Education

Intel® Skills for Innovation Case Study

Actively Engaging Students in their Learning Process to Encourage Creativity

Hands-on Intel® Skills for Innovation (Intel® SFI) Starter Pack activities help Notre-Dame du Grandchamp students to develop their creativity and prepare for the future.

Notre-Dame du Grandchamp project

"From the beginning, NDG has been a place of creativity: pedagogical, educational, artistic and technological. Digital technologies are now widespread throughout our lives and foster creativity!"

Pierre Jacquemin,
Head Teacher

Notre-Dame du Grandchamp general and technology high school in Versailles welcomes students from CAP (Youth Training) to BAC+5 (Master Degree). The school's project is focused on the success and growth of all students and seeks to enable each one of them to develop their creativity.

Always curious and eager to innovate, three educators tested the Starter Pack provided by Intel. Based on creative digital content, these educational activities have received widespread approval.

Challenges

- Involve students who are not receptive to "traditional" courses by using new learning methods.
- Actively engage students in their learning.
- Develop student collaboration through the implementation of a project.

Solution

The Intel SFI Starter Pack provides hands-on experience with using technology tools to solve real-world problems, giving educators an effective way to help students build future-ready skills. Easy to implement with ready-to-use materials, Starter Pack activities help keep students engaged whether at home or at school.

Starter Pack activities are hosted on the Intel SFI platform, which offers a rich, interactive, professional learning community, with collaborative features that enable educators to share best practices, ideas, inspiration, and support.

Results

Deploying Intel SFI Starter Pack jump-started significant progress for students and educators at Notre-Dame du Grandchamp:

- Solving real-world problems with the hands-on use of technology tools allowed students to identify concepts and their significance.
- Solving problems through technology increased students' interest and motivation.
- Activities also improved collaboration between students and helped them build oral skills.

Actively Engaging Students in their Learning Process

Intel SFI Starter Pack set students up for success. The growing Starter Pack library – currently with 70 activities spanning 140 hours of content across various K-12 subjects – made it easy to integrate skill building supported by digital technologies into their existing curriculum. As they became more familiar with the Starter Pack activities, the educators came to appreciate their adaptability, noting that the activities are well-suited for virtual, hybrid, or in-person classroom environments.

"Starter Packs gives our students an opportunity to dip their toes into what might be out there as they progress through their academic and professional careers."

Arnaud Lecuyer
Chief Digital Officer

The NDG high school has implemented the Starter Packs "Mathematics for the Pandemic", "Urbanization" in Geography and "Robotic Conversations" in order to review grammar topics. "The use of digital technology allows students to easily engage with exercises that would normally be considered boring," explains Virginie Martin, a literature teacher.

Intel's Starter Pack enabled students to adapt to a variety of teaching situations: individual work, group work – how to organize themselves among students, defining the responsibilities of each person – and oral expression. These packs also encouraged a sense of competition among the students: some of them, who were having difficulty, succeeded in showing their abilities and gained more confidence in themselves.

Concerning the level of engagement, "The students felt they were listened too and appreciated: the teacher could see everyone's work. Students who have difficulty speaking in front of the class were given the opportunity to express themselves. This was very noticeable in their motivation and involvement," notes Arnaud Lecuyer. It also shows that the code can be applied to different subjects in various situations. "The idea was not to write code for the sake of it, but rather to explain, illustrate and even to defend a point," says Arnaud Lecuyer.

"When we used virtual reality in Geography, it was the first time in my education that I learned something in a different way. It's very rewarding."

Philippine
10th-grade Student

Quick and Easy to Get Started

Ready-to-use courses allow teachers to quickly introduce digital educational activities: "It breaks the ice; teachers quickly hit the ground running," explains Arnaud Lecuyer.

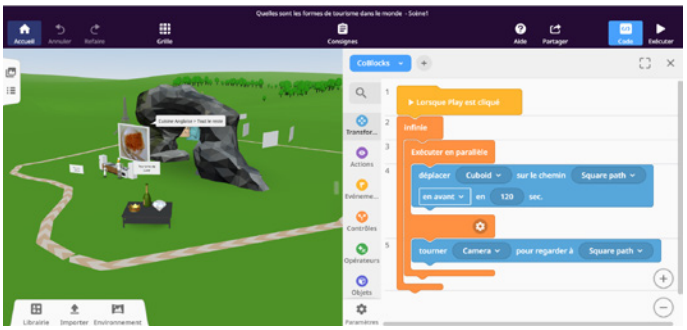

Figure 1. Students model concepts with CoSpaces.

Summary

The activities provided by Intel have gained the approval of the teachers, who saw them as an opportunity to broaden their teaching methods, to include students with difficulties and to engage all of them in their learning process. They also note that some activities are particularly well suited to cross-curricular learning: the models studied in the Starter Pack "Mathematics for the Pandemic" can also be used in geography to teach risks in the world and geopolitics (10th and 11th grades). Arnaud Lecuyer adds that "whatever their subject, teachers are more and more interested in digital creation tools".

Motivated and engaged, students are also aware that with digital technology, they are preparing for the world of tomorrow:

"In the future, I think technology tools will be used a lot. What we learn today will help me in the future."

Alexandre
10th-grade Student

Ready to Get Started?

Intel SFI Starter Pack is designed to meet the evolving pedagogical needs of educators who are preparing learners for a future workforce. The program is available under license from Intel. For more information, please contact your Intel Technology Provider.

About Intel Skills for Innovation

Intel Skills for Innovation Framework empowers educators to become leaders of technology-infused learning experiences. Using the framework helps educators integrate technology in their programs and plans to build skills and help students develop their cognitive, technical, and social-emotional skills.

For more information, visit **skillsforinnovation.intel.com**

Watch the video