

Raccoons in Lithuanian Schools

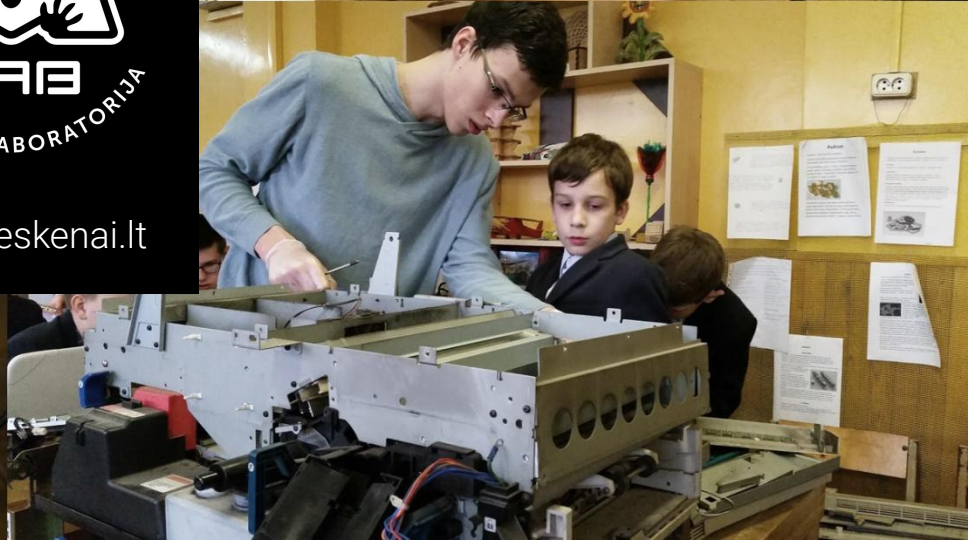
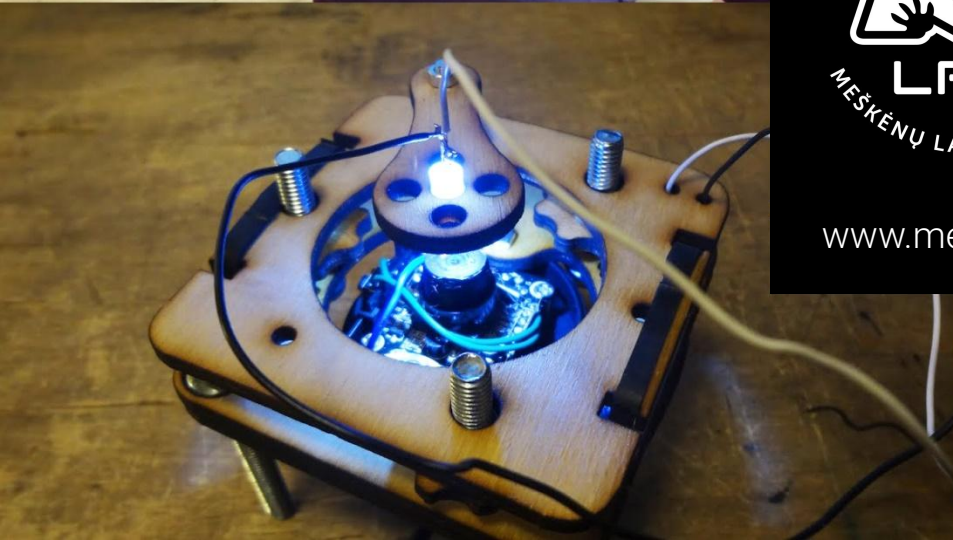
Leading a Network of School FabLabs in Lithuania





LAB
MEŠKĖNŲ LABORATORIJA

www.meskenai.lt





Meškėnų Laboratorija (Raccoons Lab):

Started in 2015

Over 5 years of experience while piloting, testing, applying different educational content in collaboration with Lithuanian Schools and teachers





Meškėnų Laboratorija:

Mobile or pop-up FabLab traveling throughout various regions in Lithuania, creating a temporary digital fabrication laboratory space in the different School environments and having intense creative hands-on workshops for 1-2 weeks with local students and teachers.



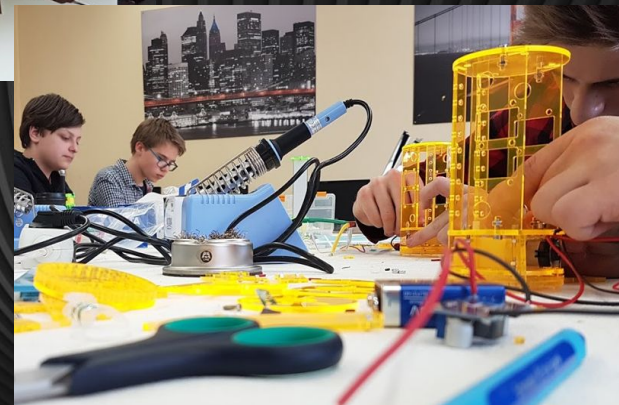


Meškėnų Laboratorija

Applying concepts and principles including such as:

Project based learning&self-learning, problem solving, STEAM, creativity&design thinking, maker education.

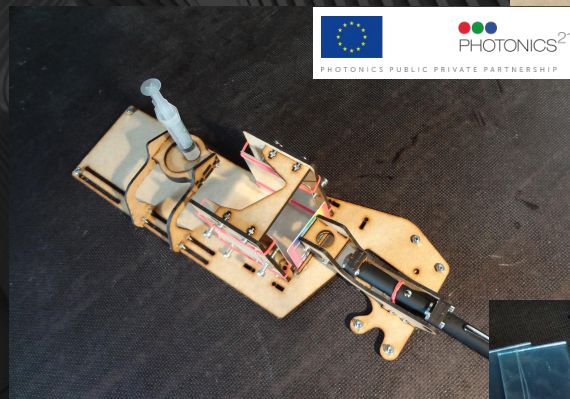
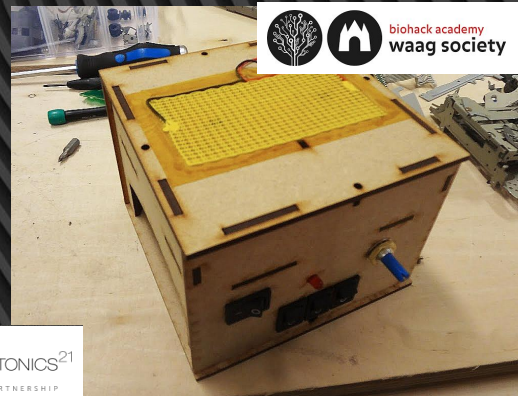
Created or adapted different types and level of educational content ranging from young minds to young entrepreneurs.





Meškėnų Laboratorija

Topics of Bio-Sciences, Photonics, Engineering, Arts, Entrepreneurship, Design thinking, Recycling are combined with 2D and 3D design, electronics, programming of microcontrollers while creating smart things and devices or/and individual design projects with students.





Meškėnų Laboratorija

Support for establishing (mini) FabLab or digital fabrication laboratory spaces in Lithuanian Schools together with Teacher training and helping in applying the new educational content during their daily work.





Meškėnų Laboratorija

Unconventional Projects:

Art bike invasion with
Art and Engineering
Schools





Meškėnų Laboratorija

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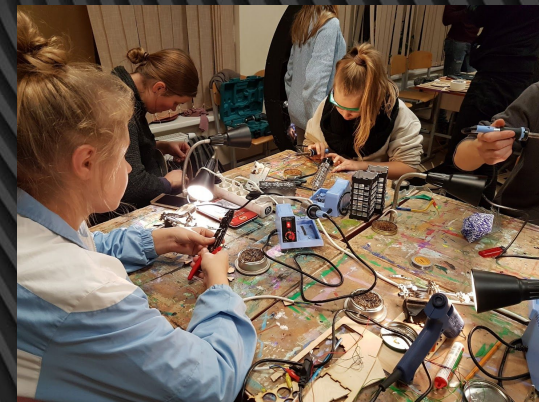




Meškėnų Laboratorija

Unconventional Projects:

Italo Calvino "Invisible
Cities" with Art
Schools





Meškėnų Laboratorija

Unconventional Projects:

Vilnius city and School
“Maker Faire” events





Meškėnų Laboratorija

“Raccoons” had been recognized in EU and locally for bringing the innovation in Education

“Most innovative in STE(A)M”, Lithuania, 2016

European Commission “DG Connect”- ICT2018
“European Digital Skills Awards” finalists.



The best Award - grateful,
motivated teachers and students.

FabLab community

The Fab Foundation

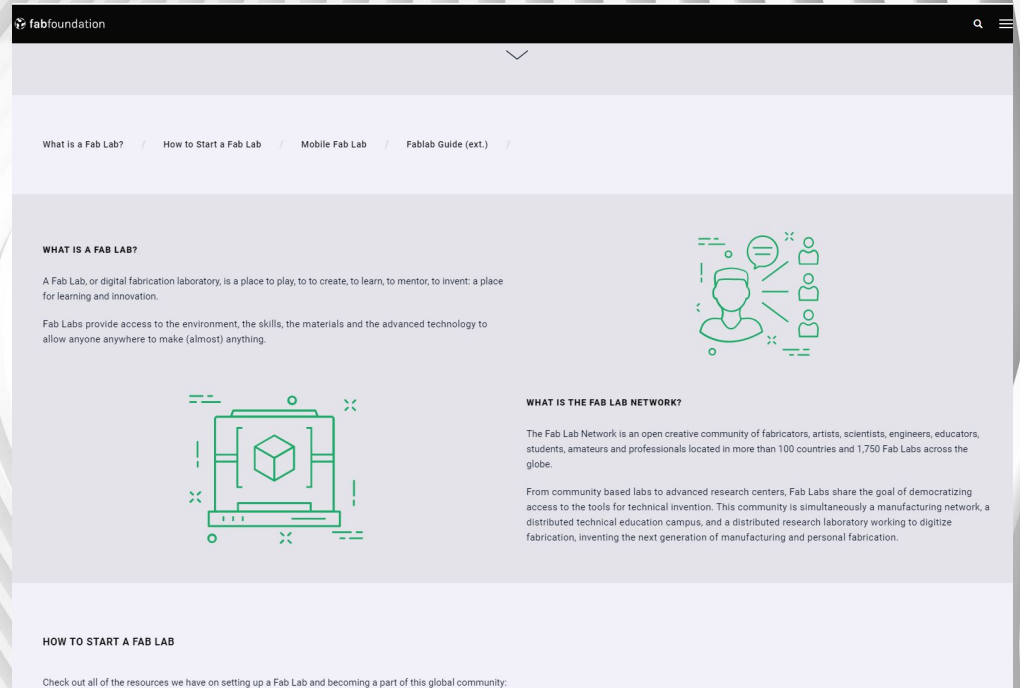
<https://fabfoundation.org/>

FabLabs.io

<https://fablabs.io/labs/map>

Fab Academy

<https://fabacademy.org/>



The screenshot shows the Fab Foundation website with a dark header containing the logo and a search icon. Below the header is a navigation bar with links: "What is a Fab Lab?", "How to Start a Fab Lab", "Mobile Fab Lab", and "Fablab Guide (ext.)". The main content area is divided into sections. The first section, "WHAT IS A FAB LAB?", includes a definition: "A Fab Lab, or digital fabrication laboratory, is a place to play, to create, to learn, to mentor, to invent: a place for learning and innovation." and a sub-section stating: "Fab Labs provide access to the environment, the skills, the materials and the advanced technology to allow anyone anywhere to make (almost) anything." This section is accompanied by a green line-art illustration of a person's head and shoulders with various icons (a cube, a gear, a person, a document) around them. The second section, "WHAT IS THE FAB LAB NETWORK?", describes the network as an open creative community of fabricators, artists, scientists, engineers, educators, students, amateurs and professionals located in more than 100 countries and 1,750 Fab Labs across the globe. It also states the goal of democratizing access to tools for technical invention. A third section, "HOW TO START A FAB LAB", is partially visible at the bottom, with the text "Check out all of the resources we have on setting up a Fab Lab and becoming a part of this global community."

School FabLabs in Lithuania

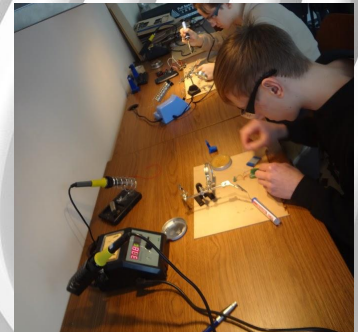
2018 School FabLab idea had been successfully presented to Vilnius and Alytus cities municipalities, followed by the first pilot "School FabLab" spaces opened in Schools.

2021 (as for today) there are over 40 School FabLabs in Lithuania.

The network of independent and different School FabLabs with their teachers and students opens new opportunities for the local Education system.

Integrating the possibilities of digital fabrication laboratories into the Curriculum is a day-to-day work and experiment.

Even if sometimes it could be seen as a longer process which has its own challenges, still it can be very dynamic for making an impact to the Education system in a smaller country like Lithuania.

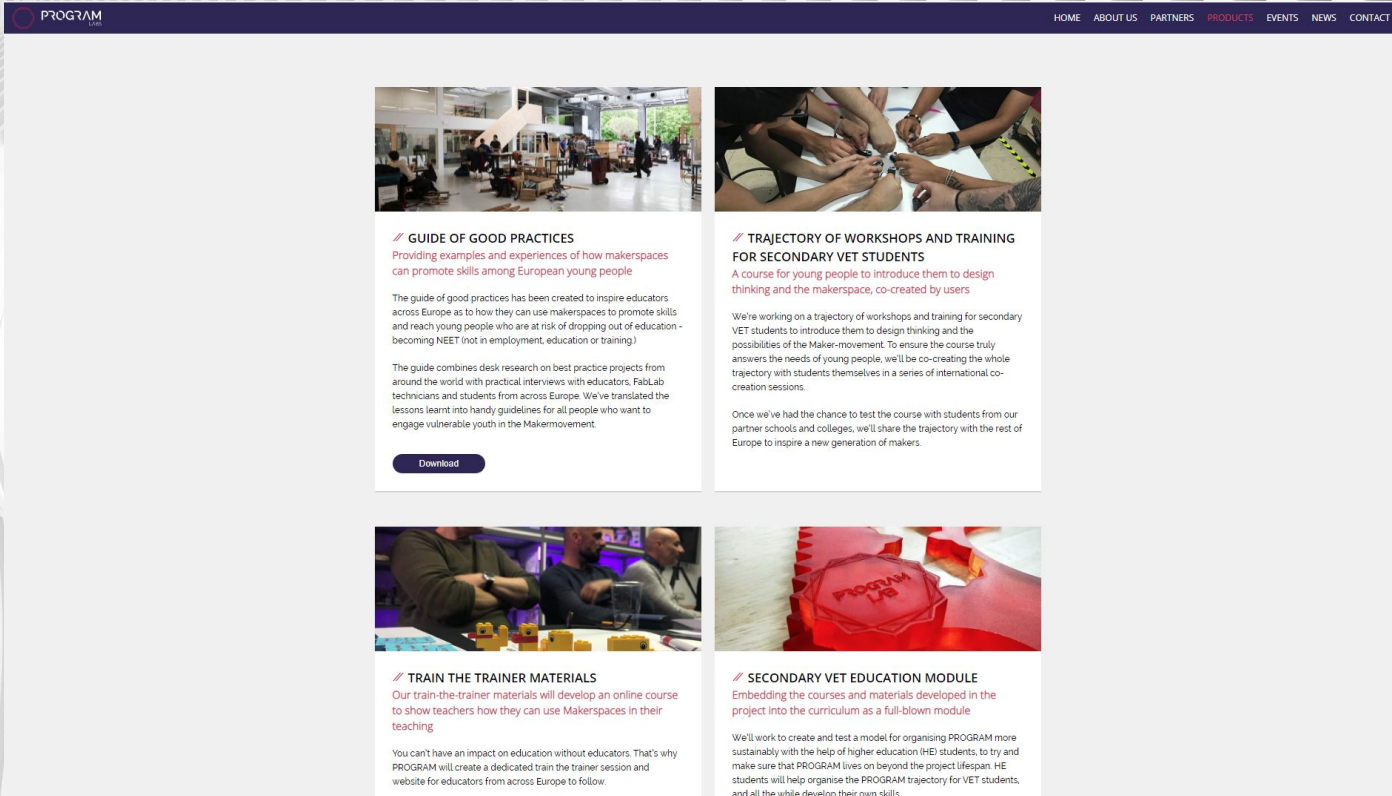


Education during the Covid period

P.R.O.G.R.A.M.


www.programlabs.eu

 Co-funded by the
Erasmus+ Programme
of the European Union



PROGRAM

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GUIDE OF GOOD PRACTICES

Providing examples and experiences of how makerspaces can promote skills among European young people

The guide of good practices has been created to inspire educators across Europe as to how they can use makerspaces to promote skills and reach young people who are at risk of dropping out of education - becoming NEET (not in employment, education or training)

The guide combines desk research on best practice projects from around the world with practical interviews with educators, FabLab technicians and students from across Europe. We've translated the lessons learnt into handy guidelines for all people who want to engage vulnerable youth in the Makermovement.

[Download](#)




TRAJECTORY OF WORKSHOPS AND TRAINING FOR SECONDARY VET STUDENTS

A course for young people to introduce them to design thinking and the makerspace, co-created by users

We're working on a trajectory of workshops and training for secondary VET students to introduce them to design thinking and the possibilities of the Maker-movement. To ensure the course truly answers the needs of young people, we'll be co-creating the whole trajectory with students themselves in a series of international co-creation sessions.


Once we've had the chance to test the course with students from our partner schools and colleges, we'll share the trajectory with the rest of Europe to inspire a new generation of makers.



TRAIN THE TRAINER MATERIALS

Our train-the-trainer materials will develop an online course to show teachers how they can use Makerspaces in their teaching

You can't have an impact on education without educators. That's why PROGRAM will create a dedicated train the trainer session and website for educators from across Europe to follow.



SECONDARY VET EDUCATION MODULE

Embedding the courses and materials developed in the project into the curriculum as a full-blown module

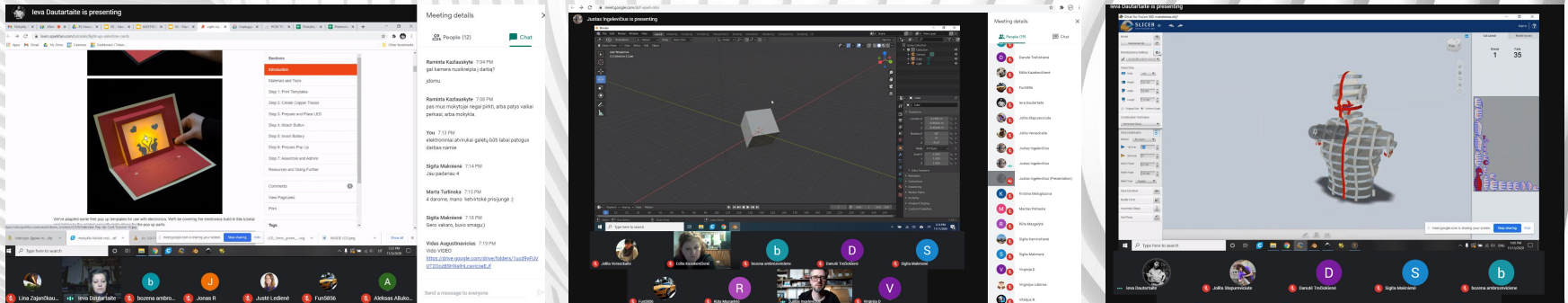
We'll work to create and test a model for organising PROGRAM more sustainably with the help of higher education (HE) students, to try and make sure that PROGRAM lives on beyond the project lifespan. HE students will help organise the PROGRAM trajectory for VET students, and all the while develop their own skills.

Education during the Covid period

Remote lessons/sessions with free and available to download and install at home opensource software (e.g. Blender, Inkscape)

Project “kits” - set of materials and components for creating the projects at home

Digital designs sent (uploaded) to be fabricated in the Lab by teachers



Thank you!

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