

# PEDAGOGIC STRATEGY

## Synergy Multiplier Event

Presented by the University of Paderborn



# AGENDA

1. SYNERGY – THE PROJECT
2. PEER LEARNING ENVIRONMENT
3. PEDAGOGIC STRATEGY
4. NEXT STEPS



# SYNERGY – THE PROJECT

## THE PROJECTS' RATIONALE

- Lack in management skills and unawareness of training needs.
- Low uptake of training by owner-managers particularly of small firms.
- Inappropriate training offers, time poverty, and poor linkages between educational bodies and micro-enterprises.

## THE PROJECTS' AIMS

- Improving the Relevance and Quality of training provision for micro-enterprises.
- Developing and Implementing a bespoke learning environment.

## THE PROJECTS' OBJECTIVES

- Creating a cost-effective, flexible, bespoke peer-to-peer learning environment.
- Providing a suite of bespoke learning resources that address the specific needs within the micro-enterprise sector.



# PEER LEARNING ENVIRONMENT

## A SHORT DEFINITION

„Peer learning can be defined as the acquisition of knowledge and skill through active helping and supporting among **status equals or matched companions.**“

(Topping, K. J. 2007: 631)

## WHY PEER LEARNING?

- ➡ Peers are indispensable for the learning process.
- ➡ Peers stimulate the own learning process through recommendations.
- ➡ Peers can provide reflection, a point of discussion, validation.

## THE PEER GROUP

„Peer group members of a learning process are willing to share materials, re-edit existing ones, and create knowledge. They have a clear and **explicit objective to support each other in order to grow together.**“

(Ehlers, U.-D. 2013: 104)

# PEDAGOGIC STRATEGY

## WHY DO WE NEED IT? THE RATIONALE!

- Micro-enterprise owners become creators of learning resources.
- Need for a Quality Assurance Mechanism for the Environment.
- Evaluation of the participants performance.

## A QUALITY ASSURANCE MECHANISM?

- Outlines quality issues to be safeguarded in the development of a peer-to-peer learning environment.
- Outlines key learning outcomes to be attained by the micro-enterprise owners when they engage in the learning environments.

## ITS COMPONENTS

- Framework.
- Learning Outcomes Matrix.



# FRAMEWORK

## WHAT IS IT?

- A catalogue of domains in which knowledge and competencies should be acquired.
- Quality Aspects of Peer Learning.
- Pedagogical and didactical approaches.

## GENERAL KNOWLEDGE

- Criteria of Peer Learning
- Design of Learning Resources
- Learning Materials and Objectives

## QUALITY ASSURANCE

- Evaluation of the Environments
  - Evaluation of Learning Resources
  - Training the Peers
- These domains will build the basis for the Induction to Pedagogy.

# NEXT STEPS

## INDUCTION TO PEDAGOGY

- Curriculum that addresses the issues outlined in the Pedagogic Strategy.
- Based on mini-format learning resources.
- Shall help to safeguard a certain level of quality within the learning environment.

## VALIDATION THROUGH LOCAL SUB-GROUP

- Pedagogic Strategy and Induction to Pedagogy will be discussed.
- Validate the relevance and practical feasibility.

## CREATION OF LEARNING RESOURCES

- By the local sub group for the peer environment.
- By the partners, comprising the Induction to Pedagogy.

**Thank You for your Interest and Attention**

Any Questions?



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