OIKOS - Originating Innovative methods to learn and teach Knowledge in the field of earth and natural sciences derived from an Original and combined use of applicative Software

General Objective
OIKOS aims to elaborate, develop and test new training methods and new resources in the field of teaching/learning in natural sciences, in general, and specifically in earth sciences.

Specific Objectives
Objective 1 - the setting up of an innovative didactic methodology, denominated the OIKOS methodology, inspired by methods centred on simulation games (Simcity, Simearth, Simlife, etc…);
Objective 2 - the setting up of a didactic tool, utilisable on the Web (Simenvironment?), composed by two sections:
  -a didactic game with a set of pre-arranged “scenarios” (e.g. volcanic areas, river bed, glacier, etc…);
  -an author system useful to create new customised scenarios;
Objective 3 - the setting up of a didactic system for training of the Target Group in the new OIKOS methodology.

Target Group
Primary and secondary school teachers teaching subjects inherent to Earth Sciences;
Teachers, trainers and learning mediators working in the field of Earth Sciences in other formal and non-formal contexts;
Teachers, trainers and learning mediators working in the field of Natural Sciences.
Moreover, indirectly, OIKOS will produce results usable by:
Students in schools at every level.
Therefore, OIKOS will make available:
Methods and instruments for teachers/trainers who propose to bring innovation to their didactic strategies;
Training resources for all training sector employees working in the field of natural sciences and specifically for those working with earth sciences;
New didactic proposals for students of schools at all levels.

Main expected results
Web Portal Training Model
Brochure Survey in the Target Group
Newsletters Didactic Game
Library with game scenarios e-learning course to train trainers

Project Time: 2005 - 2007