



**OPEN  
SCIENCE  
HUB**

**EMPOWERING CITIZENS  
THROUGH STEAM  
EDUCATION WITH  
OPEN SCHOOLING**

**MILESTONE 4**

# **OSHub.Net Kick-Off Training Workshop**



**Verification**

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## Acknowledgement



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## Document Identification Sheet

<b>Related Deliverable(s):</b>	824581
<b>Project acronym</b>	OSHub
<b>Milestone number</b>	4
<b>Milestone title</b>	OSHub.Net Kick-Off Training Workshop Verification
<b>Lead beneficiary</b>	TCD
<b>Due Date (in months)</b>	M10
<b>Means of verification</b>	Report for three online webinars with example work and relevant implementation messaging.
<b>Related Work package(s)</b>	WP4
<b>Related Deliverable(s)</b>	D2.1
<b>Planned delivery date</b>	31.07.2020
<b>Actual delivery date:</b>	31.07.2020
<b>Reporting Period</b>	1

# SUMMARY OF THE MILESTONE

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**This Milestone, Milestone 4, relates to the OSHub.Net Kick-Off Training Workshop originally scheduled to take place in April 2020 in Dublin, Ireland with all project partners.**

As described and justified in D2.1, the format and setting of this milestone was changed from a two day in situ workshop to multiple online collaborations with a reworking of some elements due to the early unknowns surrounding COVID-19. The verification for the workshops to mark this milestone is laid out in the report section to follow. As workshops happened in an online setting over the course of three training webinars, there are no traditional photographs to evidence their occurrence. Instead verification is provided with webinar outlines, schedules, breakdown of steps, feedback documents and Basecamp project management references (links available in Appendix).

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# 1. MILESTONE OUTLINE

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## 1.1 Training Webinar 1: Stakeholder Engagement

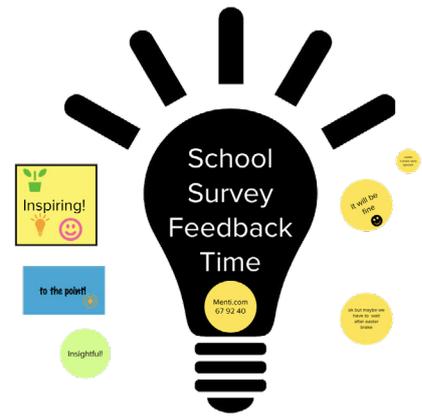
In this initial webinar, TCD led the session online using the online platforms Zoom and Mural as a first attempt to convert in situ plans for training to online collaboration. The webinar was designed to approach challenge identification within hubs, followed by school engagement and stakeholder mapping, before engaging targeted stakeholders for engagement with the challenge identified by the hub and school. The full Mural board can be viewed [here](#).

### 1.1.1 Schedule

WHAT?	WHEN?
Introduction	10:00
School Survey Discussion	10:30
Introduction to OS Hub CANVAS	11:00
Coffee Break	11:15
School Analysis	11:45
Stakeholder Analysis (Part 1)	12:15
Lunch	13:00
Stakeholder Analysis (Part 2)	14:00
Feedback Time	14:45
End	15:30

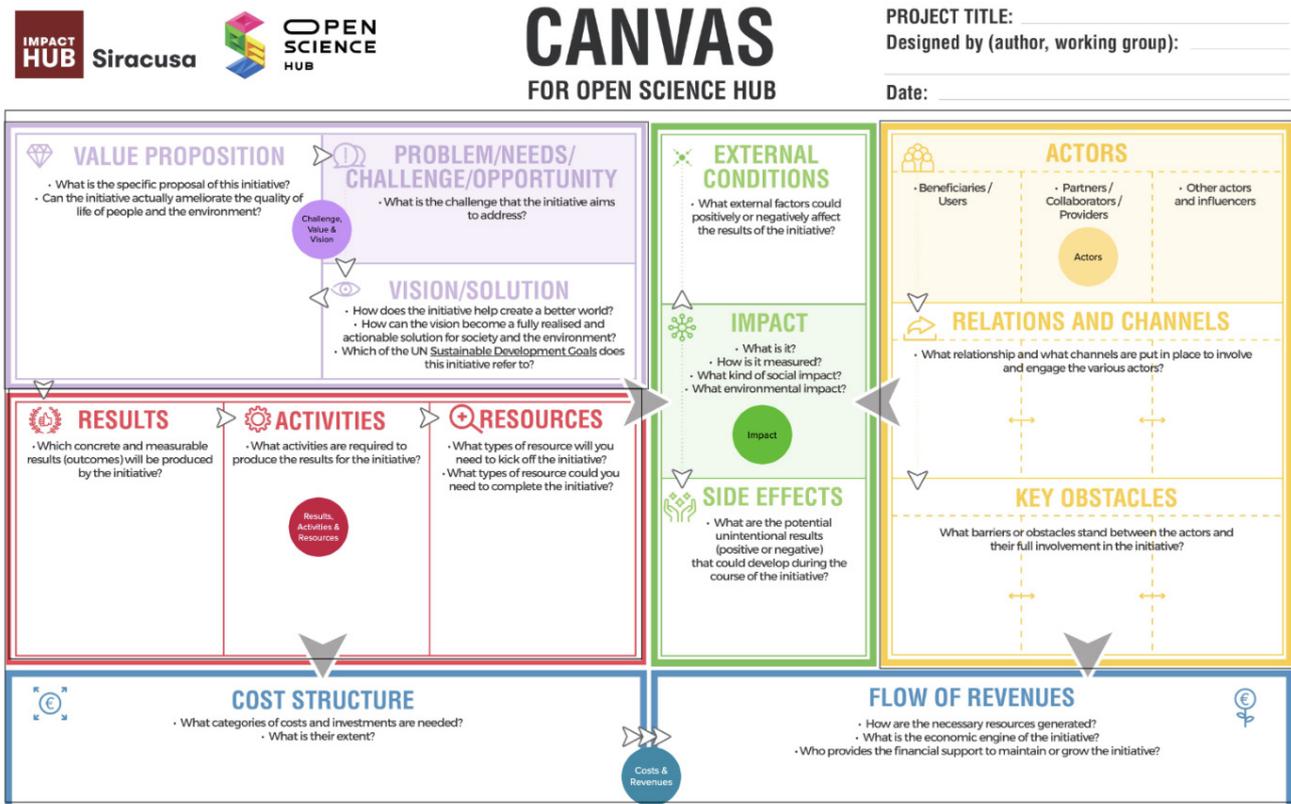
## 1.1.2 School Survey Discussion

Before moving to the main topic of the webinar, time was given to provide feedback on a draft survey that was later sent to schools. The purpose of this survey was to ascertain school needs given the pandemic situation. Building on feedback over the Basecamp platform, a Mentimeter survey was conducted during the workshop, the results for which can be seen [here](#). This survey gathered partner school engagement status and probed the potential for near-future school engagement.



## 1.1.3 Introduction to OS Hub CANVAS

The floor was given to Impact Hub Siracusa (IH) to introduce the Open Science Hub CANVAS to offer the perspective of each OS Hub as a social enterprise, to be explored further in a future training webinar.



Source: elaboration based on references on the logical framework [www.logframer.eu](http://www.logframer.eu) and on the business model canvas [www.businessmodelgeneration.com](http://www.businessmodelgeneration.com) including additional versions proposed by Danielle Olson and others.

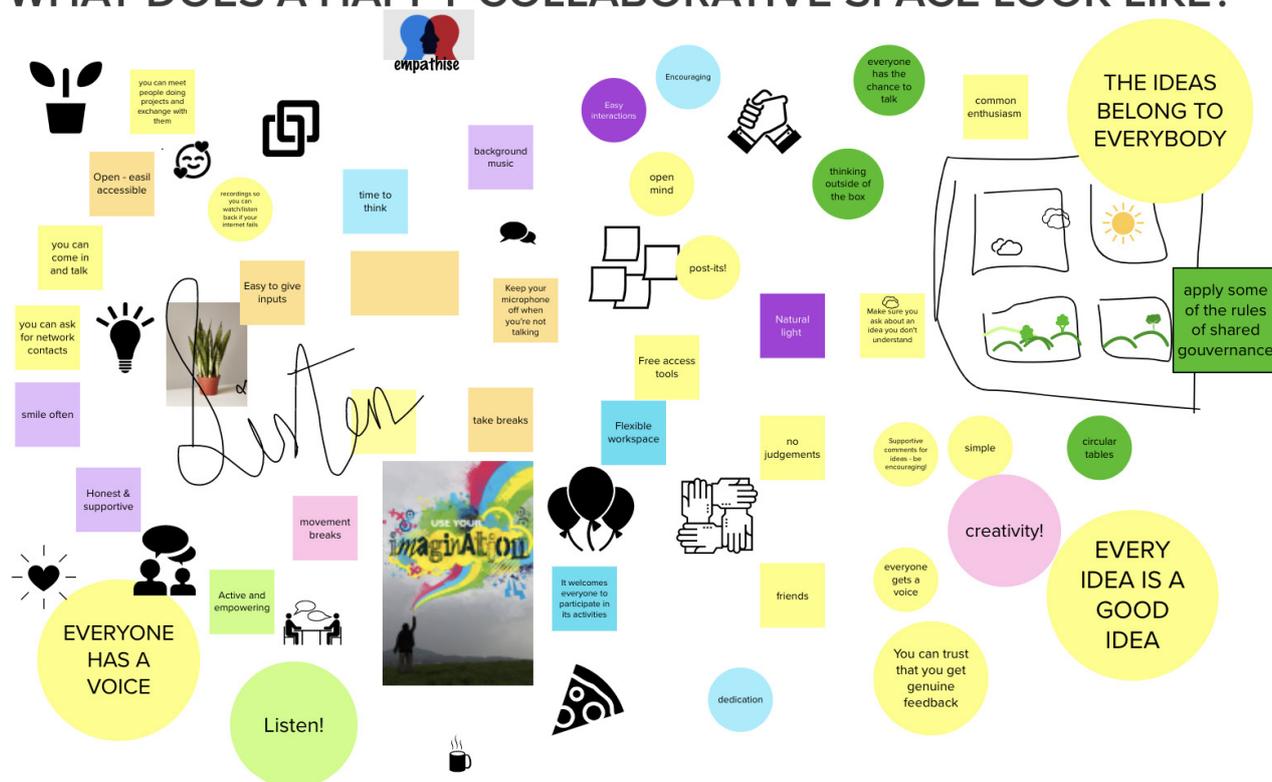
Profit       No profit       Hybrid       Other \_\_\_\_\_



## 2.1 Training Webinar 2: Co-creation Techniques

In the second webinar, TCD led the session online again using the online platforms Zoom and Mural. The second webinar was designed to approach co-creation with schools for a short-term engagement before entering the summer holiday period. The training included some elements from the SISCODE toolkit (GA 788217) as well as best practice sharing on co-design from TCD experience. Consortium partners were asked to gather information related to their own local challenges as case studies to use within the training webinar. This was to address feedback from the first webinar to make the training as applicable as possible to individual partner situations. The full Mural board can be viewed [here](#).

### WHAT DOES A HAPPY COLLABORATIVE SPACE LOOK LIKE?



#### 2.1.1 Schedule

WHAT?	WHEN?
Introduction	10:00
School Engagement Discussion	10:15
Introducing Co-Creation and Breakout 1	10:45

Coffee Break	11:15
Breakout 2	11:30
Co-Creation Session Guidance	12:00
Feedback time and next steps	12:45
End	13:00

## 2.1.2 School Engagement Discussion

Before moving on to the main topic of the webinar, some time was dedicated to receiving updates on school engagement through a Mentimeter survey (results [here](#)), some of which related to a pre-work exercise designed to gather individual partner case studies to work through in this webinar.

## 2.1.3 Challenge Contexts

For this series of exercises participants were split into breakout rooms and used their individual local challenges as the inputs for the frameworks. In using the SISCODE co-design toolkit they filled in preparatory work on their local, lab and policy contexts from their own knowledge. By working through these frameworks as much as time permitted it was hoped that the consortium could do some useful work towards engaging schools in a project in their locality before the summer holidays. There was no ultimatum to complete all exercises at the webinar, just to try the tools out with real-world, relevant examples. The local challenge here varied in scope and scale, this could lead hubs to start their journey with schools with a very broad challenge topic(/s) or some more specific challenges.

## 2.1.4 Co-Creation Guidance

Back in the main plenary session, everyone was guided through an example challenge scenario (mental wellbeing during isolation) in SISCODE frameworks for ideation. Rather than just the hub teams working on these, it was emphasised that these tools should be used in co-creation, multi-stakeholder sessions with their local partners. Guidance and advice was presented in how to interrogate challenges with participants and how to prioritise ideas by participants while reducing a herd mentality. It was hoped that this left consortium members in the position to pursue some early attempts at co-design or co-creation of a short term engagement with schools.

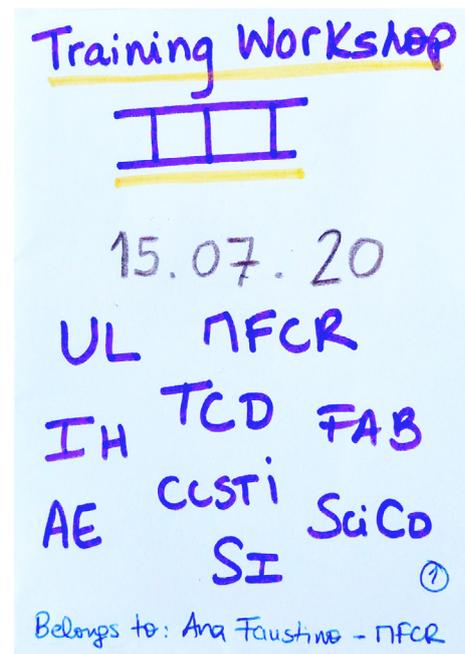
## 2.1.5 Feedback

As in training webinar 1, feedback was gathered at the end of the session through a Mentimeter survey and stickies on a Mural feedback grid. Overall feedback was positive, with note given to improved timekeeping and the addition of partner-relevant examples to work through. Issues flagged included more time needed for participant input and the fact that some of the breakout sessions included only one person as only one person from an institution was available, which hindered their participation in the Challenge Context series of exercises.

All documentation associated with training webinar 2 including mural templates, and feedback was archived in a google drive folder found [here](#).

### 3.1 Training Webinar 3: Evaluation and Partner Support

In the third webinar, TCD led the session over ZOOM communication and conferencing software. The content of the webinar was informed by Deliverable 5.1 (D 5.1) Feedback Forums which took place in month 5, in which the WP5 leads established a questionnaire that was sent to partners followed by one-to-one interviews with partners. Results of the feedback forums showed that partners believed there was great potential for collaboration within the consortium, however there has been no time allocated to collaborate with one another. Partners also described difficulty in understanding what others partners assets, needs and aims for the project are. Lastly, the third webinar was led by those leading WP5 Evaluation, and so the webinar was also set to involve presenting potential evaluation tools to the consortium. Throughout the webinar partners were encouraged to write a thought onto a zine, a tool that was later proposed as a method of evaluation for OSHub.Network. These notes can be seen throughout this document.



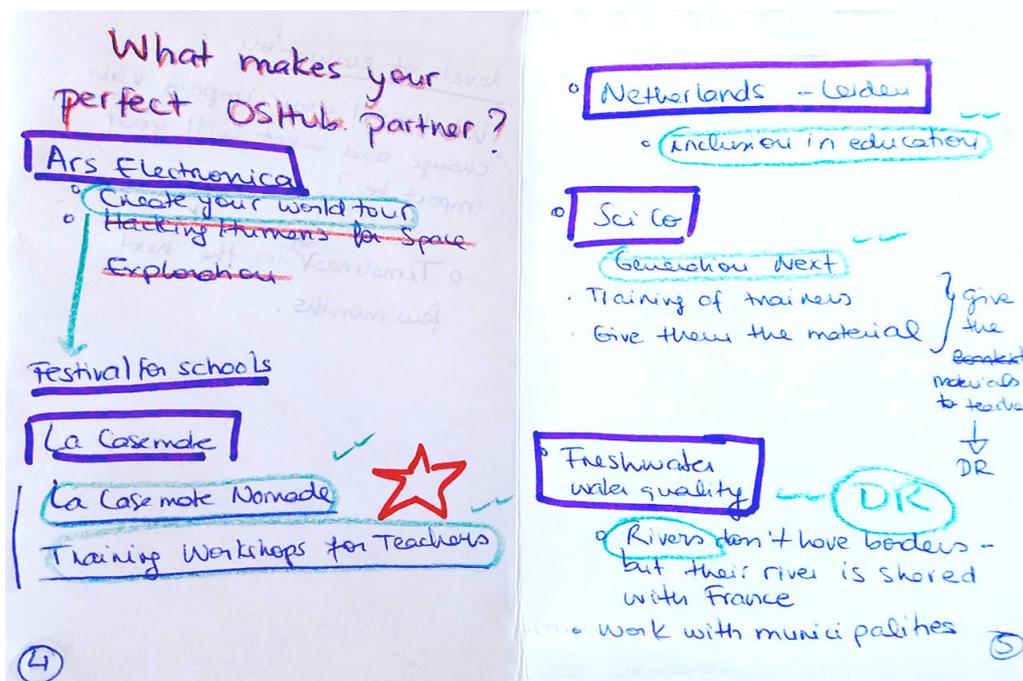
The schedule for the day was as follows:

ACTIVITY	RATIONALE	TIME (IST)	TIME (CEST)
Zine Making Introduction	We will be using zines to capture our thoughts and reflections throughout the workshop	8:05 – 8:15	9:05 – 9:15
Partner Presentation	Get to know the fellow partners in the network, their skills and what they want to learn	8:15 – 8:50	9:15 – 9:50
Break	15 Minutes of self care	9:00 – 9:15	10:00 – 10:15

Results from Partner Feedback	Hear results from feedback forums	9:15 – 9:30	10:15 – 10:30
Speed Dating	Meet all the partners to members and find your perfect collaboration?	9:30 – 10:00	10:30 – 11:00
Traditional Evaluation Tools	What levels of the project need to be evaluated and how can we do it?	10:00 – 10:15	11:00 – 11:15
Zine Evaluation	Experimental ways to evaluate student engagement & reflection	10:15 – 10:30	11:15 – 11:30
Wrap up Feedback	Zine reflection and next steps	11:05 – 11:20	12:05 – 12:20

### 3.1.1 Partner Presentations

The webinar opened with partners delivering a 3 minute presentation using 3 slides. Partners were asked to present in relation to their role in OSHub Network i.e. partners were asked to present on their current work, assets and skills they can offer the consortium, what they wish to gain from collaborating with the consortium, and their hopes for their future OSHub. The aim of the partners presentation was to allow the consortium to familiarise themselves with one another. Partners were prompted to think about what partners could make strong collaborators in the future.





### 3.1.4 Zine Evaluation

The webinar concluded with a presentation of potential creative forms of evaluation using the medium of zines. Zines take the form of a self published book/magazine designed by the students, which can be guided by facilitators through a use of prompts. The format allows relationships between topics, themes, and contexts to emerge that is dependent on the learner. It is a method that encourages intentional play, both through materials they use and the process/style the learner chooses to use. Zines were offered as an evaluation tool as they offer the flexibility to capture the multiple aims OS hubs hopes to establish. Zines can be used to examine the ownership of knowledge students have by examining the depth of reflection. Alternatively they can be used to examine the scope of reflection by looking at who the students relate their reflection to, therefore observing students' perspective of sciences' relationship with society.



### 3.1.5 Feedback

Feedback was gathered from the webinar via a google form found [here](#). Feedback from the webinar was generally positive. Partners were appreciative of structuring the webinar based on previous feedback. Hearing from various partners and being able to establish connections was noted as a high point.

# APPENDIX

The following is a list of communications between the consortium relating to the training webinars which were communicated through Basecamp.

- Training workshop – time revision
- Training Workshop – Pre-work and Guidelines
- Training Workshop 1 – Wrap Up
- NEXT STEPS – OSHub Blast for Schools
- Training Workshop 2 – Date and Time
- Training Workshop 2 Link & Agenda
- Prep for upcoming webinar (no.3) & kickstarting WP5:Evaluation!
- OSHub Evaluation Webinar Questionnaire
- Next training workshop – 15 or 16 July?
- Information for Webinar 3: Evaluation
- Preparation for Webinar 3
- OSHub Webinar 3 Survey





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