



## D2.4: Digital Handbook: Practical Paths for Introducing New Content into Schools

**BioBeo**

*Innovative Education for the BioEconomy*



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## Project factsheet

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## Disclaimer of warranties

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## Executive Summary

The BioBeo website hosts the Digital Handbook, an online resource designed to inspire and guide anyone interested in introducing new educational content, especially related to bioeconomy. This user-friendly tool extends beyond bioeconomy, empowering teachers, educators, and even those outside the educational sphere, to navigate the existing education governance structures. The Handbook serves as a roadmap for fostering innovation and ultimately transforming these structures to better facilitate the introduction of innovative educational content.

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## 1. Introduction

This document discusses the Digital Handbook, a deliverable prepared in the framework of Task 2.5 of the project BioBeo – Innovative Education for Bioeconomy and is available online at the project website: [www.biobeo.eu](http://www.biobeo.eu). The Digital Handbook complements the Blueprint and Methodology for Innovative Governance, a deliverable prepared in the framework of the same project and task and also available on the BioBeo website.

It is a tool aimed primarily at teachers and educators, but also anyone who wants to introduce new content into schools – content related to bioeconomy, but also not limited to it. It contains the most relevant societal messages and information enabling one to find their way around the existing governance structures of education, making them more innovative, and ultimately changing them for the better by introducing new content into schools.

The Handbook can be found at [www.biobeo.eu](http://www.biobeo.eu) as shown below.

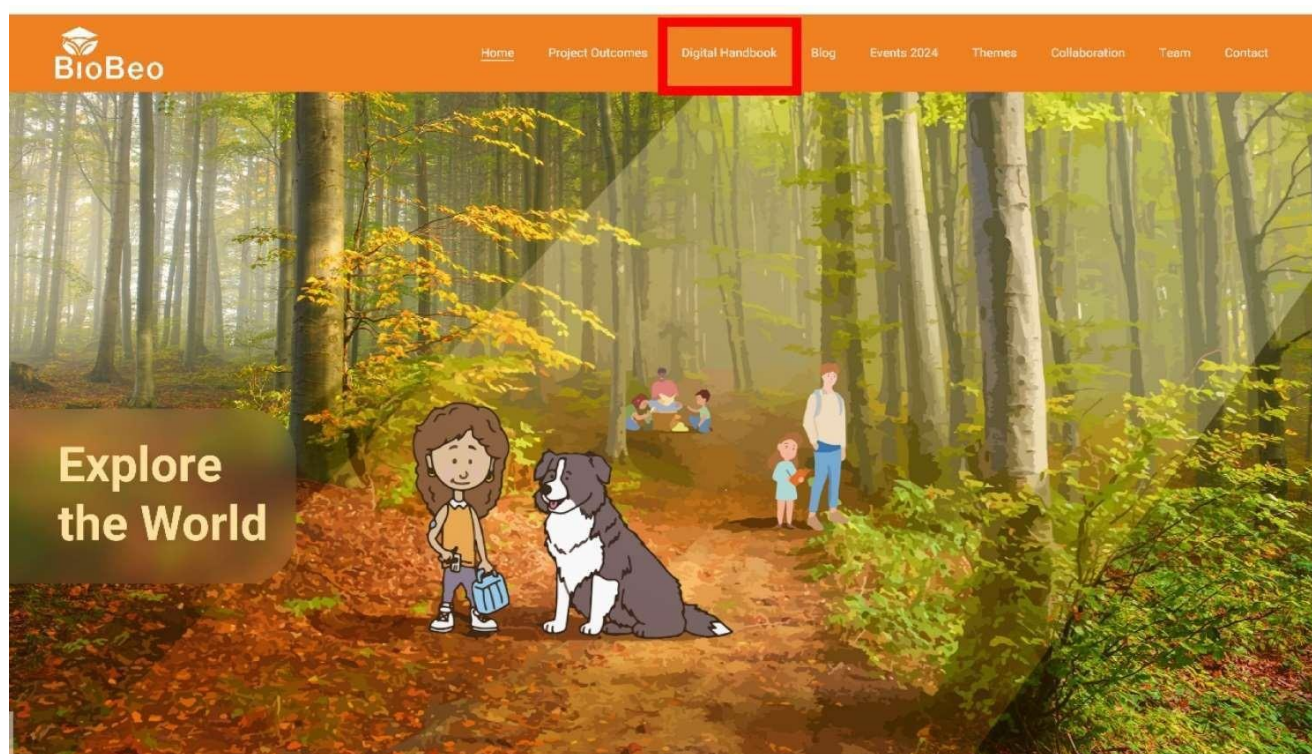


Figure 1. Location of Digital Handbook on BioBeo website

## 2. What is in the Handbook?

The Handbook provides information on the three main areas of research conducted in the BioBeo project under WP2:

Innovative Governance:

- actors relevant to governance of education, and specifically to the process of introducing new content into schools;
- procedures that can be used when introducing new content into schools;
- barriers and challenges one may encounter when introducing new content into schools.

One can learn from it about such categories of actors as politicians and policymakers, schools and school networks, parents, students, teachers and educators, and local communities including businesses, religious organizations and non-governmental organisations. We show their relevance, internal differentiation, and the roles they can play in the governance of education and the process of introducing new content into schools.

It identifies the various procedures that exist in different EU countries for introducing new content into schools and based on their characteristics (advantages and disadvantages) and the user's expectations, it points out potential paths best suited to what the user wants to do. The Handbook covers a wide spectrum of procedures, ranging from those in the hands of teachers and allowing minor changes, through those in the hands of schools and/or their school heads, to procedures in the hands of leading authorities and/or government that allow large-scale action.

Users wishing to introduce new content into schools can also learn through the Handbook what barriers and challenges may impede them in the process. Recognizing the far-reaching complexity of governance issues in education, we focus primarily on three categories of barriers that were identified during the BioBeo project's research – legal barriers, organizational barriers and socio-cultural barriers.

All this is complemented by the most relevant societal messages coming from the activities carried out under WP2: Innovative Governance. The Handbook user can learn about the relevance of broad participation in the governance of education and its many facets – community-based learning, youth-led activism or citizens' engagement. In the Handbook, we also offer a model view of both social participation in education and procedures for bringing new content into schools. We show how to confront the barriers and challenges we have identified.

Importantly, the Handbook goes beyond just the information collected and materials developed by the BioBeo project. We are reaching out to existing external resources available online to amplify our message and increase the Handbook's usefulness to anyone who wants to bring new content into schools.

### **3. What we cannot offer**

The Digital Handbook has its limitations. First of all, due to the specificity of each situation – including local governance structures, the content the user wants to introduce into schools or the resources at his/her disposal – the Handbook does not offer ready-made step-by-step solutions. It can provide an inspiration, a basis for better understanding the endeavor the user is undertaking.

The Handbook does also not include multimedia materials prepared specifically for the content we present in it. The production of such materials was not part of the BioBeo project, so we are relying on external materials in this regard. We have carefully selected them, but it is important to remember that they are publicly available Internet resources, they are not of our authorship and do not fully represent our views.

## 4. How to use the Handbook?

The Digital Handbook has a flowchart design that users can follow to get answers to their questions related to innovative governance of education and the introduction of new content in schools. The content of the Handbook was prepared in a matrix, which can be found in its entirety in the appendix to this document. It contains more than 60 cells, which correspond to the same number of sub-pages in the online version of the Handbook.

The user's experience of the Handbook begins on the start page where the most important information about the Handbook and instructions on how to navigate it are provided.

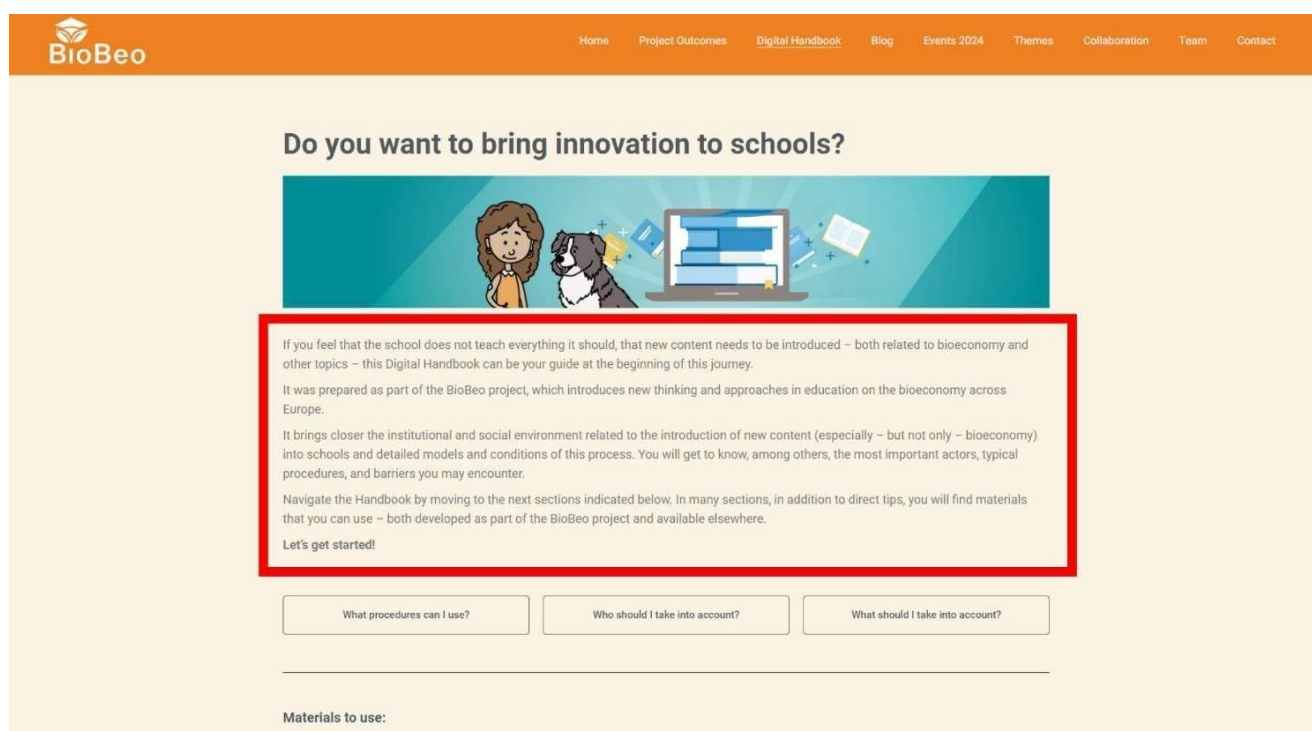


Figure 2. Starting page – information and instructions

From here, the user can follow the links to one of three flowchart paths corresponding to the three primary areas of research conducted in the BioBeo project under WP2: Innovative Governance:

- One can go on the path of learning about the actors relevant for governance of education, and especially for the process of introducing new content into schools.
- One can go on the path of learning about the procedures that can be used when introducing new content into schools
- One can go on the path of learning about the barriers and challenges that can be encountered when introducing new content into schools.

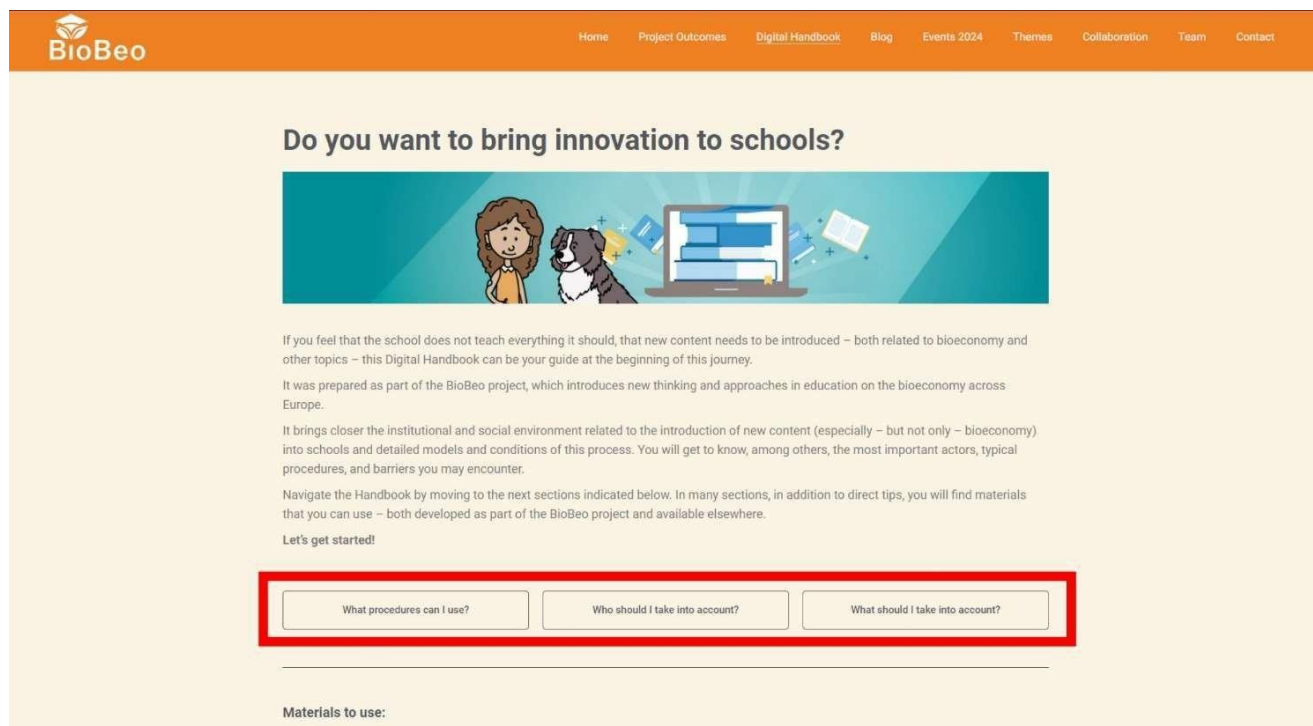


Figure 3. Starting page – moving forward

Finally, there are also additional materials that can help deepen the understanding of the issues described on a particular subpage. In this case, these are links to internal materials developed as part of the BioBeo Project – Blueprint and Methodology for Innovative Governance and the Developed BioBeo Education Program.

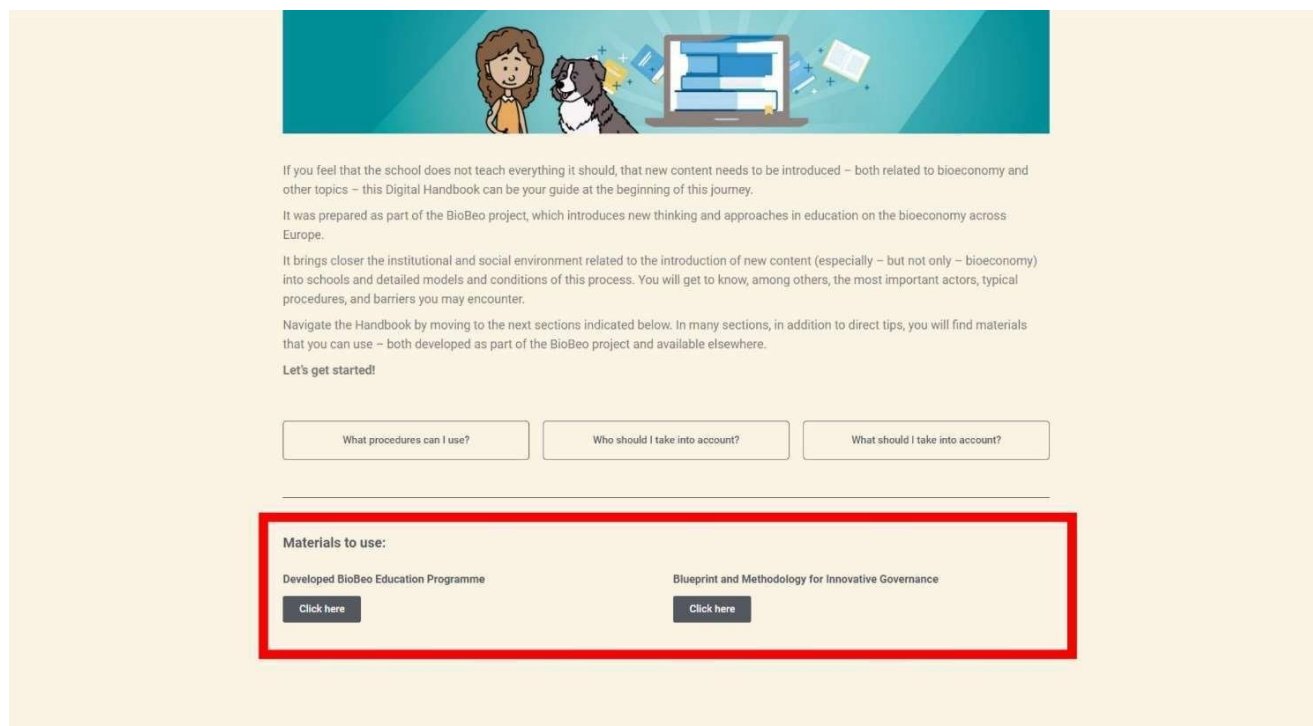


Figure 4. Starting page – materials

Such a layout – containing three elements: content, possible further paths through the Handbook, and materials (internal or external) – is shared by all Handbook subpages. Of course, not all three elements appear all the time. There are no subpages without content, but not every subpage is matched with additional materials and those at the end of flowchart paths have no further links.

The flowchart structure available at the right side of the screen can also be used to navigate the Digital Handbook.

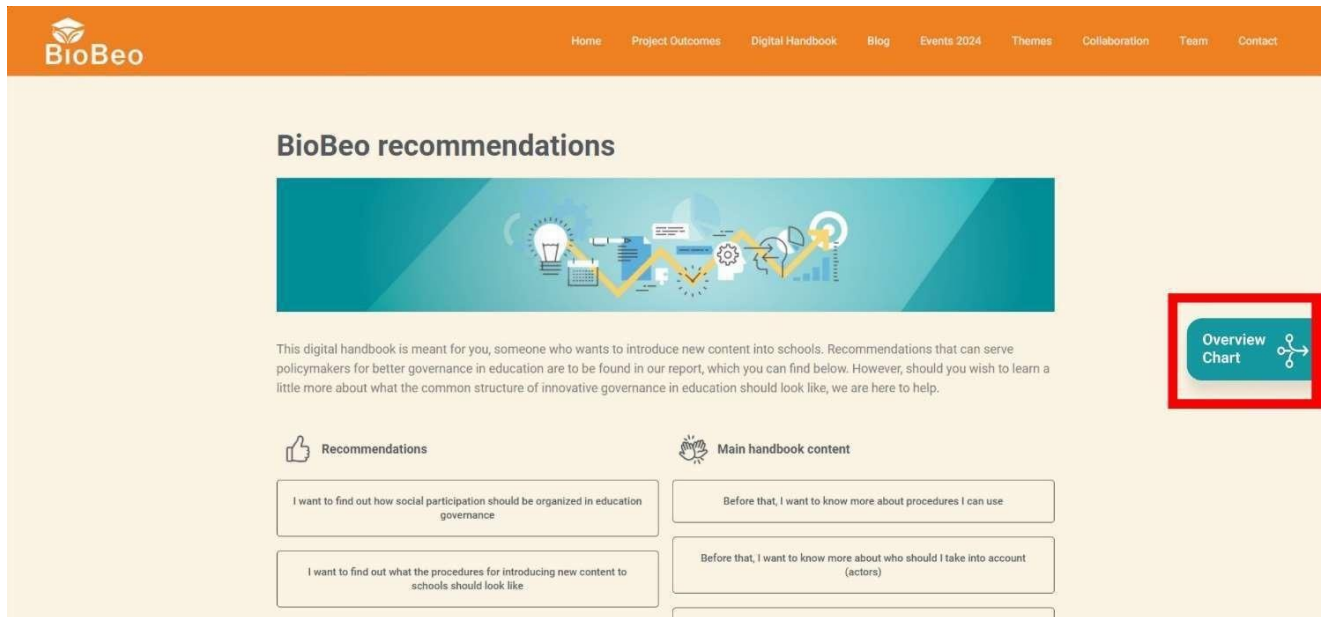


Figure 5. The location of the flowchart navigation button

There is an overview of the entire tool, and the user can go directly to the sub-page of interest. One can also see here the non-linearity of some of the paths where the user's own exploration of the Handbook can lead him/her.

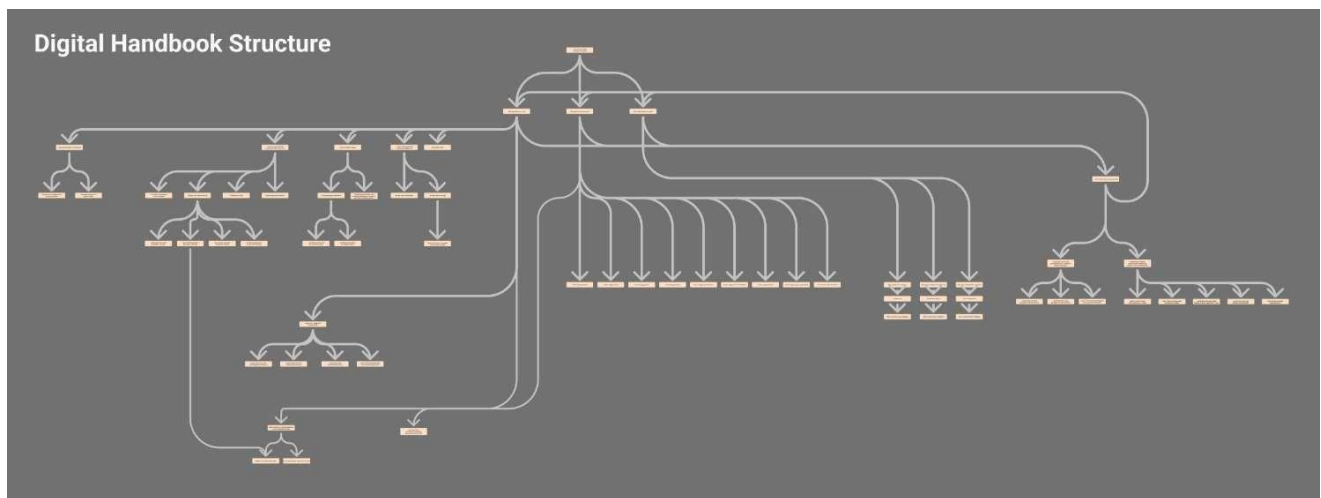


Figure 6. Flowchart structure

This provides an easy, user-friendly way to navigate the Digital Handbook.

Since the Digital Handbook is part of the BioBeo website it shares important characteristics with it. In the footer, we provide more information on the project including the funding and the contact information for getting in touch with us. In other sections of the site, you can learn about the rest of the project's outcomes,

events, themes of our interest, and collaborations we are involved in. There is also a presentation of the composition of the consortium implementing the project.

## **5. Conclusions**

The Digital Handbook is an online tool that can serve as an inspiration and guide for all those who want to introduce new content into schools. The Handbook can be found directly at the BioBeo website for ensuring maximum availability, accessibility and usability. Throughout the remainder of the project, the Handbook will be supplemented with additional materials that are still being developed through other tasks. Continuous testing, feedback and maintenance of the Handbook will ensure that it remains a useful tool for future user.

