# ANNEX 3 – InnoSchool Learning System Pilot Factsheet (Factsheet)

**What is the InnoSchool Learning System (ILS)?**

11 project partners from 9 European countries are developing, and implementing a highly innovative Learning System in order to strengthen the ´social innovation and entrepreneurial spirit´ of secondary schools’ students (age 16-18 years).

The ´InnoSchool Learning System´ (ILS), developed by using inclusive design process involving policy bodies, secondary schools, territorial business supporting actors and organizations working in social services, aims to:

* create awareness about local unmet social needs,
* support innovative thinking and creativity by finding innovative solutions,
* encourage capitalization of solutions via entrepreneurial activities, and
* implement a learning environment that focus on developing of entrepreneurial skills and competences.

**Why is the InnoSchool Learning System (ILS) unique?**

InnoSchool Learning System (ILS) combines traditional classroom-based learning methods with digital elements in order to better fit into the 21st century´s schools´ curricula.

Its main uniqueness lies in five pillars:

(1) *Serious game* for online simulation of social innovation and entrepreneurship will be combined with lectures, guiding, reflection sessions held by teachers to maximize educational impact through an experiential learning process,

(2) *Social media's and interschool competition's* aspect will be added to boost the ILS´s attractiveness for students,

(3) Proper *combination* of traditional classroom activities and the learning interaction via online simulation,

(4) *Step-by-step guidance and training workshops for teachers*,

(5) *Inclusive design and development process* of the ILS involving not only project partners but also policy bodies, secondary schools, representatives of business helix and territorial organizations working in social services due to workshops, advisory groups and focus groups.

**InnoSchool already raised a lot of attention!**

Being one of the highest scoring and unique innovative projects, it already raised a lot of attention from the financing body, being presented on multiple international conferences/seminars, but also territorially from local media and other stakeholders. Territorial partners are being backed up by their strategic policy partners on national and regional levels who are interested in ILS and will be monitoring and supporting the ILS Pilot too.

**How will InnoSchool support the schools?**

After developing the ILS, InnoSchool will validate the achievements during pilot initiatives in 9 countries involving more than 90 teachers and reaching in total more than 1800 students. The participating schools receive (1) step-by-step guidance and training workshops for teachers in order to facilitate the ILS learning interactions; (2) the rights to use the entire InnoSchool Learning System (methodology for the traditional classroom activities and access to the web-based serious game on social entrepreneurship) free of charge.

**When will the pilot take place?**

The Pilot of ILS will take place during summer semester of school year 2019-2020.

**How long will the pilot take, and what will be the total time required for teachers and students?**

Assuming 2 lessons (plus 45 minutes of students´ activity outside the classroom) per week, the pilot of ILS will take 5 weeks in a minimum version.

**What are the minimum requirements for participation?**

You need to have a computer room with minumum of 10 personal computers that are installed with Internet Explorer 10 or higher. You need to have at least 1 interested teacher who would like to participate with his/her class or lead extra-curricular sessions for multiple classes.