

Working with talent in your (virtual) classroom - Online event 16 Oct 2020

Short report

In this online event, part of the Europe-wide Erasmus Days, the main tools developed in the CoTalent project were introduced. The CoTalent project aims to provide teachers in European higher education with tools to stimulate their talented students.

Around 65 people registered for the event, and about 50 eventually took part. Participants came from Netherlands, Romania, Belgium, Austria, Russia, Germany, Hungary, Denmark, Bulgaria, Lithuania, Poland, Ireland, Turkey and the USA.

Basics of the CoTalent project

Our project baseline is: Europe cannot afford to lose talent. The overall aim of this project is to help talented young people reach their full potential so they can positively contribute to solutions of societal problems and challenges, and help keep Europe competitive.

We therefore need to systemize the way in which we challenge students to develop their talent while in higher education. The best way to handle this problem is to better equip teachers.

Therefore we created several tools to help you to foster talents. CoTalent has received EU funding as a Strategic Partnership within Erasmus+ Key Action 2, and it will run until December 2020.

The three main tools

- MeTalent Mirror – you may want to explore your own talents – and the results of this adventure you may use in your teaching & learning (introduced by Ron Weerheijm) – see <https://www.cotalent.eu/resources/metalent-mirror/>
- YouTalent Spotter – tools that may assist you to identify and spot students who may benefit of talent programs – also called honors programs (introduced by Carmen Cretu) – see <https://www.cotalent.eu/resources/youtalent-spotter/>
- The e-library – a series of videos and additional materials that can help teachers spot and stimulate talents. The e-library is divided into the three pillars of honors pedagogy: Creating community, Enhancing academic competence, and Offering freedom – see <https://www.cotalent.eu/resources/e-library/>

Co-creation process

Co-creation has been key in the CoTalent project. Co-creation engages students and teachers. The points of view of a student and teacher on this process were explained by student Amy Hill (just graduated from the Willem de Kooning Art and Design Academy, part of Rotterdam University of Applied Science, Netherlands) and teacher Rasmus Høiby (Associate Professor from the Department of Teacher Education at University College Copenhagen in Denmark).

Challenging students in virtual classrooms

In the session, participants responded through the app Mentimeter to different questions, including ‘What is needed to challenge talents in virtual classrooms?’. Answers can be found in the appendix.

Next steps

All tools can be found on the website. Please visit our website at www.cotalent.eu and see and use the tools. Most MeTalent Mirror and YouTalent Spotter tools are also available in pdf in local languages: Dutch, German, Danish and Romanian.

The slides used in the session can be found at <https://www.cotalent.eu/events/>

We will be organizing more in-depth sessions in the different language areas over the next few months. You will be kept up-to-date if you have indicated so on registration; or by sending an e-mail to info@cotalent.eu

Thank you to all who participated in the event, as well as all who helped to prepare and present

Appendix.

Participants' answers to the question: 'What is needed to challenge talents in virtual classrooms?'

- Good interactive tools
- Encouraging
- Break out rooms
- Interesting assignments
- Original and out of the box assignments wherein you put responsibility of learning by the student
- Empathy
- Flexibility
- It is important to ask students how they are doing, how their minds and emotions are, considering the lack of contact.
- Being intentional
- Interactive and interaction
- Trust
- Working in small groups
- Encouragement
- wicked problems
- Freedom to fail
- Inspiration
- Presence, curiosity, creativity, connection
- Diversity in activities
- Very difficult
- Autonomy
- Ways of working online
- creative tasks
- Framework, room for talent, trained lecturers to enhance talent.
- Tools; out of box thinking; flexibility
- Growth mindset
- Shared responsibility
- Flexibility, Motivation, Good Choice of Tools and Timing
- Some personal touch to communicate
- Maintaining a sense of community under difficult circumstances
- Train teachers
- Flexibility and the possibility to use creative background
- Support in technique
- Involve students by giving them the lead
- Motivation and Collaboration
- We have to be creative, to use stimulus materials (video, audio...)in order to motivate participation. to be attractive, inspirational....challenging their minds
- teacher training
- Technical support
- enthusiastic teacher..
- Flipping the classroom
- Maximum 1 hour sessions
- Openness to co-creation process