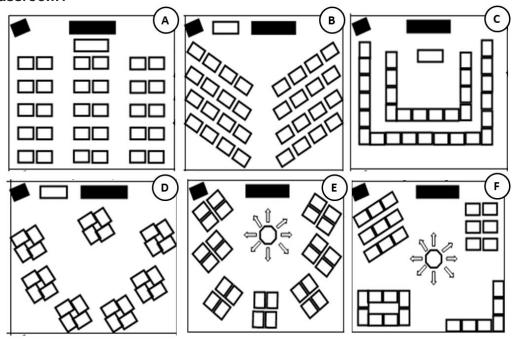# Next gen Classroom design

How to set up a motivating learning and teaching environment?

*This tool intends to help you and your students set up common projects to develop an innovative learning and teaching environment.*

1. **Start by looking at the models A to F. Which one is the closest to the reality of your classroom?**



2. **Which models do you think are best for each classroom activity?**

| Classroom activities | Models | | | | | |
|---|---|---|---|---|---|---|
| | A | B | C | D | E | F |
| 1. Organise a class debate | | | | | | |
| 2. Propose reading activities to be done autonomously | | | | | | |
| 3. Choreograph and perform a piece of music | | | | | | |
| 4. Set up an international press kiosk | | | | | | |
| 5. In groups, create an escape game for a partner class | | | | | | |
| 6. Teach in tandem with a partner class for example via Skype | | | | | | |
| 7. Transform the classroom into an art gallery | | | | | | |
| 8. Create and share a photo novel | | | | | | |
| 9. Animate a webradio | | | | | | |
| 10. Perform a multilingual theatre play | | | | | | |

3. **For these different activities (1 to 10), which interfaces could you use?**

| Interfaces | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| The classroom board | | | | | | | | | | |
| Removable panels (flipcharts, etc.) | | | | | | | | | | |
| A smartboard | | | | | | | | | | |
| Mobile tools (tablets, smartphones, etc.) | | | | | | | | | | |
| School signage | | | | | | | | | | |
| The interior walls of the classroom | | | | | | | | | | |
| The outer walls of the classroom | | | | | | | | | | |
| Transit areas (entrance, stairs, corridors, etc.) | | | | | | | | | | |
| The school's outdoor spaces | | | | | | | | | | |
| The school's website | | | | | | | | | | |

4. **Please estimate together the importance of the following ideas before you start designing your own next generation classroom. In this participative approach it is essential to involve students.**

| STUDENTS' OPINION | | | | How important is it for you? | TEACHER'S OPINION | | | |
|:---:|:---:|:---:|:---:|:---|:---:|:---:|:---:|:---:|
| more | | | less | | less | | | more |
| **4** | **3** | **2** | **1** | | **1** | **2** | **3** | **4** |
| | | | | **Flexible layout** <br> An agile space for personalised learning that gives teachers possibilities to respond to different student's needs (language profiles and intercultural experience) with various spaces, mobile tools, language assistants, etc. | | | | |
| | | | | **Creative workstation** <br> A functional space which gives students and teacher possibilities to circulate, interact and cooperate through various displays (whiteboards, signposts, tablets, etc.) and rolling tables for group work, workshops or station learning. | | | | |
| | | | | **A multilingual classroom** <br> An inviting space with multilingual display where students' full repertoire is challenged though motivating projects. Team teaching offers expertise in various languages. | | | | |
| | | | | **An immersive classroom** <br> An intercultural space which empowers students in the target language though cross-subject projects. A 360 degree display and hologram technics offers students an immersive experience inside various scientific learning environments. | | | | |
| | | | | **Digitalised classroom** <br> A fully equipped classroom with laptops, tablets and mobile devices which enhances communication possibilities with the world and makes a tandem class with partner schools possible. | | | | |
| | | | | **Virtual classroom** <br> An online space where learners can meet and interact during and after class. This virtual learning space encourages students' initiative and cooperation and fosters collective agency. | | | | |
| | | | | **An intercultural café** <br> A self-managed cafeteria where students can learn how to set up a multicultural space, debate in various languages, play world music, invite artists, organize intercultural parties, watch foreign movies, etc. | | | | |
| | | | | **A fablab** <br> An open space that encourages students to be creative by using their own intercultural experience to overcome complex tasks with online tools, robots, artificial intelligence, etc. Fablabs support collaborative learning, critical thinking, experimental approaches, language diversity, etc. | | | | |

5. **How do you want to change the learning environment?**
   **Sketch your own project**

- **Culture**: What is important for you and your students in terms of content, values, method and objectives?
- **Structures**: What kind of equipment and organisation seem essential to you and your students?
- **People**: How can you support students' creativity? How can the teachers' expertise be valued?