

FREE ONLINE COURSE ON DESIGN, INSTALLATION AND MAINTENANCE OF SAFE AND CHALLENGING PLAY AREAS-SAFERPLAY

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INTRODUCTION

Play spaces provide crucial opportunities for children to play, particularly when they live in urban areas. Besides improving children's physical and psychological health, safe and innovative play spaces make neighborhoods more attractive places to live and work. The staff of the agents involved in the play spaces, from its conception and design stage until its installation and maintenance, do not possess always adequate knowledge to create and manage user friendly play areas.

Project SAFERPLAY aims to establish a pioneering cooperation between universities, research associations, experts, societal groups and VET providers and the key stakeholders responsible for the DESIGN AND SAFETY OF PLAY SPACES, in order to provide training on design, installation and maintenance of safe and challenging play areas, using innovative ICT-bases methodologies and Open Educational Resources.

GOAL

SAFERPLAY is a European project, funded by the European Commission's Erasmus programme. Its main objective is to develop a BOC (Badged Open Course) on innovative training in the design, installation and maintenance of safe and challenging play areas. SAFERPLAY Open Course is an online course, accessible by internet for free. Anyone can register and there is practically no limit of participants. This innovative system introduces a new learning methodology adapted to the current needs of users.

METHODOLOGY

The LEAN E-LEARNING DESIGN method was used as the starting point to create this course. This method is a new application of the Lean Canvas tool for training courses, especially online courses that allow unlimited participation with free open educational resource called Badged Open Course (BOC).

The methodology to develop this training course were defined and applied through the Lean Canvas method:

BOC LEAN CANVAS:

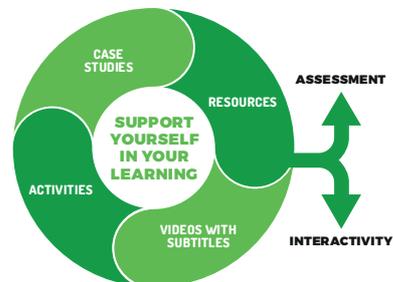
<p>2. NEEDS (goals): Definition of the main needs of the potential users.</p> 	<p>5. METRICS EVALUATION SYSTEM: Specify the evaluation system to be followed to check if the competences have been acquired. At a minimum, the elements to be evaluated and the criteria to be applied for analysis should be marked.</p> 	<p>3. VALUE PROPOSITION (Competencies): Analysis of how the course will meet the needs of the users. This can be done by determining the learning competencies that will be the object of the course.</p> 	<p>8. UNIQUE VALUES: Value aspects that make the diploma of the course attractive.</p> 	<p>1. TARGET AUDIENCE: Definition of real users.</p> 	<p>This model allowed us to obtain:</p> <ul style="list-style-type: none">  A diploma.  A Superstructure and Infrastructure of the course.  Sustainability plan.  Guidelines for the elaboration of contents.
<p>6. DIDACTIC PROPOSAL: Characteristics that the didactic methodology to be used must have. The specifications should detail: didactic model and flow of interaction with the user.</p> 	<p>7. TECHNOLOGICAL PROPOSAL: Specifications that the technological platform must meet the needs of the didactic proposal.</p> 	<p>4. COURSE STRUCTURE: From the list of competencies, the content structure or syllabus of the course is established. The syllabus of the course must reflect the contents subject to the competences.</p> 	<p>9. SUSTAINABILITY PROPOSAL: Elements of exploitation to be taken into account for future editions of the course (return off investment).</p> 		

RESULTS

What are we going to learn?



What materials will support us in our learning?



The project will also serve as a platform for exchanging experiences and collaborative learning between all stakeholders involved in play spaces **SAFERPLAY COMMUNITY**

Is available in:



Warsaw, in 2016: www.h.menezes.pt

Visit www.saferplay.eu, register now and be part of the **SAFERPLAY community!**

For further information, please contact: saferplay@aiju.info

The consortium of the SAFERPLAY project, coordinated by the Technological Institute for children's products and leisure, AIJU (Spain), is formed by H.Menezes Risk Vision, Lda, (Portugal); Ceske Vysoke Ucení Technike V Praze, (the Czech Republic); Agencija za razvoj Vukovarsko-srijemske zupanije Hrast d.o.o. (Croatia); Play England (UK) and Institut für lebenslanges Lernen der FORTIS-FAKULTAS GmbH, (Germany).

Who is the course aimed at?

- ✓ Designers and landscape architects
- ✓ Installers, maintainers and operators
- ✓ Manufacturers of playground equipment and surfaces
- ✓ Play areas risk assessors and inspectors
- ✓ Students and teachers involved in recreational and leisure activities
- ✓ Local and regional public administration
- ✓ Consumer authorities, and bodies in charge of recreational and leisure areas in schools, kindergartens, hotels, etc.

CONCLUSIONS

As result of SAFERPLAY project we will obtain a pioneer and innovative Open Educational Resource (OER) in six European languages using innovative ICT-based methodologies, in order to provide training on design, installation and maintenance of safe and challenging play areas, tailor-made and customised to the needs of the staff of the stakeholders involved taking into account the needs of users of play spaces.

This tool is free and it can be used when the users need some particular information or training, besides the system allows to accreditate their learning through digital badges that the user can share via facebook, twitter or linkedin. This tool will help to provide training to unemployed people so they will have more opportunities to find an employment.

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Erasmus+

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