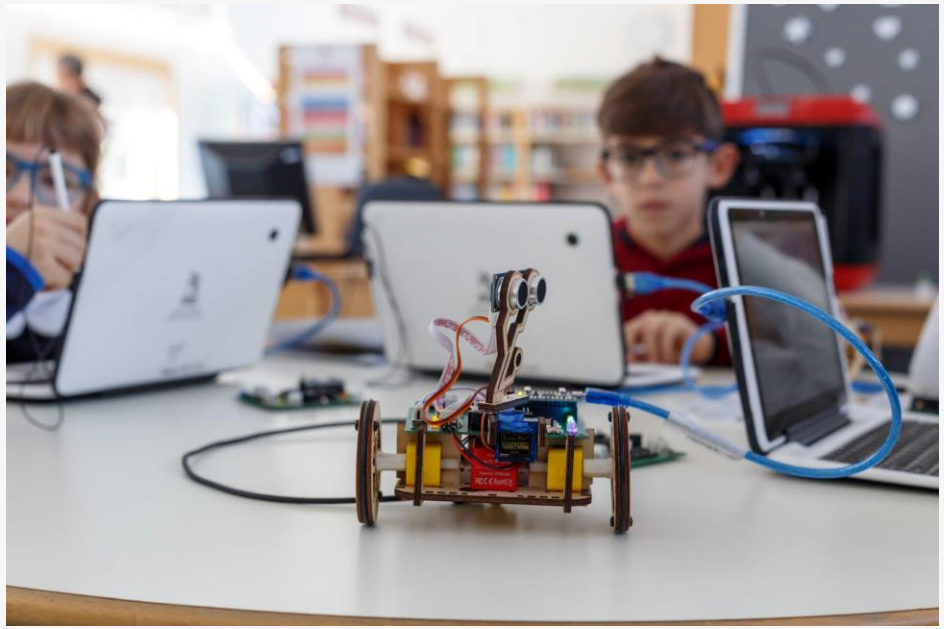
it contributes to their financial sustainability, well-being, and quality of life.

contributes to preventing fraud an d swindling situations

EDUCATION FOR STEAM SKILLS

(Cience, Tecnology, Enginnering, Arts and Mathematics)

DIGITAL AND SCIENTIFIC CAPACITY BUILDING



Introduction to Programming and Robotics

EDUCATION FOR STEAM SKILLS

(Cience, Tecnology, Enginnering, Arts and Mathematics)

DIGITAL AND SCIENTIFIC CAPACITY BUILDING

Experimental Sciences

Discovering Heritage and its Biodiversity

EDUCATION FOR STEAM SKILLS

(Cience, Tecnology, Enginnering, Arts and Mathematics)

EDUCATE THROUGH ART

Theater

Painting

Music

READING/WRITING PROMOTION

"SANTO TIRSO READS +"

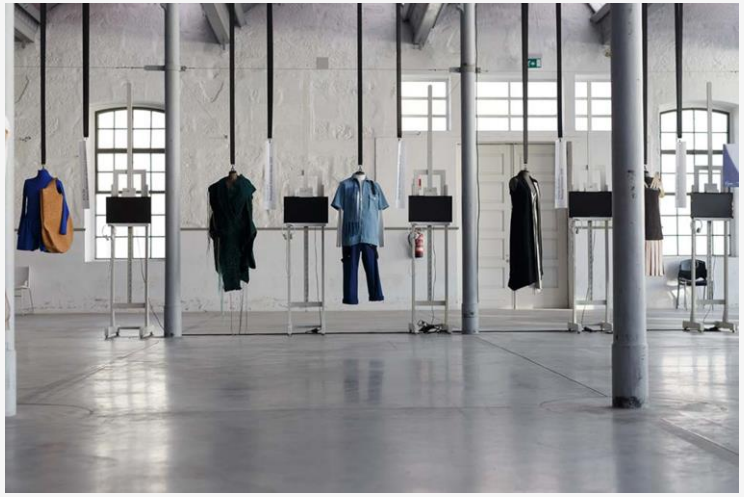
Intergenerational logic

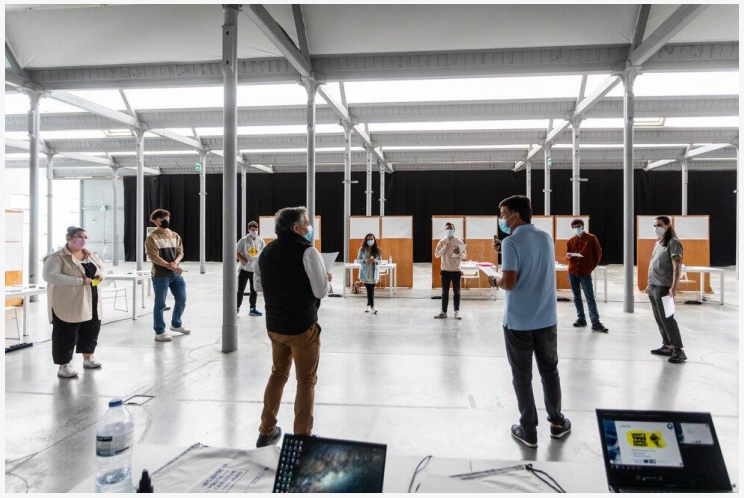
integrates actions with the involvement of senior readers

INNOVATION, COMPETITIVENESS AND CREATIVITY

TRAINING OFFERS IN AREAS OF TECHNOLOGICAL DEVELOPMENT

INNOVATION, COMPETITIVENESS AND CREATIVITY





PROJECTS THAT PROMOTE YOUTH ENTREPRENEURSHIP

Investment in creative/digital skills for the future of entrepreneurial youth

INNOVATION, COMPETITIVENESS AND CREATIVITY

SANTO THYRSO FACTORY

Modern Cultural and Creative Quarter

Fashion and Design Incubator:
- Business and Innovation Center;
- Arts Center;
- Cultural Nave;
- Community/urban garden.

INNOVATION, COMPETITIVENESS AND CREATIVITY

SANTO THYRSO FACTORY

A municipal strategy focused on people...
for their qualification, valorization and integration

1st decentralized digital skills training center in the country.

Supporting the development of collaborative, knowledge-sharing communities.

SANTO TIRSO

A territory built with
All and for All...

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16th International Congress of Educating Cities Andong 2022

SANTO TIRSO
CÂMARA MUNICIPAL

THANK YOU

Sílvia Tavares
+351 252830400
santotirso@cm-stirso.pt
Município de Santo Tirso

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제16회 안동 국제교육도시연합(IAEC) 세계 총회

주최 International Association of Educating Cities / Association Internationale des Villes Éducatrices / Asociación Internacional de Ciudades Educadoras

주관 ANDONG CITY 경상북도 GYEONGSANGBUK-DO

후원 교육부 Ministry of Education 유네스코한국위원회 Korean National Commission for UNESCO 국가평생교육진흥원 National Institute for Lifelong Education 전국평생학습도시협의회 경상북도교육청 Gyeongsangbuk-do Office of Education

C3D SPACE – MAKERSPACE COVILHÃ

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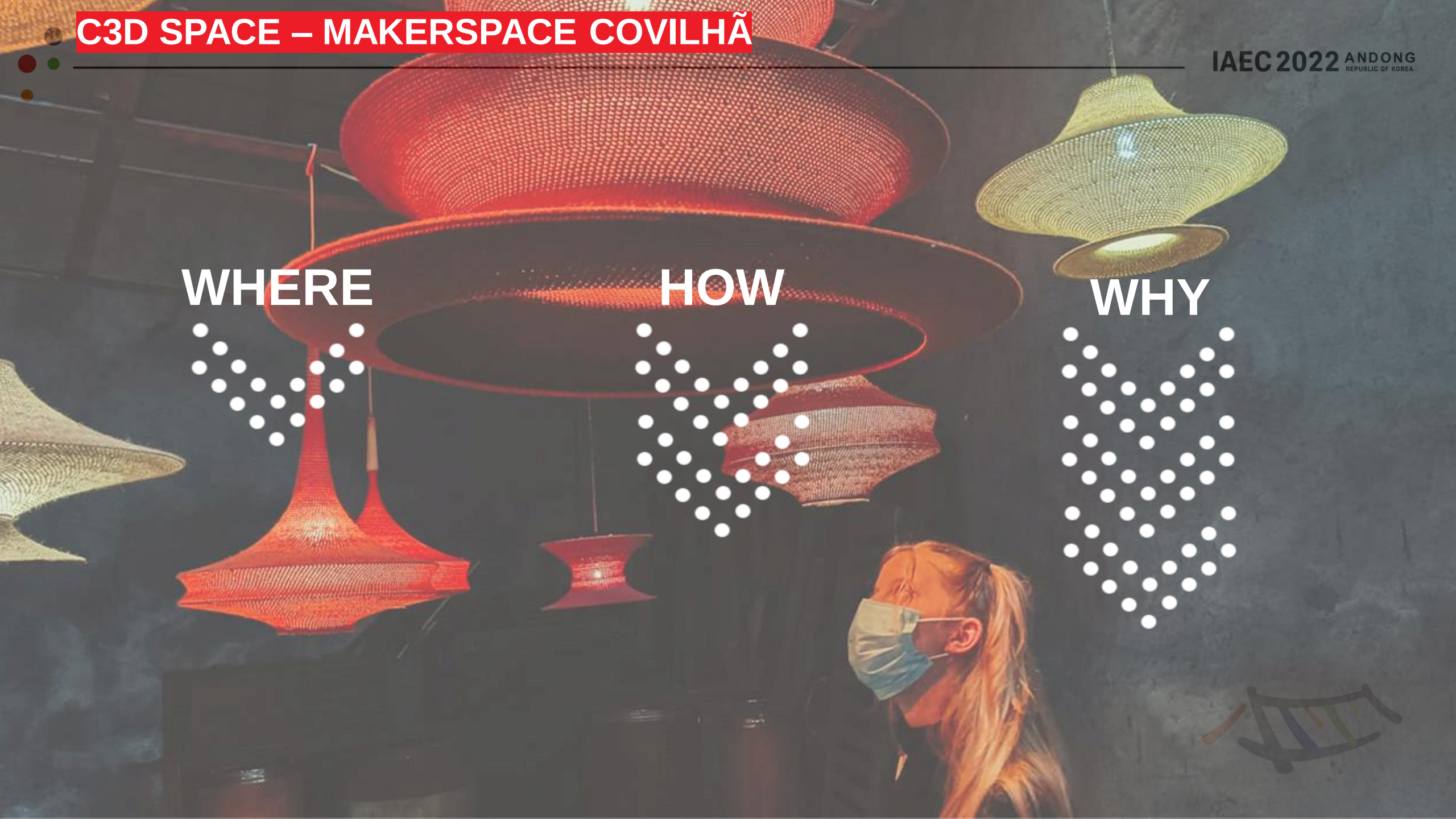
C3D SPACE – MAKERSPACE COVILHÃ



C3D SPACE – MAKERSPACE COVILHÃ

WHERE | HOW | WHY

C3D SPACE – MAKERSPACE COVILHÃ

WHERE | HOW | WHY

1
PATRIMONY
IDENTITY

2
DESIGN
CREATIVITY

3
TECHNOLOGY
EDUCATION

C3D SPACE – MAKERSPACE COVILHÃ

WHERE | HOW | WHY

C3D SPACE – MAKERSPACE COVILHÃ

PROJECT OBJECTIVES

TEACH

DESIGN

SOCIAL INCLUSION

- Reasoning and Reflection
- Aesthetic and Cultural-Historical Spirit
- Equal acess to Education

C3D SPACE – MAKERSPACE COVILHÃ
SPACE
A NEW SPACE WHERE…
WE QUESTION TO CREATE!

C3D SPACE – MAKERSPACE COVILHÃ

SPACE

C3D SPACE – MAKERSPACE COVILHÃ

SPACE

C3D SPACE – MAKERSPACE COVILHÃ

SPACE

C3D SPACE – MAKERSPACE COVILHÃ

SPACE

C3D SPACE – MAKERSPACE COVILHÃ

SUSTAINABILITY

C3D SPACE – MAKERSPACE COVILHÃ

ACTIVITIES

SCHOOLS

FAMILIES

COMMUNITY

C3D SPACE – MAKERSPACE COVILHÃ

ACTIVITIES

C3D SPACE – MAKERSPACE COVILHÃ

ACTIVITIES

C3D SPACE – MAKERSPACE COVILHÃ

ACTIVITIES

C3D SPACE – MAKERSPACE COVILHÃ

THANK YOU

espaco.c3d@cm-covilha.pt

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(IAEC)세계 총회

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후원 교육부 Ministry of Education

유네스코한국위원회 Korean National Commission for UNESCO

국가평생교육진흥원 National Institute for Lifelong Education

전국평생학습도시협의회

경상북도교육청 Gyeongsangbuk-do Office of Education

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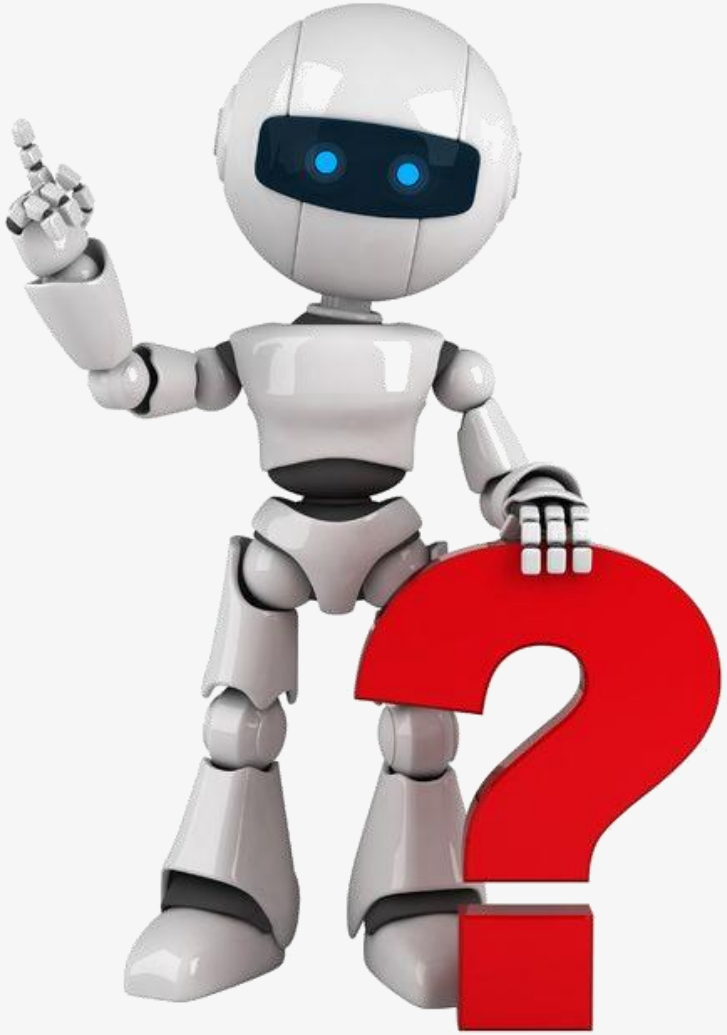
“APRENDER FAZENDO” PROJECT

Municipality of Gondomar

GONDOMAR é D'ouro
MUNICÍPIO DE GONDOMAR

CHALLENGE



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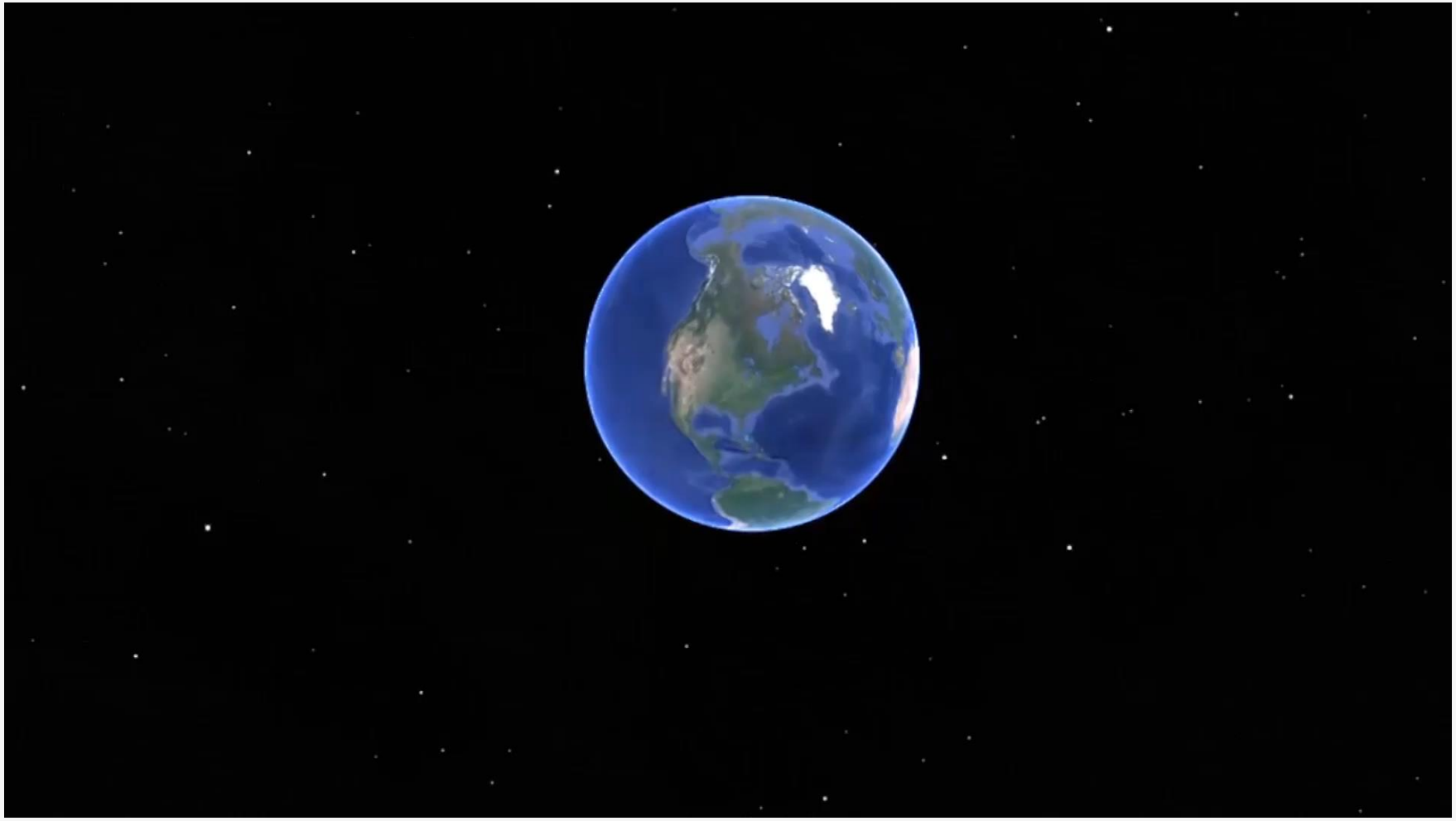
GONDOMAR

LOCATION
Portugal
North of Portugal

SURFACE
131,9 km^2

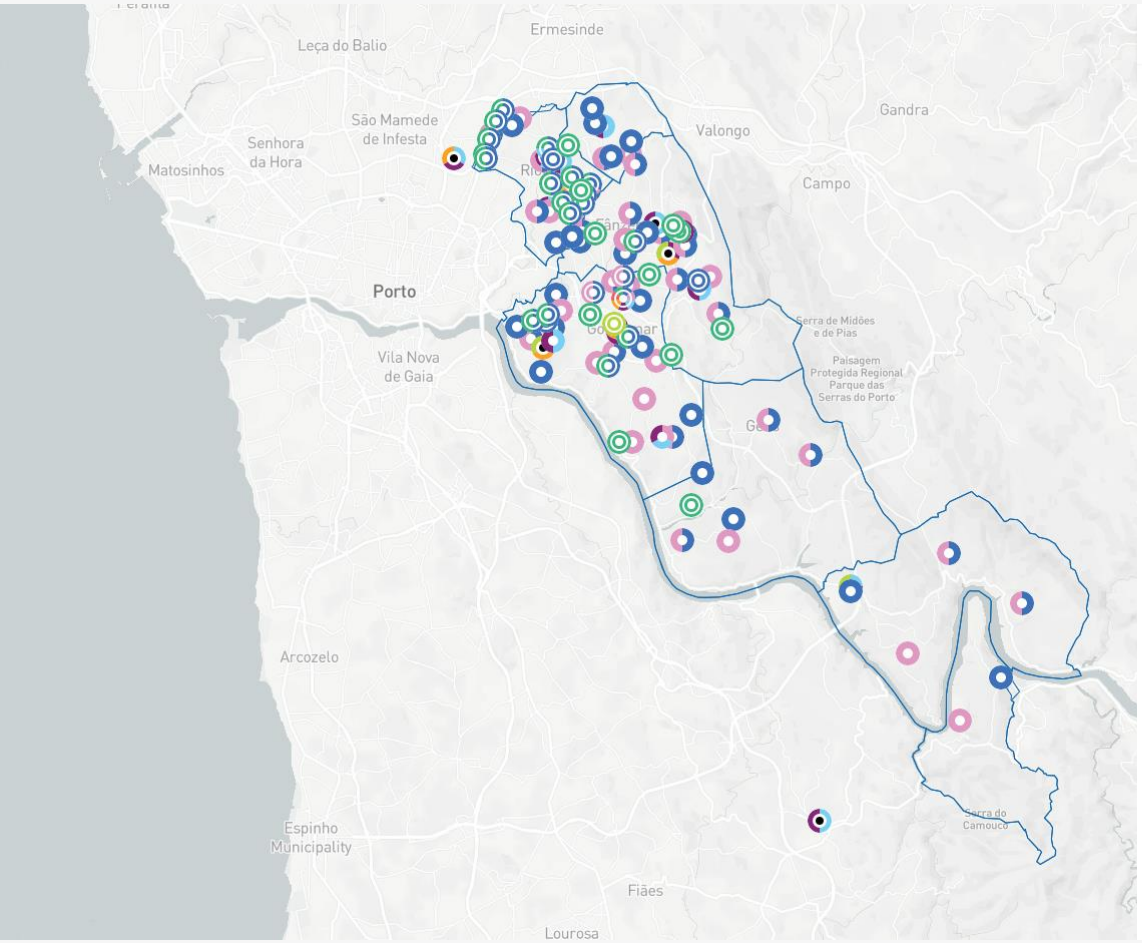
POPULATION
168.027

MAIN ACTIVITIES
Filigree
Carpentry (wood carving)
Shad and Lamprey fishing



Gondomar é Ouro
Município de Gondomar

SCHOOL NETWORK



11
SCHOOL CLUSTERS

116
SCHOOLS

1
NON CLUSTERED SCHOOL

15686
STUDENTS

42
PROFESSIONAL EDUCATION CLASSES

[redacted]

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APRENDER FAZENDO PROJECT

This project is based on **STEAM METHODOLOGY** that works several skills through pratical activities, contributing to reduce school failure and school dropout.

It was created within the scope of the Innovative and Integrated Plan to Combat School Failure.

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APRENDER FAZENDO PROJECT – GOALS

GOALS

- Motivate and develop innovative and creative actions;
- Develop skills about **“how to think, how to do”**, attitudes and values;
- Build a learning environment filled with technology, enabling team work and sharing through the development of experimental and problem solving activities;
- Develop interest for ecology and sustainability.

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APRENDER FAZENDO PROJECT – METHODOLOGY & ACTIONS

METHODOLOGY

- STEAM METHODOLOGY (**Programming, Robotics, 2D/3D Modelling)**

ACTIONS

- **Provide equipment** (robotics kits, pedagogical support materials, manuals including tutorials and activities for multiple robots);
- **Teacher Training;**
- **School actions** (robotics programming, 3D printing and pedagogical workshops)

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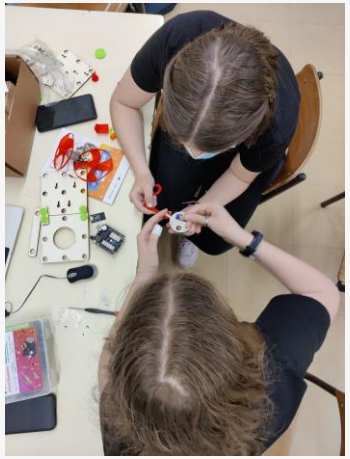
APRENDER FAZENDO PROJECT – TARGET AUDIENCE

TARGET AUDIENCE

- Students of all Education Levels;
- Teachers and Educative Community;
- General Community;



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APRENDER FAZENDO PROJECT – STATS/DATA

APRENDER FAZENDO IN NUMBERS

ACTIONS

593 sessions distributed by 14 diferent types of actions

INVOLVED SCHOOLS

110

INVOLVED TEACHERS

218

PARTICIPANTS

4340 directly

16000 indirectly

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PRE-SCHOOL EDUCATION

Classroom activities using pre-programmed robots and a 3D printer to create daily objects and recreational equipments.

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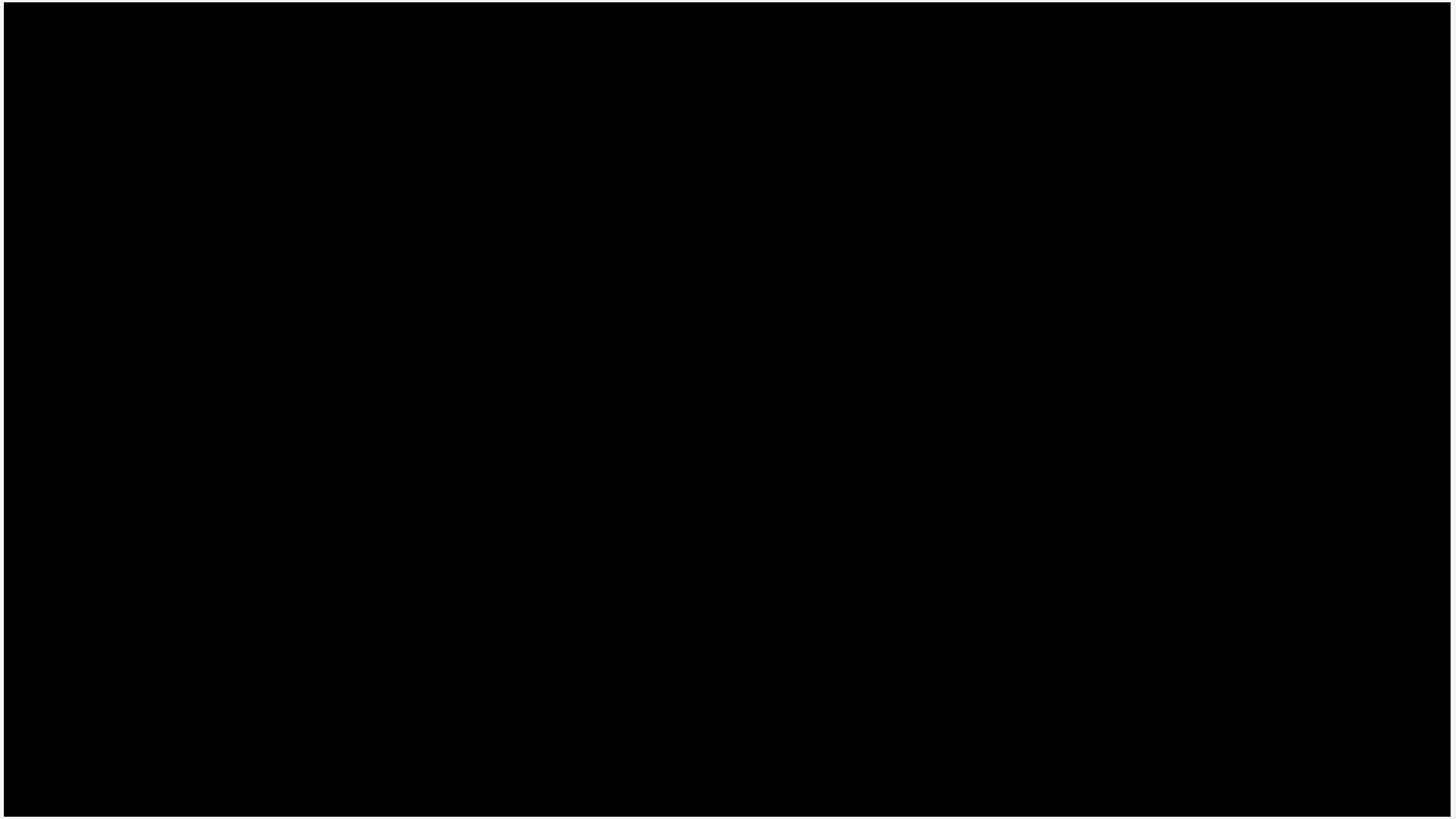
PRE-SCHOOL EDUCATION



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1.st CYCLE

Pedagogical innovative activities applied to daily situations using robotics and programming, including multiple curricular contents.

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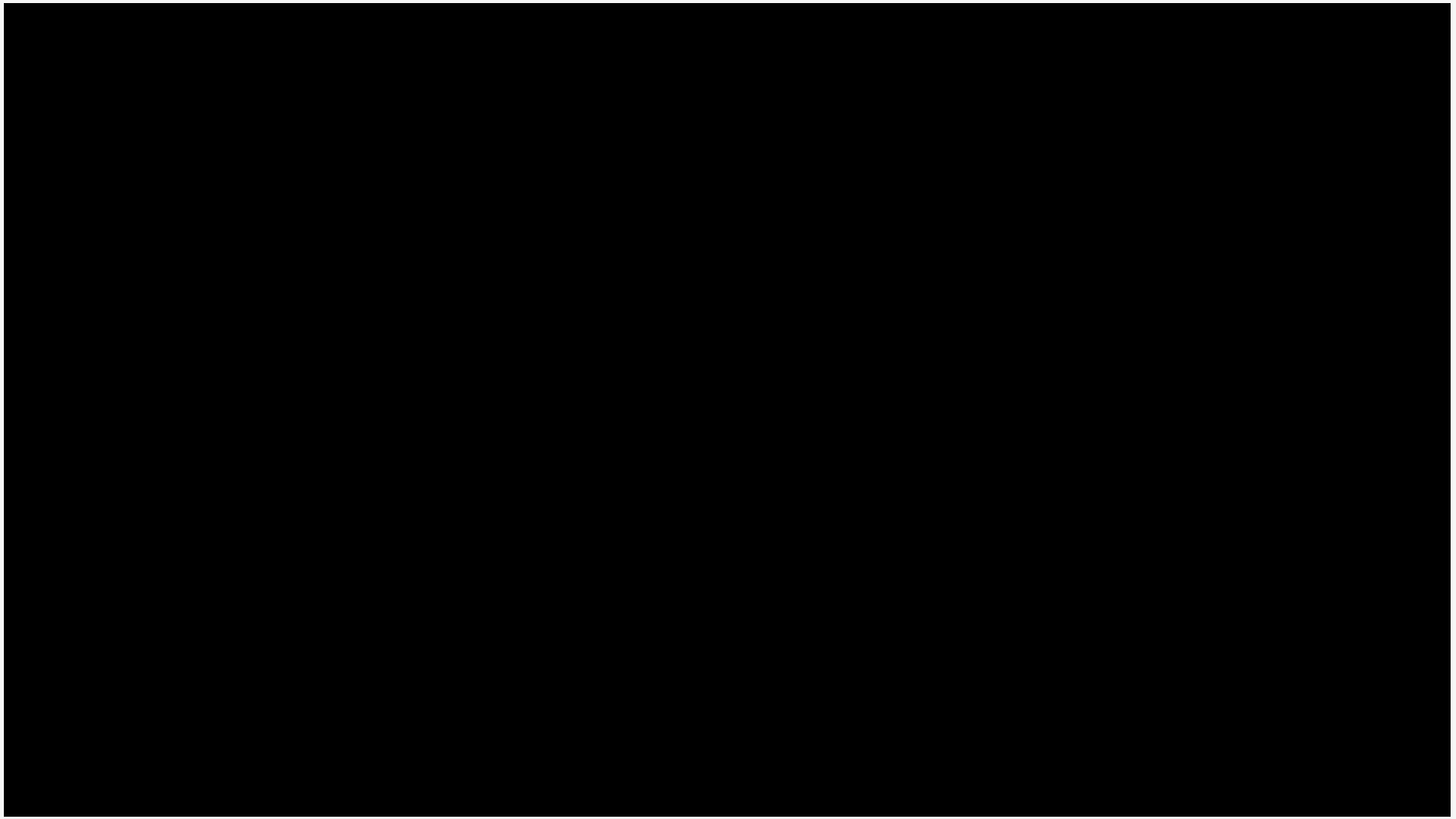
1.st CYCLE



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2.nd/3.rd CYCLE

Using STEAM METHODOLOGY (Science, Technology, Engineering, Arts and Mathematics) to build multiple types of robots, circuits and small devices, as well as using 3D modelling and design.

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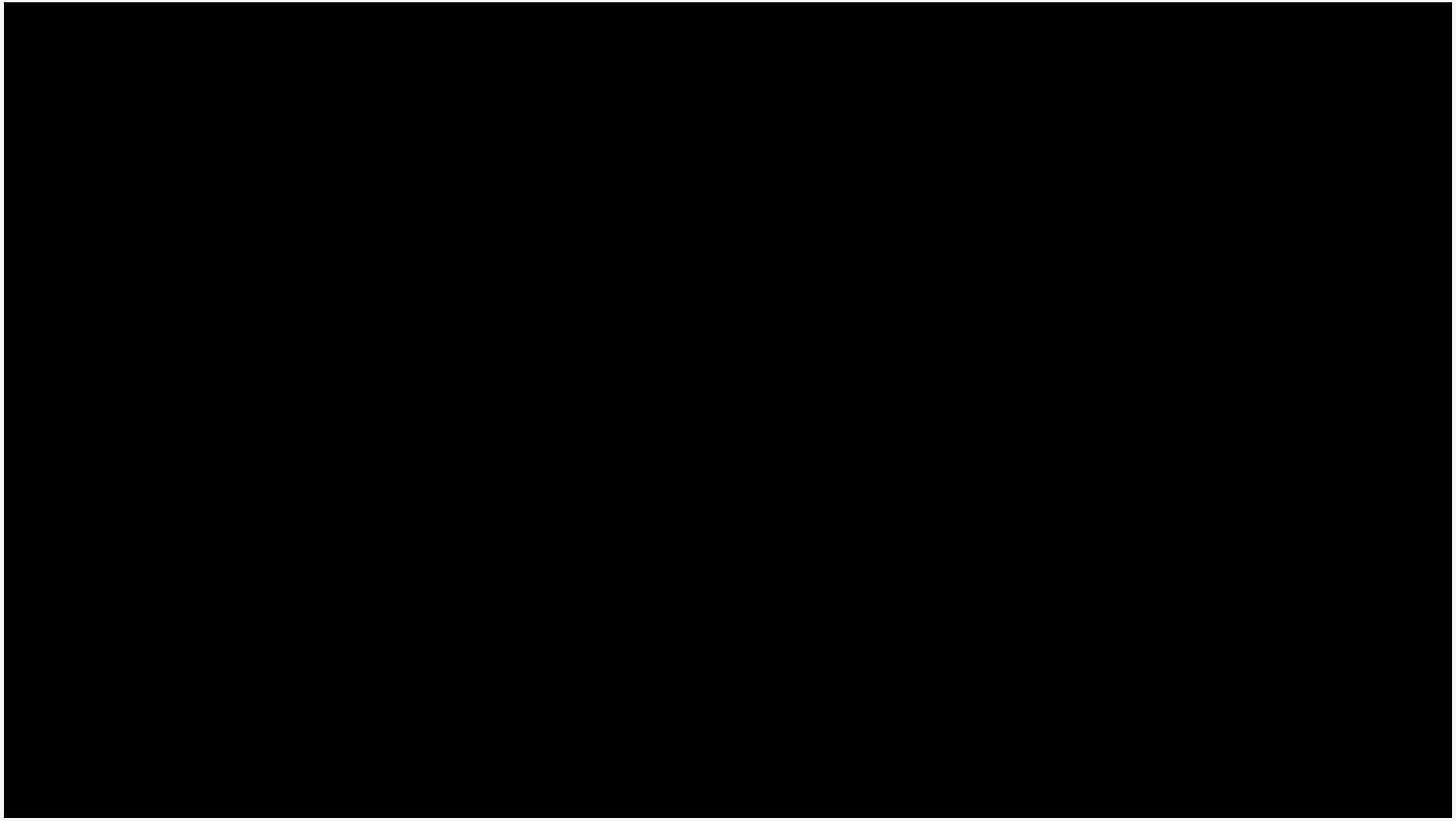
Município de Gondomar

2.nd/3.rd CYCLE



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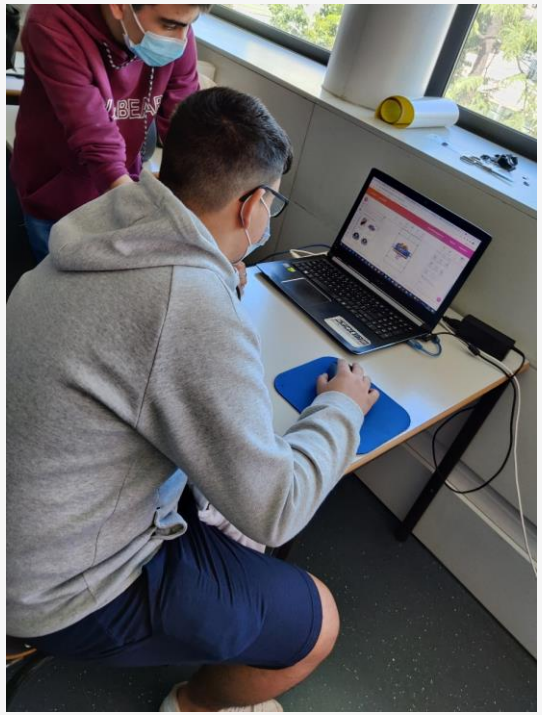
SECONDARY AND PROFESSIONAL EDUCATION



- Actions development that promote the usage of STEAM kits and scale models in various subjects, building robots and circuits that use different programming languages;
- 3D Modelling and Printing;
- Applying the acquired skills from the Workshops included in the pratical component of the professional courses;
- Apply the skills acquired in the Workshops in the practical component of professional courses;

ACTION EXAMPLES

- Creating protective face shields;
- Robot assembly and programming;
- Developing a system for hand sanitizing gel dispenser.

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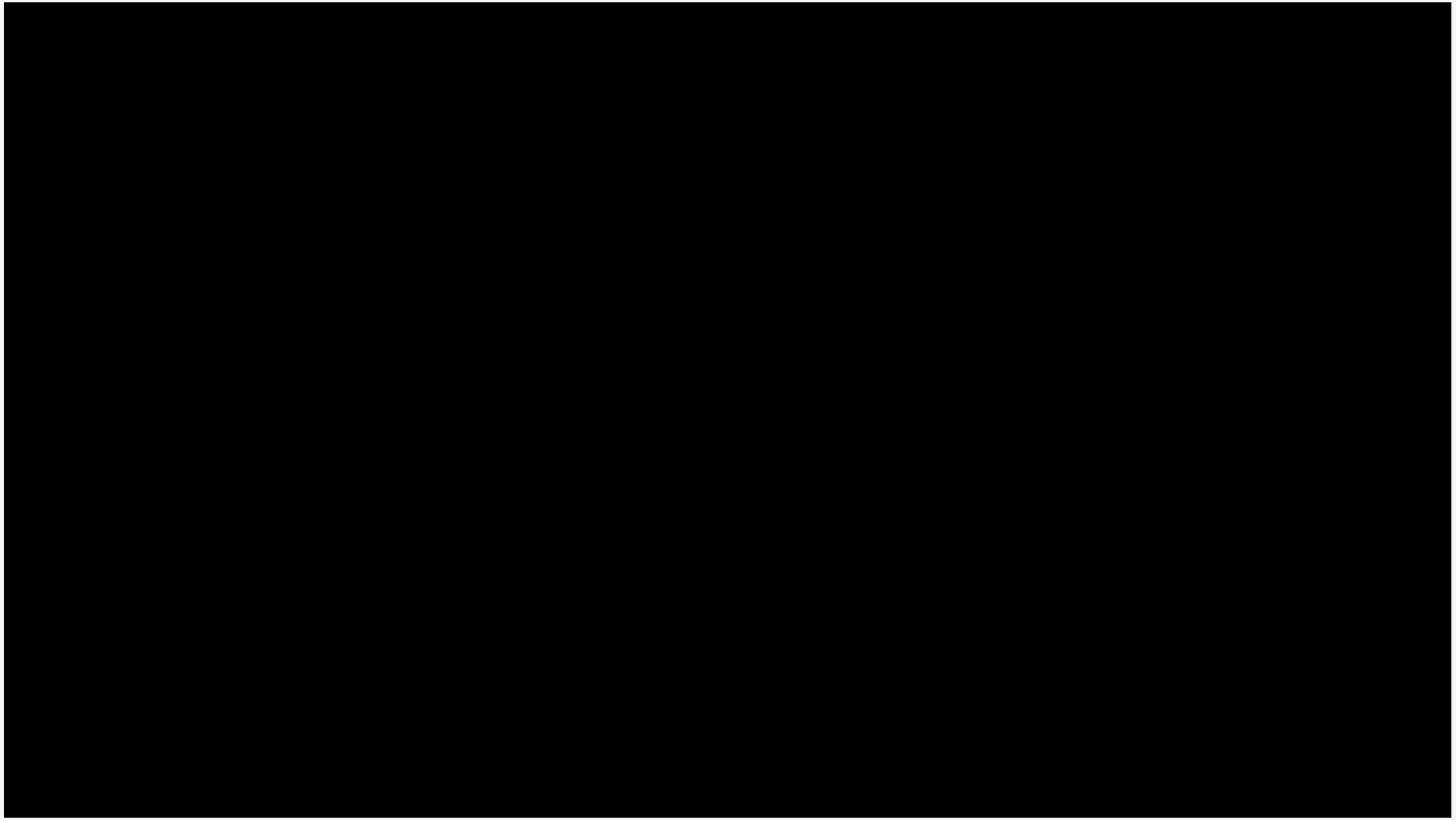
SECONDARY AND PROFESSIONAL EDUCATION



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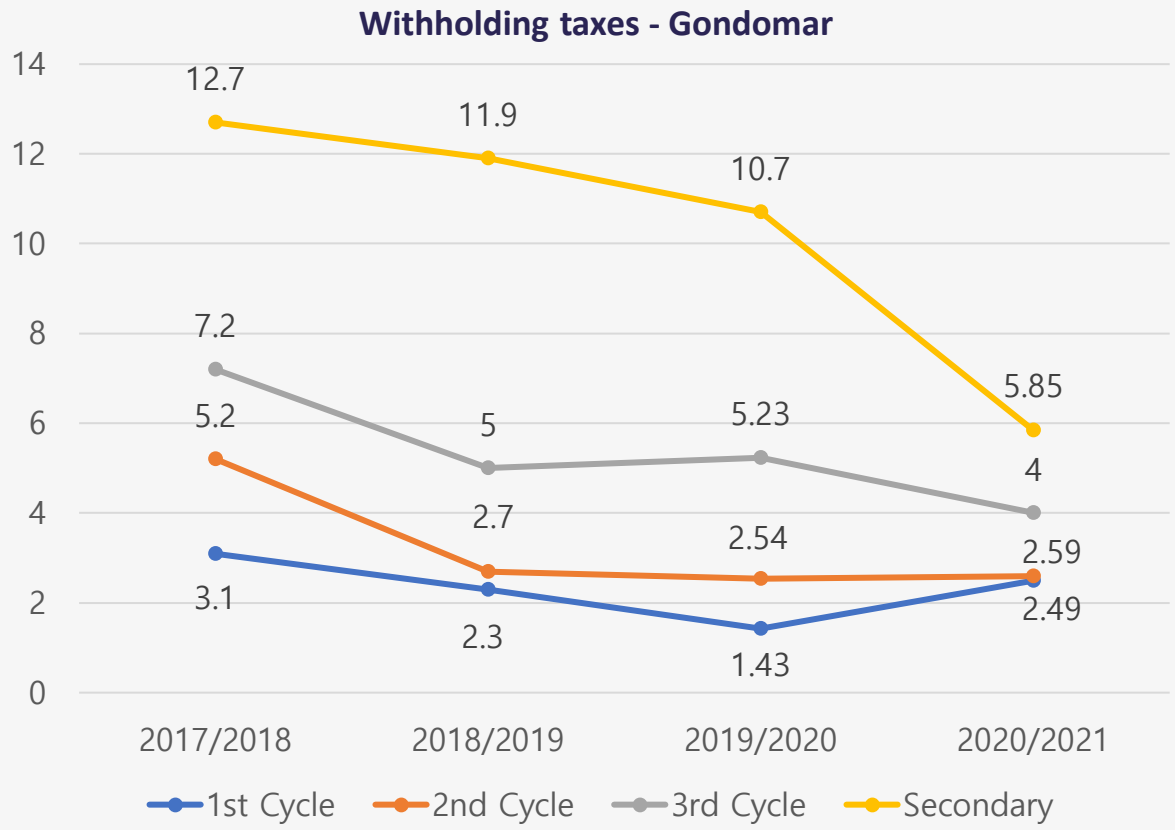
RESULTS/IMPACT

SATISFACTION LEVEL ACHIEVED (SURVEY)

- Students: 87%
- Teachers: 81%

WITHHOLDING TAX IN THE COUNCIL



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RESULTS/IMPACT

STUDENTS PERCEPTION*

- 83% considered that the project promoted school success;
- 86% stated that the project was beneficial to solidify the knowledges acquired;
- 72% considered that the project helped increase the motivation towards the program contents.

TEACHERS PERCEPTION**

- 74% considered that the project as improved the learning process;
- 43% said that they would include the STEAM methodology in classroom context;
- 79% considered that the students demonstrated higher levels of motivation towards knowledges;

* Applied 273 surveys

**Applied 41 surveys

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FUTURE PERSPECTIVE

- Establish clubs in all Basic 2.nd/3.rd Cycle and Secondary Schools;
- Develop continuous intervention in all 4.th grade classes from the Basic 1.st Cycle;
- Develop of an annual council event.

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TESTIMONIES

“The final internship project was the development of a robot, so we were given multiple proposals with the purpose of training the programming of various materials to use. Basically we made several types of exercises that facilitated the programming of the robot and the learning process of how they work.”

(Professional Education Student)

“I enjoyed very much the project because I felt like it was interesting to work the robotics part. I always tried to do my best! I want to thank my teacher because he was always available to help.”

(Diogo Freitas)

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Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Gyeongbuk Office of Education Global Field Trip!
Towards the standard of global education.

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Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Direction

Development and operation of programs linked to curriculums by category

Acquisition of qualifications, acquisition of degrees, and employment studies at the same time

Global field trip

↓

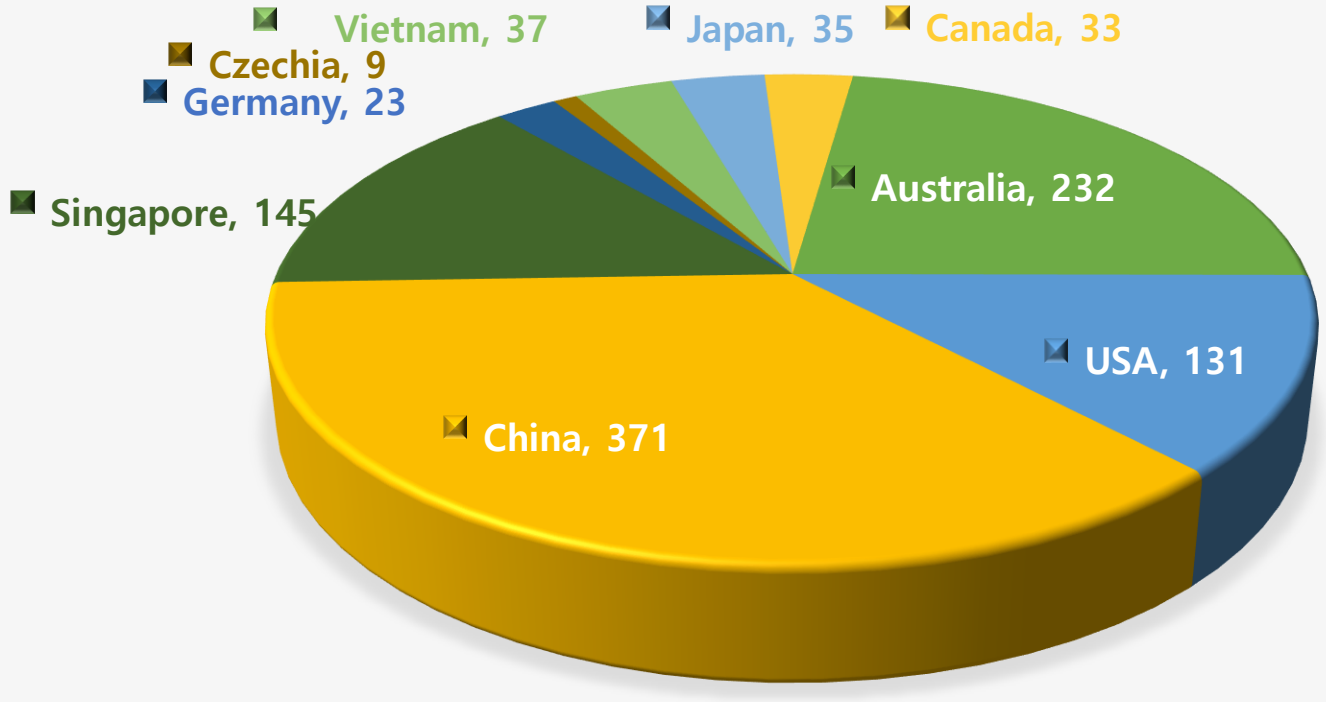
World education standards

Selecting competitive talent through a selection process centered on language, personality, and job

Continuous performance analysis to increase the effectiveness of business operations

Global field trip results (1,077 dispatched)

Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division



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Policy Bureau, Creative Talent Division

Gyeongbuk Office of Education Global Field Trip!
Embrace the world.

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Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Global Field Trip Embracing the World

Passionate leader who challenges and achieves himself

Practical leader who prepares for the future of what to do after graduation

Global field trip

↓

Global Leader

Leader who develop the Gyeongsangbuk-do Office of Education vocational education as the World standard

Leader with international sense and flexibility in globalization

Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Sharing the Excellence of Vocational Education in Gyeongbuk Office of Education

Gyeongsangbuk-do Office of Education

shares excellence in vocational education

Gyeongsangbuk-do Office of Education shares the dignity of vocational education

Sharing
↓
Practice
↓
Companion

Implementing Warm Gyeongbuk Education to the people of the world

Gyeongsangbuk-do Office of Education accompanies with vocational education

Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Warm Gyeongbuk Education to Raise the Power of Life

Prepare for the future with global field trips.

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Gyeongsangbuk-do Office of Education,
Policy Bureau, Creative Talent Division

Thank you.

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REPUBLIC OF KOREA

Golden City
Gyeongju

역사를 품은 도시
미래를 담는 경주

학습소외 없이 모두를 잇는 “학습이랑”
스마트 학습도시 경주

평생학습 수도, 르네상스 경주
학습이랑

“Hakseubirang”, Keeping Everyone Engaged without Alienation from Learning
Smart Learning City, Gyeongju

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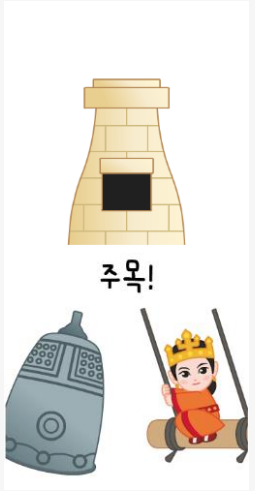
신라천년 고도! 경주(Gyeongju) 유네스코 세계문화유산도시



- 992년 동안 신라의 수도였으며, 천년 신라의 찬란한 문화와 역사가 살아숨쉬는 도시
- 불교, 과학 등 다양한 신라시대문화, 삼국통일을 이끈 화랑도 정신의 위대함을 품고 있는 **"유네스코 세계문화유산도시(UNESCO World Heritage City)"**
- **도시 전체가 노천 박물관(Gyeongju is truly a museum without a roof)**
- **동양의 그리스(Greece,)**, **코로나19 극복 이후, 세계 최고 여행지 선정**

※ 2020년 내셔널 지오그래픽(National Geographic)

평생학습도시 경주(Life-long learning city Gyeongju)

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경주시 일반현황

인구

- 전체 인구 : 251,889명(여성 인구 비율 49.9%)
- **고령 인구(65세 이상)** : 59,645명**(시 전체 인구 대비 23.7%)**
- **장애인 인구** : 16,648명**(시 전체 인구 대비 6.6%, 전국 5.1%)**

행정구역

- **면적** : 1,324.86㎢**(서울특별시 면적의 2.2배)**
- 행정구역 : 3읍 8면 12동
- 평생학습 전담조직 : 평생학습가족관, 3개팀 11명으로 구성

예산

- 지자체 총예산 : 1조4895억원
- 재 정 자 립 도 : 19.2%
- **평생교육 예산** : **25.1억원**

문화재

- 문화재 지정 : 총 354점(국가 지정 240점, 도 지정 114점)
- **유네스코 세계문화유산 등재 : 4개**
  석굴암 · 불국사, 경주역사유적지구, 양동마을, 옥산서원

경주시 평생학습 주요 연혁

2021

- 경주시 평생학습가족관 운영 조례 전부 개정
- **국제교육도시연합(IAEC) 가입**

2020

- 평생학습포털 경주 홈페이지 정식 개통
- **경주시 평생학습 중장기 발전계획 수립(2021~2025)**

2018

- **경주시 평생학습가족관 신축 건립 및 개관**
- 해오름동맹(경주/포항/울산) 평생교육 상생포럼 개최

2016

- **제4회 경상북도 평생학습박람회 개최**
- **경상북도 평생교육 추진시책 평가 '대상' 수상**

2013

- **교육부, 신규 평생학습도시 선정**
- 행복학습센터 지정 및 평생교육사 배치

2008

- **경주시 평생교육진흥 조례 제정 및 평생교육협의회 구성**
- 경주시 평생학습 중장기 발전계획 수립(2009~2013)

평생학습도시 비전&전략 / 추진배경 및 목표

비전 평생학습 수도, 르네상스 경주

목표

- 전통과 첨단의 조화
- 공간과 학습의 연계
- 사람과 지역의 발전

지역 균형 학습인프라 조성...???

주요 전략 과제

평생학습가족관 역할 및 기능 다변화	전통과 첨단의 조화 서라벌 네트워크	지역 균형 학습인프라 조성	시민 주도 학습문화 창출
• 평생교육 협력 네트워크 구축 • 포스트 코로나 시대 '디지털 학습 생태계 조성'	• 역사와 문화, 환경기반 학습프로그램 개발 • 첨단 과학 시설 연계 교육프로그램 개발	• 풀뿌리 지역거점 학습망 강화 • 배리어프리 학습지원망 구축 • 적시적소 시민학습 지원사업	• 너랑 나랑 학습이랑 • 학습 포석정

추진배경

- **소외계층 지속적인 평생학습 참여 확대 및 접근성** 제고
- 국가 및 지역차원의 **장애인 평생학습 지원 관심 증가**
- 코로나 대유행... 비대면 문화 확산 및 디지털 가속화 **소외계층 디지털 격차 해소 및 실생활 활용능력** 제고

추진목표

- **지역 유관기관 및 단체 간 연계 · 협력 네트워크** 구축
- 스마트도시 **디지털 및 온라인 학습 지원시스템** 구축
- 장애인 및 디지털 **평생학습 활동가(강사, 매니저 등)** 양성

[소외계층]

+

- 국/도비, 자체 예산 확보
- 스마트도시 인프라 지원
- 관련 인력 양성 및 활용
- 평생학습 접근성 강화

소외계층 학습 인프라 구축 및 지원 강화를 통한 "학습소외가 없는 포용적 학습도시 조성"

비문해자 및 저학력자를 위한

성인문해교육 지원

- 2007년부터 **성인문해학교 지속적 지원** 확대(3개소)
  한림야간중고등학교, 경주행복학교, 늘사랑문해학교
- 2017년부터 **찾아가는 문해교육 지원** 실시(2~3개소)
- 2021년부터 **디지털 문해교육 프로그램** 실시(2개소)

찾아가는 문해교육 지원

초고령사회 대비 및 행복한 삶을 위한

고령층 평생학습 지원

- 2009년 **전국 최초 마을단위 민간평생교육협의체 발족**
  (경주시마을평생교육지도자협의회)
- 2010년부터 **찾아가는 경로당 행복교실** 지원(90개소)
- **경로당 50개소 공공와이파이 및 화상회의시스템** 구축

경로당 행복교실 지원

장애친화형 배리어프리(Barrier-free)

장애인 평생학습 지원

- 2018년부터 장애인복지관 협업 평생학습강좌 지원
- 2019년 **경북 최초 장애인복지관 내 평생교육센터 설치**
- 2021년부터 **찾아가는 상상버스 스마트체험관 이동형 버스 도입** 및 활용(디지털 보조기기 체험 및 교육 실시)

맞춤형 장애인 평생학습강좌 지원

미래를 품는 글로벌 스마트 평생학습도시로의 도약

시민 누구나 학습에서 소외되지 않는 포용적 학습도시...

역사와 미래, 전통과 첨단이 조화된 지속발전가능도시...

글로벌 스마트 학습도시로 경주시가 도약합니다.

평생학습가족관
평생학습도시
-경상북도 경주시-
2013
교 육 부
카카오톡 QR코드 발급받기
QR코드 인증하고 바로입장

Thank you~!!!

감사합니다

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Lifelong Learning City, Gunsan, Growing Together

DongNe Munhwa Café

Lifelong Learning Café in Town

군산시 GUNSAN CITY

Table of Contents

Ⅰ. Lifelong Learning City, Gunsan
- Overview
- Vision
- History

Ⅱ. DongNe Munhwa Café Project
- Revitalizing Community by Lifelong Learning Outreach Project

Chapter 01

Lifelong Learning City, Gunsan

Lifelong Learning City, Gunsan

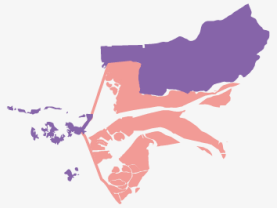
- **City characteristics :** a modern high-tech industrial city with harmony of nature and industry, and an international trade port
- **Municipal goal :** a self-reliant city growing together with citizens

Population

263,709persons

Administrative organization

27eup·myeon·dong,
10 bureaus, 47 divisions and offices



Area

395.9 ㎢

※ Saemangeum: 285.25 ㎢

Budget for 2022

KRW 1.4 trillion

※ Lifelong education: KRW 3.5 billion

- Infrastructure : industrial complexes (Saemangeum, National, Agro-industrial), port, airport, railway, expressway
- Lifelong education infrastructure : 3 lifelong learning centers, municipal libraries (main library, 4 annexes, 17 small libraries), 27 eup·myeon·dong lifelong learning centers, Gunsan Modern History Museum, Gunsan Art Center

Lifelong Learning City, Gunsan

Vision Self-reliant Lifelong Learning City Growing Together

Strategy

- Learner-centric Lifelong Learning
- Lifelong Learning Practice
- Promoting Learning Communities
- Building Lifelong Learning Network

Lifelong Learning City, Gunsan

History

2007 Lifelong learning city (Ministry of Education)
Created department for lifelong learning
Enacted Ordinance on the Promotion of Lifelong Learning

2008 Joined IAEC Education City

2009 *Established a long term plan for Gunsan City Lifelong Learning City
*Korea City Award, education and science category (Ministry of Education)

2010 *IAEC Asia-Pacific Regional Network Meeting
*Best Literacy Education Local Government (Ministry of Education)

2012 Opened Gunsan City Wolmyeong Lifelong Learning Center

2016 Opened Gunsan City Lifelong Learning Center
Joined UNESCO GNLC

2018 *IAEC Education Cities Award (Portugal, Cascais)
*Korea Lifelong Learning City Award (KOR. Busan)
*Opened Lifelong Learning Center for Persons with Developmental Disabilities(the only city-operated center nationwide)

2020 Lifelong Learning City for the Disabled (Ministry of Education)

2021 *Korea Lifelong Learning Award (KOR. Suncheon),
*Adult Literacy Illustrated Poems Exhibition, top prize (Ministry of Education)

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Chapter 02

DongNe Munhwa Café

Lifelong Learning Café in Town

Revitalizing Community by Lifelong Learning Outreach Project

Economic Crisis in Gunsan

July 2017, Hyundai Heavy Industry Gunsan Shipyard **operation suspended**

64 collaborating firms closed

20,000
lost jobs

May 2018, GM Korea Gunsan Plant **closed**

30% of collaborating firms went bankrupted.

- In 2017, Hyundai Heavy Industry suspended the operation of its Gunsan shipyard.
- In 2018, GM Korea closed its Gunsan plant.
- Population decrease and depression in regional economy accelerated.
- Gunsan was designated special area to respond to industrial and employment crisis, deepening gloomy living conditions for citizens.

Creating Jobs, Invigorating Communities!

Revitalizing Community by Lifelong Learning Outreach Project of Gunsan City

DongNe Munhwa Café (Revitalizing Community by Lifelong Learning Outreach Project)

Overview

- **Project started in September 2018**

  ※ 3 sessions / year (10 weeks / session)

- **Place** : commercial facilities (restaurants, café, bakeries, etc.)

  non-commercial facilities (senior citizen centers, resident centers of apartment houses, workplaces, etc.)

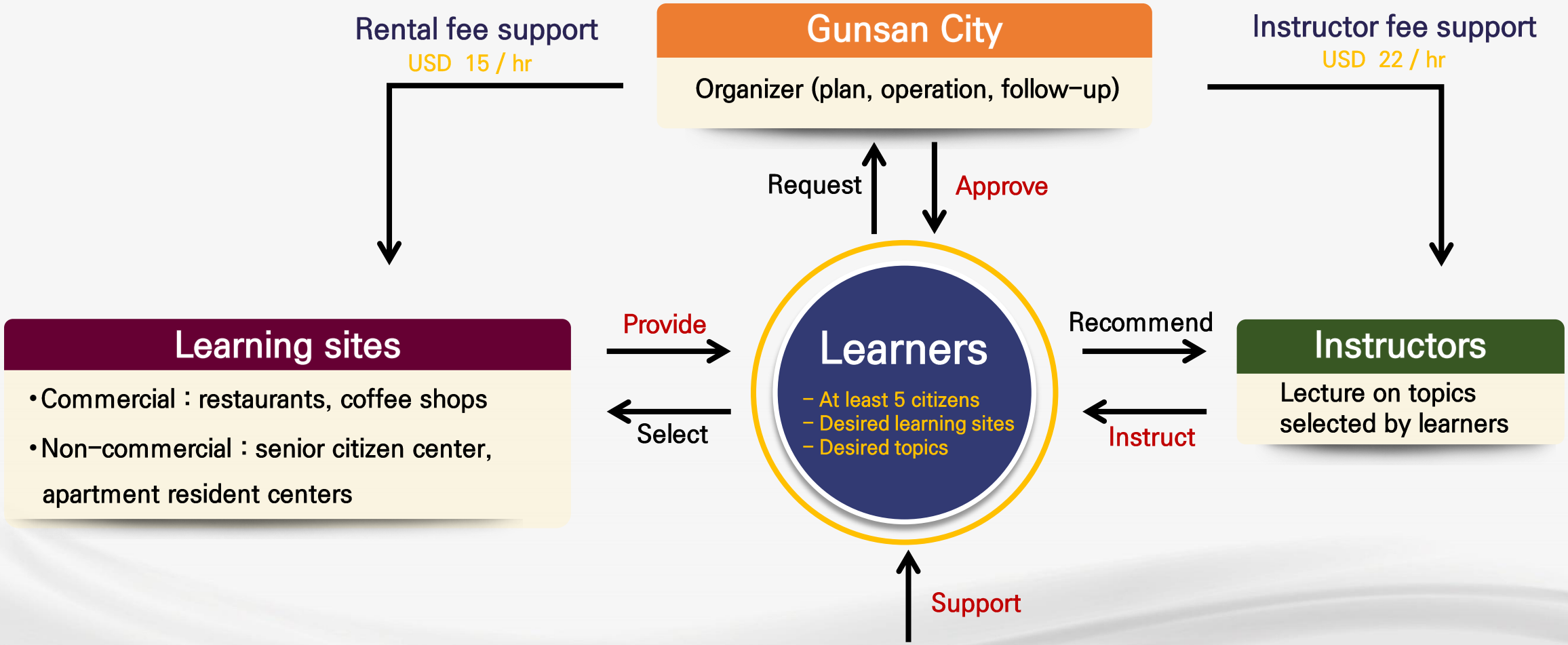
- **Courses** : topics selected by citizens (humanity, culture, arts, foreign language, health, computer, etc.)

- **Budget** : KRW 5.9 billion (4.4 million USD)

Unit: million USD

Year	Total	2018	2019	2020	2021	2022
Budget	4.38	0.37	1.40	0.54	1.03	1.03

DongNe Munhwa Café (Revitalizing Community by Lifelong Learning Outreach Project)



Performance

STEP 01 Project explanation meeting

- When : beginning of the year
- For whom : citizens in Gunsan
- About what
  - Revitalizing Community Lifelong Learning Outreach Project operation plan
  - Participants : learners, instructors, managers, and business owners (learning sites)

DongNe Munhwa Café (Revitalizing Community by Lifelong Learning Outreach Project)

STEP 02

Online application system

- Online registration to prevent Covid-19
  - ※ In-person receipt of applications from the elderly
- Participation increased through the online application program.

Focus of program

Learners, instructors, business owners → **Learners**

Simplified to learner-centric program

How to apply

In-person application → **Online application**

Applications are made online for convenience.

Lifelong education network

Learning site registration

Select learning sites

번호	상호명	참여사업	상태	등록일
537	정금부동산 컨설팅	상업	배정	2021-07-02
536	한소리국악연구원	비상업	배정	2021-07-01
535	조아미용실	상업	배정	2021-06-30
534	한솔영어수학학원	상업	배정	2021-06-30
533	논	상업	배정	2021-06-30
532	엣지	상업	배정	2021-06-30
531	군산우체통거리경관협정운영회	비상업	배정	2021-06-30
530	지원헤어	상업	미배정	2021-06-30
529	군산예;인(ㅅ)	상업	배정	2021-06-30
528	현대공인중개사	상업	미배정	2021-06-30

STEP 03

Recruiting instructors & managers, and capacity-building education

- Introduction to projects and manuals
- In-person capability-building education
  - How to use apps for in-person lectures (Zoom, Naver Band, etc.)
  - How to write online journal for managers

Instructor training (how to use Zoom)

Manager training (study of manuals)

Manager training (keeping online journals)

STEP 04

Expansion of learning sites (commercial, non-commercial facilities)

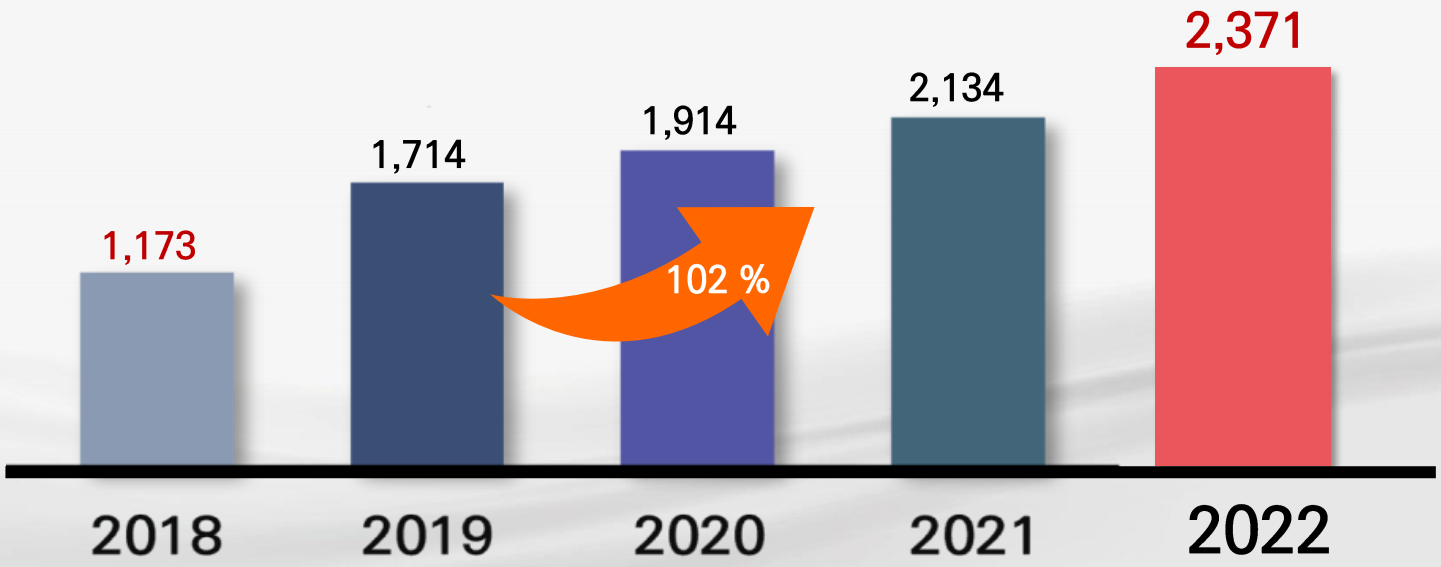
- Online registration of learning sites: Gunsan City Lifelong Learning Information Network (lll.gunsan.go.kr)
- Offline: collect students through placards at the entrance of shopping districts
- Online: registration on the Lifelong Learning Information Network

Performance

Instructors (registered at instructor bank) increased by 102% from 2018

Number of registered instructors

Unit : person



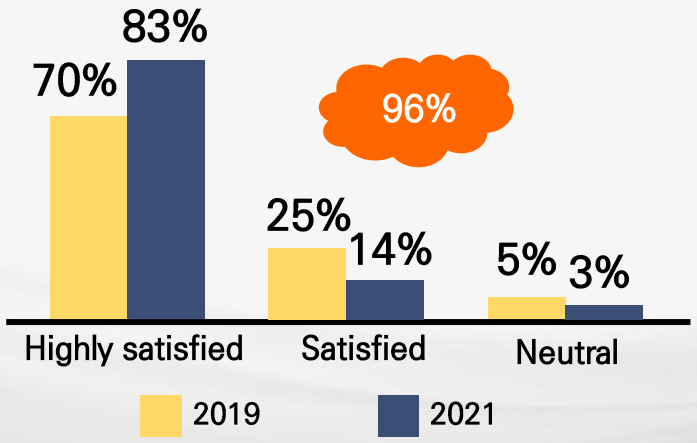
Performance

Invigorating community commercial districts

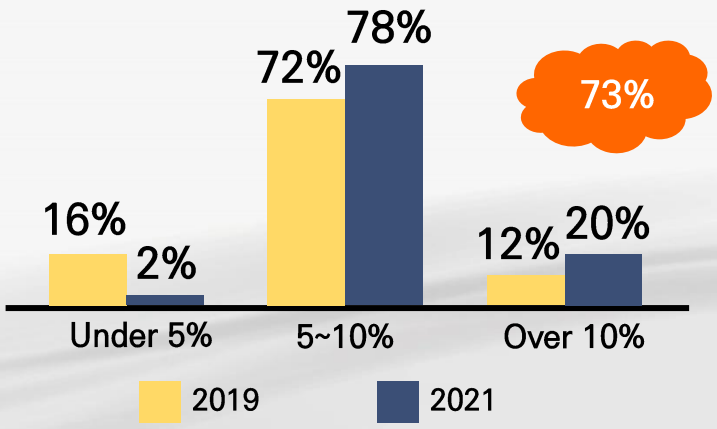
3,916 learning sites
(commercial facilities: 3,420, non-commercial: 496)

※ 2021 Survey

Satisfaction level



Increased sales



DongNe Munhwa Café (Revitalizing Community by Lifelong Learning Outreach Project)

Performance

Category		Total	2018	2019	2020	2021	2022
No. of sessions		10	1	3	1	3	2
No. of courses		4,285	395	1,741	495	918	736
Learning sites (non-commercial)		3,916 (496)	276 (-)	1,549 (324)	437 (47)	918 (70)	736 (55)
Participants	Total	32,591	3,071	13,267	3,776	6,826	5,651
	Learners	24,376	2,517	10,077	2,855	4,850	4,077
	Instructors	3,667	255	1,430	392	891	699
	Managers	632	23	211	92	167	139
	Business owners	3,916	276	1,549	437	918	736

Project effects

1. Overcoming spatial constraint

- Learn at any place citizens want
- Commercial stores were turned into a lifelong education space.

Restaurants (calisthenics)

Unmanned laundry room (violin)

2. Overcoming time constraint

- Learn at anytime citizens want
- All weekdays, day and night

Morning (coffee shop, guitar)

Evening (restaurant, harmonica)

Project effects

3. Created jobs related to learning

- Instructors, learning managers
- 4,299 learning-related jobs created

공감

최신호 콘텐츠 발간물

시민엔 문화, 강사엔 일자리, 소상공인엔 소득 '상생'

2019.08.26

전라매일

2019년 02월 18일 월요일
010면 지역

동네문화카페 배달강좌통기타-떡카페.

"군산 동네문화카페로 오세요"

오는 4월 28일까지 시행

이번 동네문화카페 사업으로 454개 강

4. Reinvigorated commercial districts

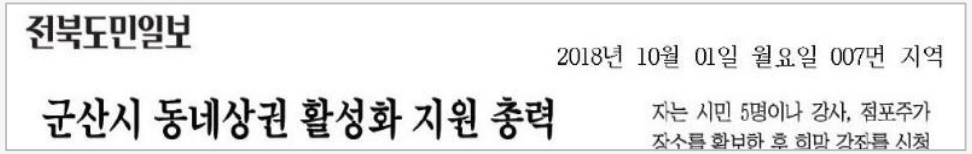
- Earned rental fee revenue and increased customers due to promotional effects
- Increased meetings among citizens

전북중앙

2018년 12월 26일 수요일 011면 지역

"골목상가 웃음소리 가득한 비결은?"

군산시 찾아가는동네문화카페
소상공인사업장 276개 395강좌
통기타-요가등 수업 다양 인기


전북도민일보

2018년 10월 01일 월요일 007면 지역

군산시 동네상권 활성화 지원 총력

자는 시민 5명이나 강사, 점포주가
장소를 확보한 후 희망 강좌를 신청

Project effects

5. Revived communities

- Solidarity formed by communication among citizens
- Spread of lifelong learning by sharing outcomes from learning

Street performance (Nanta)

Lifelong learning festival (poem recital)

Revitalizing Community by Lifelong Learning Outreach Project

“killing five birds with one stone” effects

Ways of further development

Short-term

- Cultivate atmosphere for lifelong learning by sharing achievements with citizens (exhibitions, street performances at streets and welfare facilities, etc.)

- Overcome regional economy difficulties by reviving community commercial districts

Exhibition (calligraphy)

Street performance
(Korean traditional music-drum dance)

Lifelong learning festival
(ukulele)

Ways of further development

Long-term

- Promote lifelong learning with “one citizen, one hobby” campaign
- Cultivate a sustainable lifelong learning practice

Grocery store (ocarina)

Coffee shop (tai chi)

Yoga academy (guitar)

There is no limit to lifelong learning.

There is only a limit to desire to learn.

군산시
GUNSAN CITY

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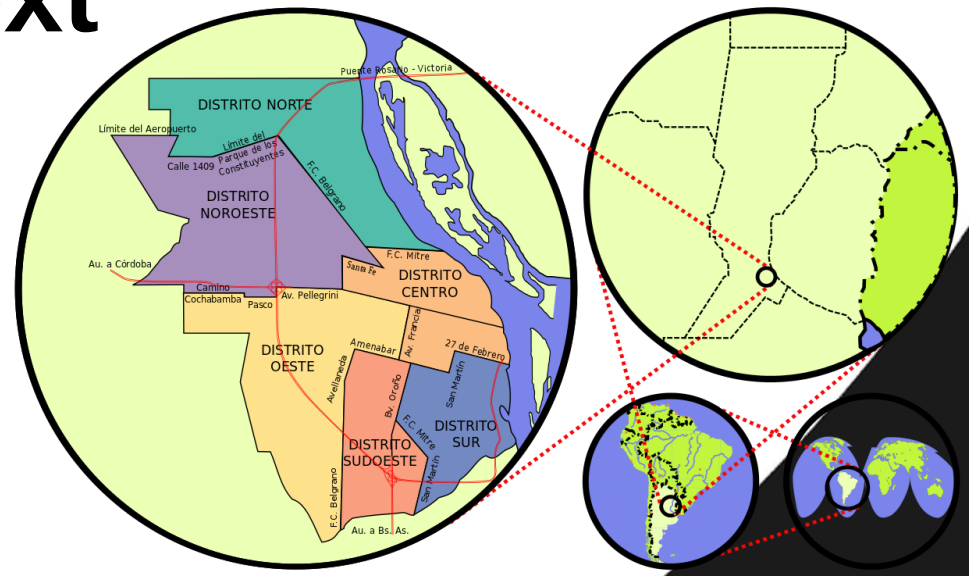
Programa Constructores Territoriales en Derechos Humanos - Overview

Human Rights Territorial Builders Program (2017 to the present)

- Initiative aimed to young people over 18 years of age
- Human rights field conceived as a professional training
- First moment. Instances of practice, research and artistic production
- Second moment. Institutional and territorial interventions

Programa Constructores Territoriales en Derechos Humanos - Context

- Rosario (Santa Fe, Argentina): economic wealth, social inequalities
- The legacy of the last Argentine military dictatorship (1976 - 1983)
- Memory Museum: Argentina's first site of memory (1998)
- Addressing post-genocide memories from a local perspective



Programa Constructores Territoriales en Derechos Humanos - Motivation

- Growth of urban violence and state violence in the last decade
- The Memory Museum as a territory for the new dilemmas of democracy
- Promoting Human Rights and democratic values to present-day youth. A path of empowerment

Programa Constructores Territoriales en Derechos Humanos - Objectives

- To promote the political commitment of young people and the strengthening of democratic culture
- To transform young people into agents of social and political transformation in their spaces and territories
- To promote the use heritage and memory as sources for permanent interrogation of recent history

Programa Constructores Territoriales en Derechos Humanos - Achieved results

- A group of young participants capable of critically questioning and challenging naturalized and institutionalized inequalities in society
- Participation and production in cultural events for young people that allowed the use of technical and artistic tools for the dissemination of the project
- Urban interventions in different parts of the city with the phrase "How do you engage politically today?"
- Visit to isolation centers for homeless youth during the COVID-19 pandemic

Programa Constructores Territoriales en Derechos Humanos

Programa Constructores Territoriales en Derechos Humanos

THANK YOU FOR YOUR TIME

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Achieving the sustainable life of citizens through lifelong education

평생교육을 통한 시민들의 지속가능한 삶의 달성

Presentator: *KIM SoYoung*

Director of Education Support Division,

Suseong-gu Office, Republic of Korea

SUSEONG
SUSEONG DISTRICT
DAEGU METROPOLITAN CITY

PROGRAM

SUSEONG GLOBAL ACADEMY FOR WOMEN

SUSEONG GARDENING SCHOOL

Contents

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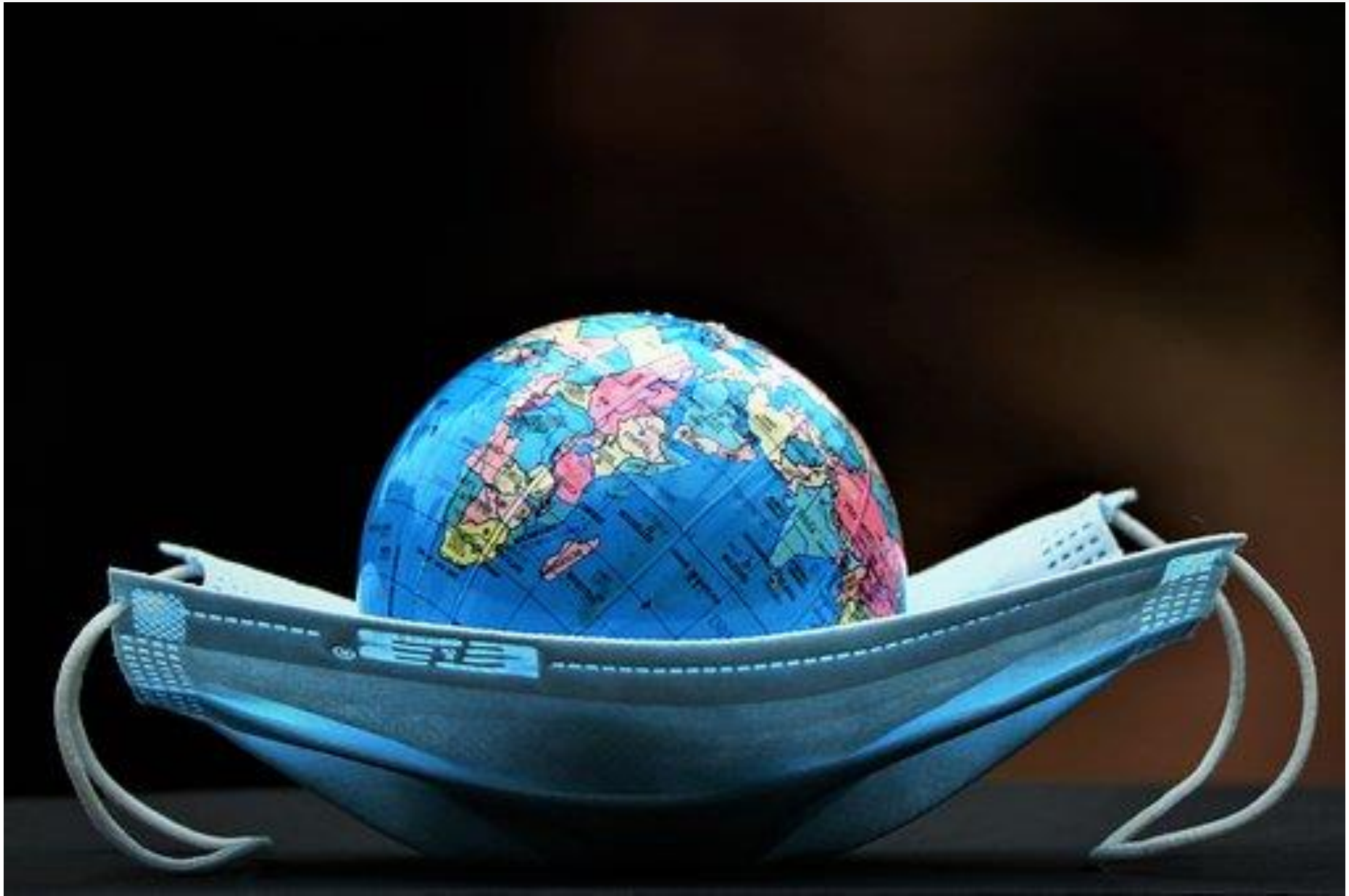
PART 02 Objectives 목적

PART 03 Methodology 운영방법

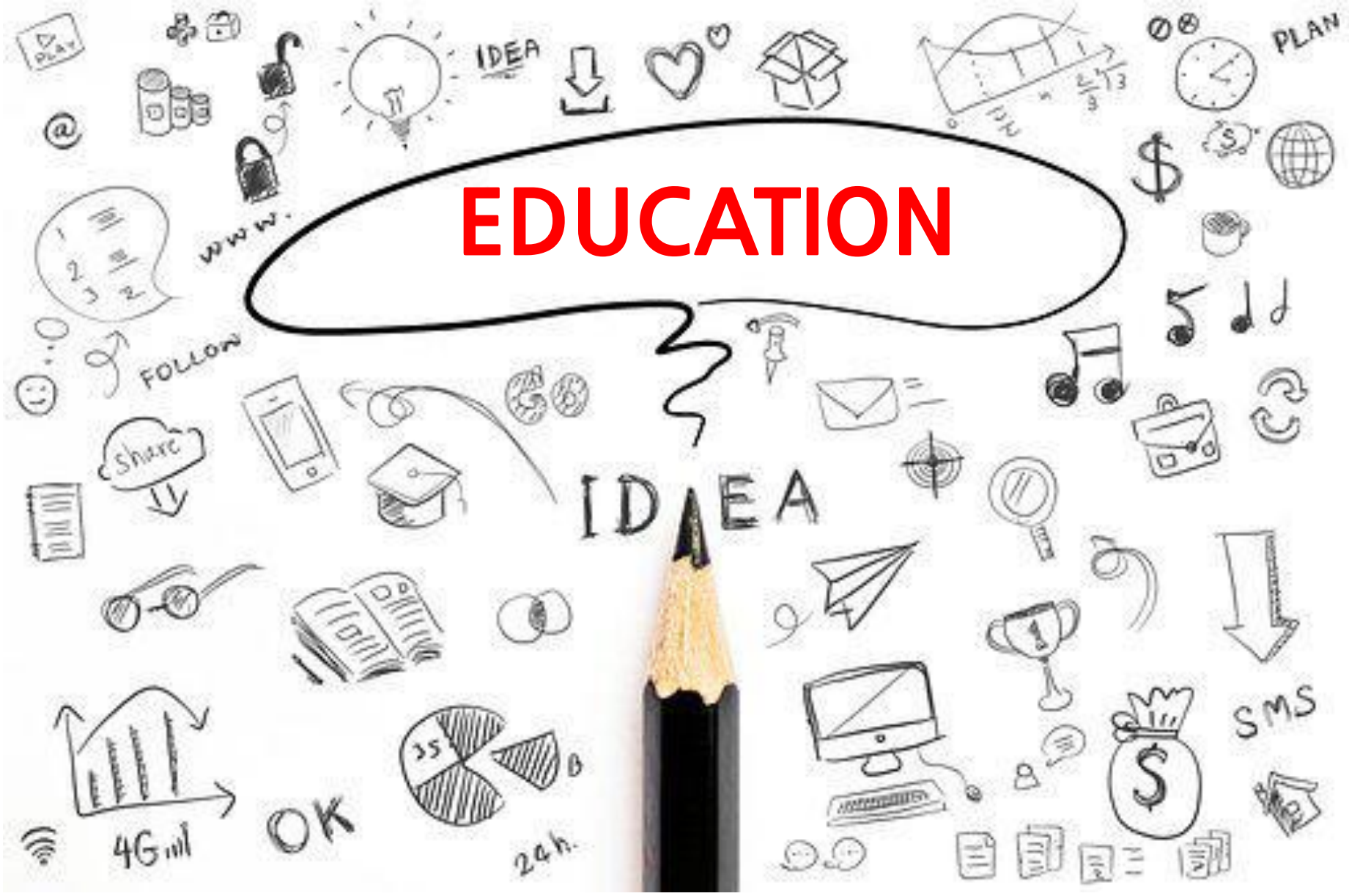
PART 04 Assessment 평가

Background 배경



Background 배경

Background 배경

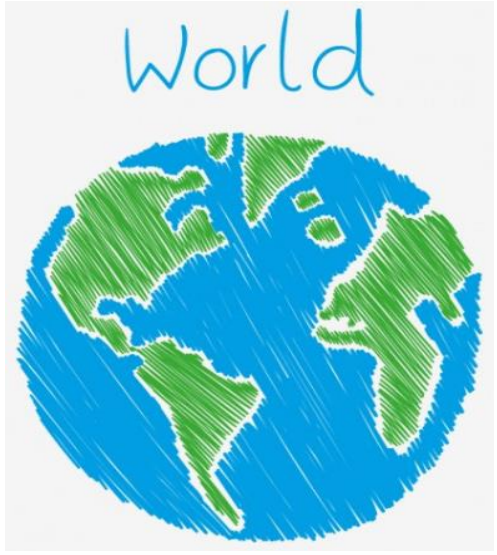


Methodology 방법

유네스코지속가능발전교육공식프로젝트
Korea UNESCO ESD Official Project

[SUSEONG GLOBAL ACADEMY FOR WOMEN]

Methodology 방법



Methodology 방법

Methodology 방법

Methodology 방법

세계를 품은 지구촌 미래인재 수성 글로벌 여성 아카데미

Suseong-gu Global Academy for Woman

EDUCATION

2012 ~ 2022 439 people

PRACTICE

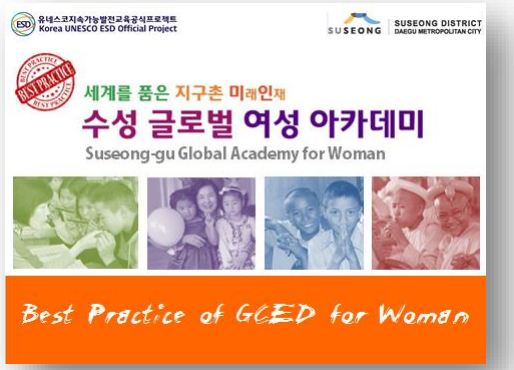
2012 ~ 2019 189 people

Methodology 방법

유네스코지속가능발전교육공식프로젝트
Korea UNESCO ESD Official Project

유네스코 한국위원회
United Nations Educational, Scientific and Cultural Organization
Korean National Commission for UNESCO

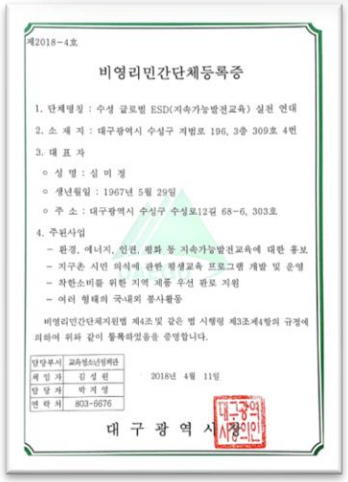
2013 ~ 2024



2017

2018

2014
~2020



수성 글로벌 ESD 실천 연대
Suseong Global ESD Practical Solidarity

2018

수성재작소

2019

세바실

Methodology 방법

유네스코지속가능발전교육공식프로젝트
Korea UNESCO ESD Official Project

2020

면마스크 제작

2021

쓸버챌린지

2022

플로깅(줍깅)

찾아가는 환경교육

Methodology 방법

수성정원학교

[SUSEONG GARDENING SCHOOL]

Methodology 방법

[SUSEONG GARDENING SCHOOL]

Methodology 방법

[SUSEONG GARDENING SCHOOL]

Sustainable Urban Lifestyle
지속가능한 도시 생활 방식

Cultivating Ecological Citizens
생태시민 육성

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교 Suseong Gardening School

추진전략

수성정원학교 SUSEONG GARDENING SCHOOL

비전	자연과 사람의 공존, 반려 식물 문화 조성, 사회적 가치 실현	
목적	시민활동가 양성, 정원문화 조성	생활 속 정원 문화
프로그램	• 시민정원사 양성(시민 활동가)	• 각종 체험 프로그램 • 각종 교육 프로그램
사회적 가치	• 시민활동가 커뮤니티 조성 • 시민정원 조성(마을, 학교, 포켓 등)	• 자발적 정원 커뮤니티 조성 • 시민정원 조성 참여

Methodology 방법

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교

Suseong Gardening School

EDUCATION

citizen gardener : 24 people

village gardener : 350 people

Methodology 방법

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교

Suseong Gardening School

23 villages
and 61 village gardens

Methodology 방법

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교

Suseong Gardening School

Methodology 방법

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교

Suseong Gardening School

School Gardens

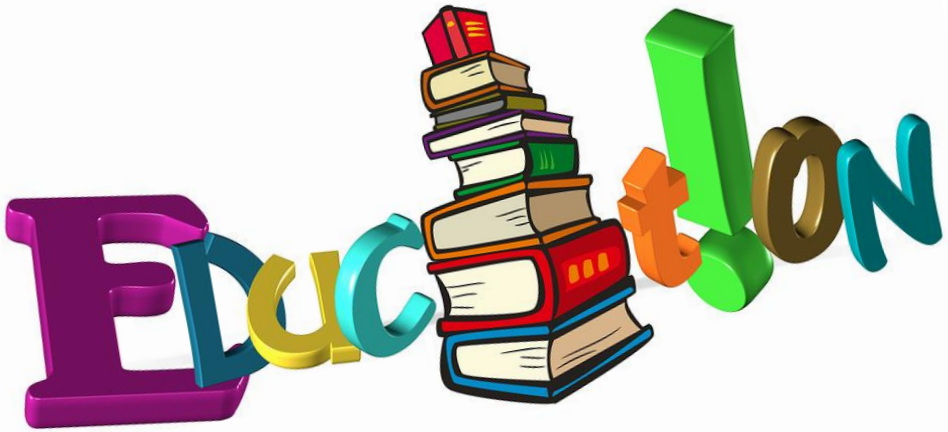
Methodology 방법

자연과 사람이 공존, 생각을 담는 녹색도시

수성정원학교

Suseong Gardening School

Assessment 평가



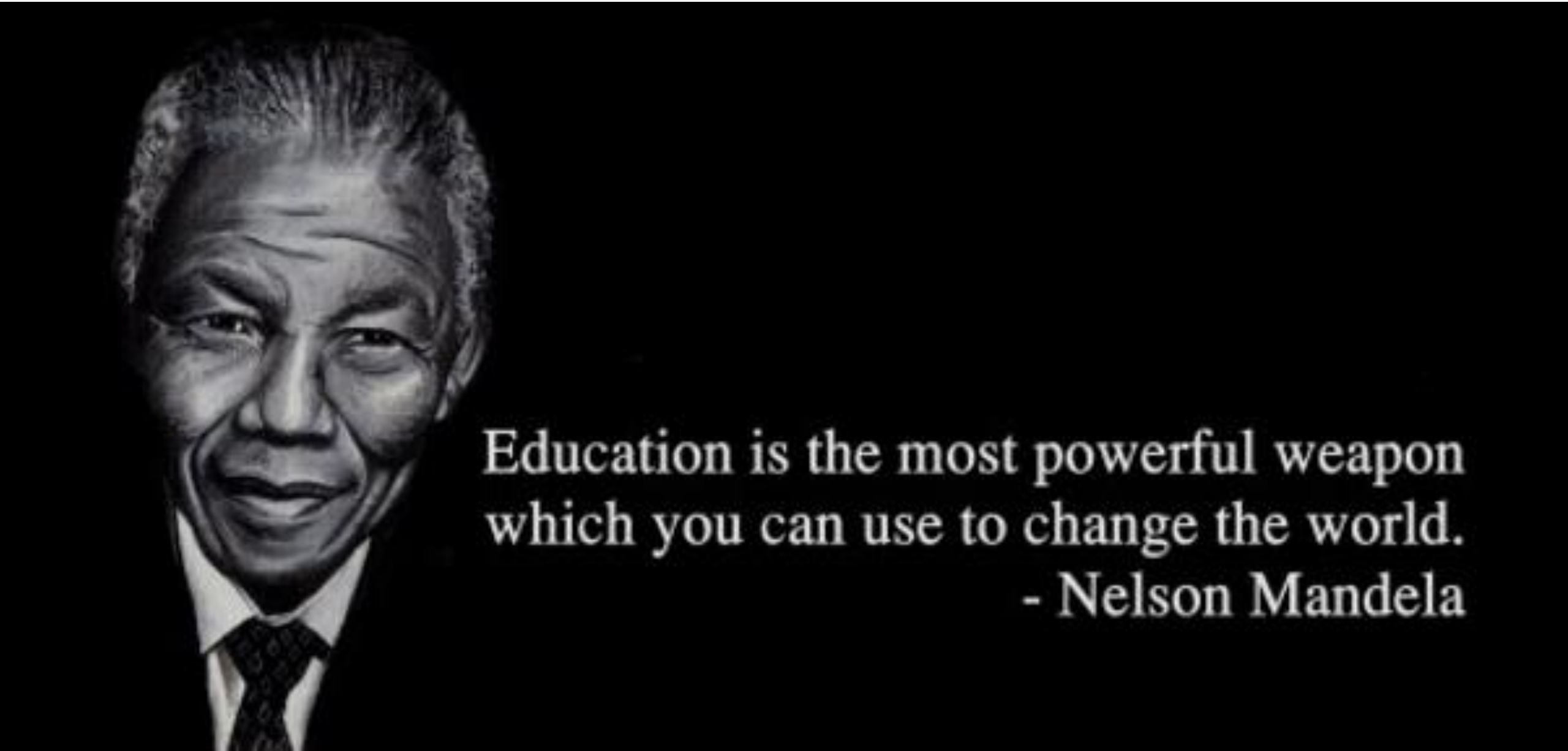
Assessment 평가

Assessment 평가

Urban sustainability through Lifelong education

평생교육을 통한 도시의 지속가능성

Assessment 평가



Assessment 평가

Assessment 평가