



Education Estonia Programme

Bett Hall, stand NK90

Wednesday, March 23

11:30-11.50 Co-creation programme for educational technological innovation

[Tallinn University](#) and [EdTech Estonia](#)

It is a support programme for EdTech start-ups to meet with scientists and teachers, also involving learners in development. The aim of the programme is to create high-quality digital solutions for Estonian education. In the spring of 2021, the second round of the co-creation programme started. During this session, we will introduce our co-creation programme and the season of the year 2021 that was coordinated by Tallinn University in cooperation with Startup Estonia, EdTech Estonia and the Education and Youth Board.

Presenters: Dr Janika Leoste (Business Collaboration and Innovation Chief Specialist, Tallinn University), Märt Aro (Chairman of the Board, EdTech Estonia; Co-Founder, DreamApply)

13:00-13.20 Chemistry and physics virtual reality (VR) lessons for secondary school

[Futuclass](#)

Two years of experience bringing chemistry VR lessons to secondary schools. What type of VR content works best for teaching natural sciences? What topics are covered by Futuclass? How is the Futuclass VR lesson structured?

Presenter: Kristen Tamm (CEO and Co-Founder, Futuclass)

15:00-15.20 School leaders! How can a digital system triage student support?

[Clanbeat](#)

Hands up if today you have felt worried, anxious, scared not easy in front of other people, right? I mean it might be for some of us. But some of us are waiting to see if others will self-report. Hands up if you think your teenage self would have the confidence to do that. To raise your hand, to let yourself be seen in front of your peers.

What if we could take a quick snapshot of the condition our communities are in? And provide that information in real-time. The fact is we have a problem in our schools - we miss the invisible kids, we can't prioritise everyone's needs, we aren't probably resourced for what we need to - most of which is relational, contextual by the way - so how might technology support this? What have we got and what's needed?

Presenter: Kadri Tuisk (CEO and Founder, Clanbeat)

Thursday, March 24

11:30-11.50 **Creating conditions for personalised education in Estonia**

[Ministry of Education and Research](#)

Central to the new Estonian national development plan is the creation of a learner-centred education system that supports learners' personal development, goals, and planning. To achieve this goal, the Ministry of Education and Research in Estonia is bringing together partners from across different sectors and together creating the necessary IT infrastructure. Through enabling this ecosystem of different actors, we will give each student a personal learning path and a greater sense of ownership through choices, while maintaining the guiding role of schools and teachers.

Presenters: Aivar Hiio (Project Manager in Area of Learning Pathways, Ministry of Education and Research), Indrek Reimand (Head of Technology Management Department, Ministry of Education and Research)

13.30-13.50 **How to enable personalised education system?**

[Edumus](#)

In a world that is increasingly uncertain and volatile, the education system needs to enable students to explore and develop their passions - meaning to study in a personalised education system. How can we ensure a high-quality workforce in the future without breaking the bank?

Presenter: Maria Rahamägi (CEO and Founder, Edumus)

15:00-15:20 **Virtual reality in classroom education**

[Futuclass](#)

Tips, tricks, and teachers' notes about using VR devices in classrooms. What VR content is there available for education use? What is the role of lesson plans and guiding materials? Biggest barriers in VR integration and how to overcome them.

Presenter: Kristen Tamm (CEO and Co-Founder, Futuclass)

16.15-16.35 **Educational activities can boost entrepreneurial competencies**

[Bizplay](#) and [Tallinn University](#)

School can grow entrepreneurial competencies. If we support and inspire teachers to use activities like educational games, simulations, integrate online and contact learning in a meaningful way then we give students back the fun and motivation of learning. If we create a feeling that education has a relevant impact on achievements in my life, then we will have happier people and more entrepreneurial society.

We will share our vision and experience on educational activities that support entrepreneurial mindset - educational games, teacher training, youth programmes and more. We will also introduce the entrepreneurial skills model that has been developed by Tallinn University researchers.

Presenters: Dr Janika Leoste (Business Collaboration and Innovation Chief Specialist, Tallinn University), Mehis Pärn (CEO and Founder, Bizplay)

17:30-17:50 **Digitally transforming teacher**

[Tallinn University](#)

Through robotic digital storytelling, Tallinn University will introduce innovative international blended training programmes focused on integrating emerging technologies in teaching, developing teachers' 21st century skills and digital competences.

Presenter: Dr. Janika Leoste (Business Collaboration and Innovation Chief Specialist, Tallinn University)

19:00-19:20 **Co-designing personalised learning paths for learning games**

[Tallinn University](#) and [ALPA Kids](#)

Getting evidence-based validation for educational games is extremely important for EdTech start-ups. During this session we will introduce our journey with ALPA Kids.

Presenters: Dr. Janika Leoste (Business Collaboration and Innovation Chief Specialist, Tallinn University), Mikk Lilles (Co-Founder & CTO, ALPA Kids)

Friday, March 25

11:30-11.50 **Creating conditions for personalised education in Estonia**

[Ministry of Education and Research](#)

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Presenters: Aivar Hiio (Project Manager in Area of Learning Pathways, Ministry of Education and Research), Indrek Reimand (Head of Technology Management Department, Ministry of Education and Research)

13.30-13.50 **Socio-emotional learning and student wellbeing real-life case study**

[Clanbeat](#)

With the ever-growing complex world, emotions play a significant role as to the extent to which our students are able to engage in the learning process. Join us in this session and discover how we can leverage socio-emotional learning in our classes from the example case study by Toby Cann from London Halcyon International School in collaboration with Clanbeat.

Presenter: Toby Cann (Wellbeing Expert, Clanbeat and London Halcyon International School)

Estonia has become a successful role model in education worldwide. According to PISA 2018, Estonian basic education is 1st in Europe and among the best in the world. Estonia is an education nation, while also being a digital nation – known as an innovative e-state.

At Bett UK 2022 Education Estonia is welcoming you together with EdTechs ALPA Kids, Bizplay, Clanbeat, DreamApply, Edumus, Eliis, Futuclass, Tallinn University.

Find out more

www.educationestonia.org/bett



Bizplay

