BUILDING SOCIO-EMOTIONAL LEARNING FOR

Education 2030



LEARNER CENTRIC



YOUTH LED



United Nations Educational, Scientific and Cultural Organization



Mahatma Gandhi Institute of Education for Peace and Sustainable Development



PEDAGOGIES

Transforming Education for Humanity





"we believe that learning to build peaceful and sustainable societies across the world should be fun, curiosity driven and relevant to each learner and for her/his human flourishing- an education for humanity

we believe that we are a **center of research excellence** developing disruptive innovative tools and methodologies to transform education to meet global challenges common to humanity

we are persistent in **innovating new pedagogies** that are dynamic and continuously assessed with a specific focus on digital pedagogies

we recognize that curriculum and pedagogy need to be dynamic and rooted in robust scientific evidence. We thus believe in providing a platform for deep collaboration across multiple disciplines to innovate in ways others cannot

we are willing to take risks because without risk we do not learn

An Introduction



- UNESCO Category 1 Research Institute formed in 2012
- 1st in the Asia Pacific Region global mandate
- GOAL: Impart education for
 - peace and
 - sustainable development to
 - foster global citizenship (SDG 4.7)
- VISION: Transforming education for humanity



Our Pillars







Cultural Organization • and Sustainable Development



Mindfulness



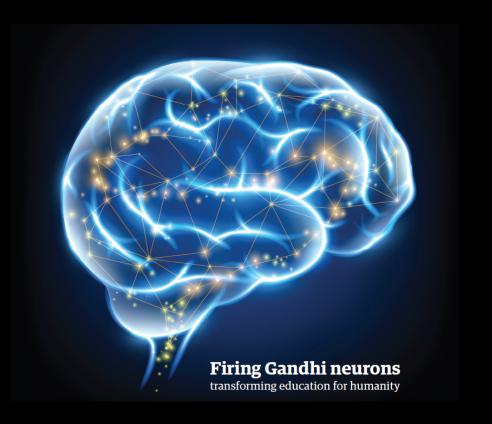


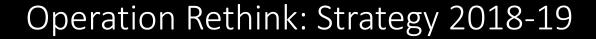
Empathy

Education For Humanity



Compassion









Rethinking Learning



Rethinking Youth



Rethinking **Policy**



- Libre
- **Embedding**
- DICE
- Games for Learning
- State of SEL Review
- Difference Learning

- YESPeace
- **TAGe**
- #YouthWagingPeace
- C³ Global Leadership Programme
- Youth Led Monitoring of SDG 4.7

- **Futures** Workshops
- Science of **Learning Policy** Conference
- Policy Briefs



Research Fellows | ChiM!nd | Interactive TECHBOOKS | Academic Publications | Distinguished Lectures Series | TECH



Key Achievements

- Launch of Rethinking Schooling for the 21st Century at the UNESCO General Conference 2017
- Launch of #YouthWagingPeace A Youth Led Guide on Prevention of Violent Extremism at the UNESCO General Conference, Paris, 2017
- Successfully hosted TECH 2017 (Dec) 1,700 registered participants from over 75 countries in Visakhapatnam, INDIA
- MOU with State Government of Andhra Pradesh to set up a Games for Learning Hub in the state
- MOU with the State Government of Andhra Pradesh to set up a school for Difference Learning – the first in the region
- MOU with Samsung to develop VR and educational content for UNESCO Heritage sites in India





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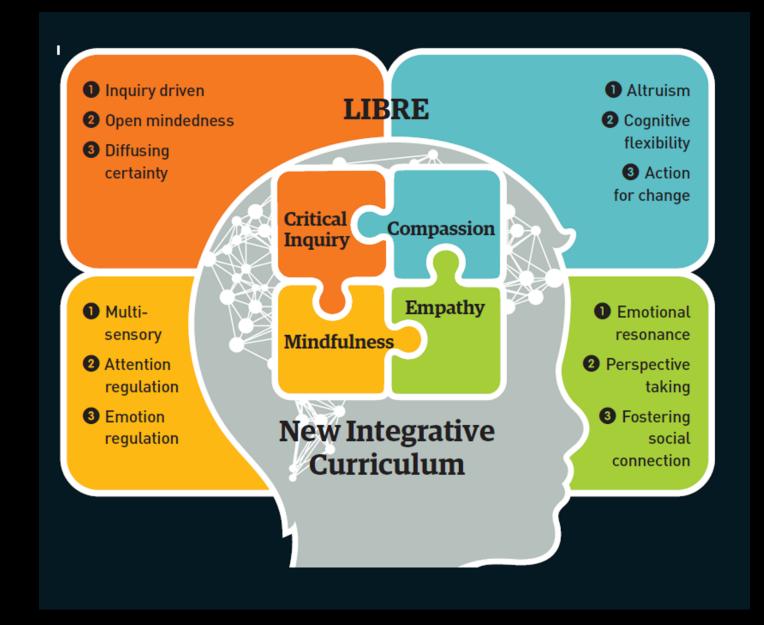






Projects & Programmes Libre

Libre





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The neural basis of Learning

Neuroplasticity – is a fundamental principle which forms the basis of learning.

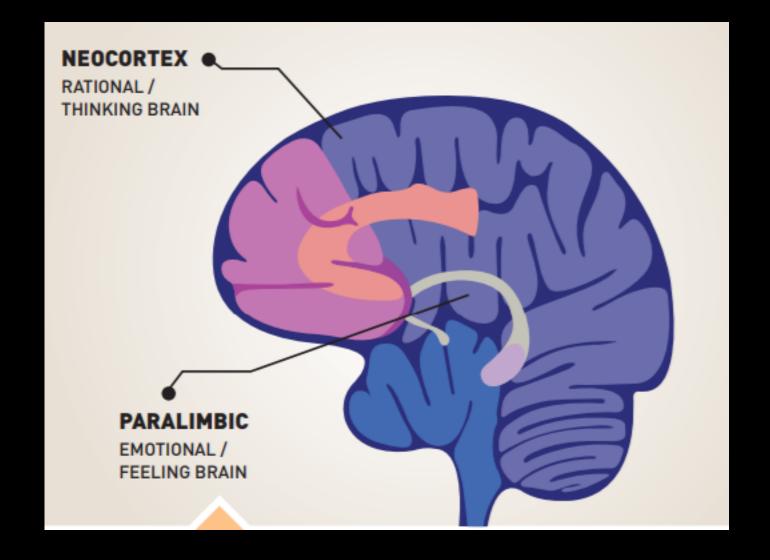


It is based on the idea that connections between neurons in the brain are constantly being created or pruned.



Consequently – learning/educations leads to changes in brain structure and function.

Libre







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- 1st LIBRE workshop 'Capacity building for teachers for PVE' (NEW DELHI) 29-31st August 2017
- 35 participants from 10 countries



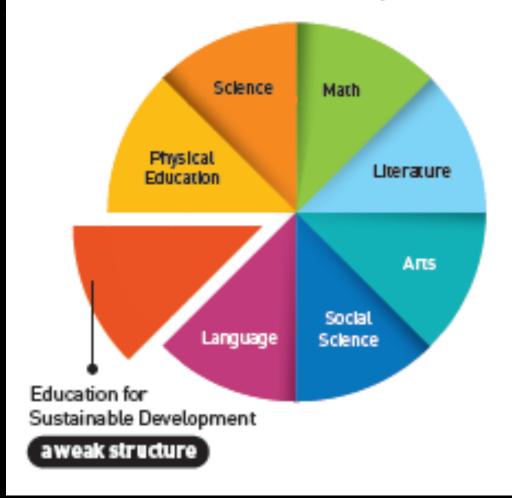




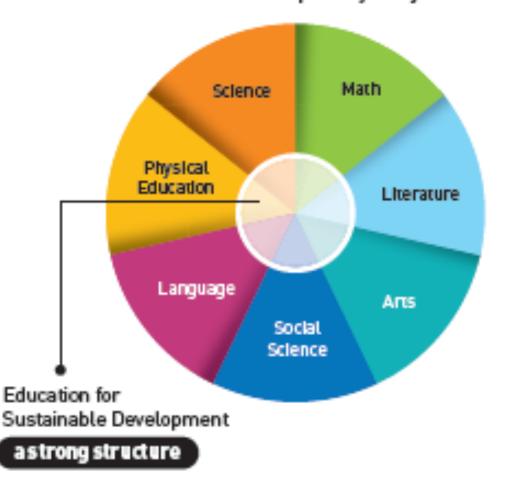
Projects & Programmes Textbooks for Sustainable Development – A Guide to Embedding

Embedding EPSG in core subjects

Education for Sustainable Development as an individual discipline



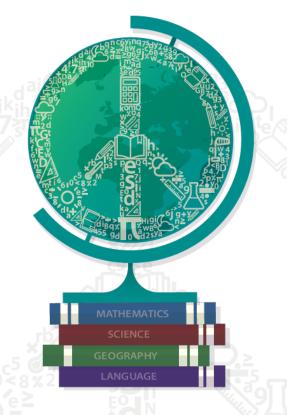
Education for Sustainable Development as a multi-disciplinary subject





TEXTBOOKS FOR SUSTAINABLE DEVELOPMENT

A GUIDE TO EMBEDDING







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Digital Intercultural Exchange (DICE) Harnessing the potential of Digital Dialogue for socio-emotional learning





Digital Intercultural Exchange (DICE)

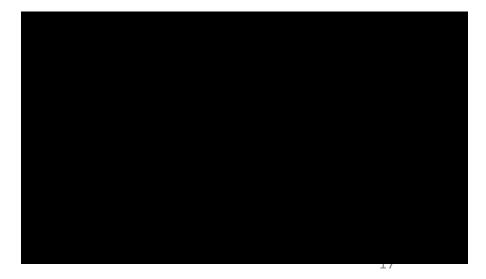
Harnessing the potential of Digital Dialogue for socio-emotional learning





Games to assess SEL – Hall of Heroes

Behavioural surveys



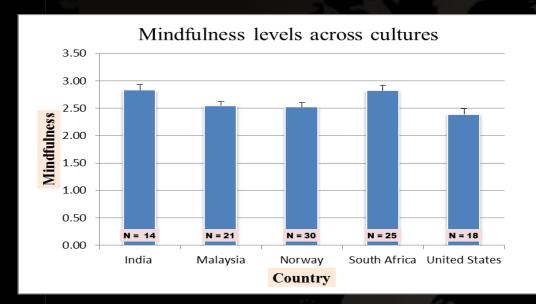
First cross cultural study of mindrumess and compassion in adolescents,

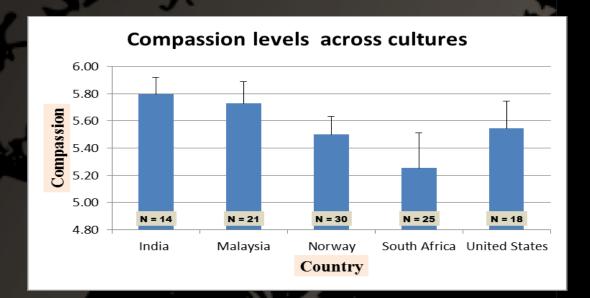
150 students (12-14 years)





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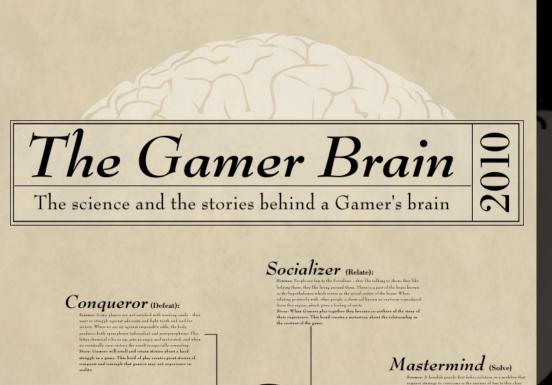






Projects & Programmes Games based Learning

Games based Learning





By Rob Beeson Art Direction: Greg Dalb

Achiever (Collect)

Science The Ashiever is the most geal artisted of all the datum, and players the copy this plus pile will collist an exceptible exceptible play as find a second to the arbitrary for make a player Dorong plus, being beautiful control to conduct a player of players of the law copically research and hours addresses. Strong departure, which is expected present and hours addresses. Strong This labour to be travery of the copy and to except the players of the copy and except in the long to except upon. This feeling of accomplishment can be of individual addresses that confidence of a fine-broaders.

Survivor (Escape)

The placer actually has a stake in the automor of the starry

MICHIGANIA PARAMETARA

center of the brain (the orbital fearful active) is involved. Successin your strategy releases departure, rewarding per and encounaging you to play again.
Story: How you come to a decision is a story in itself. The

steps and resites of logic in your mind are just an inner

Seeker (Explorer)

Daredevil (Rush)

encitement of eightaking and generally living on the edge. Bacitiment of any biral innolves advention, which is technically becomes a spinophesia. Story Devey story should excite you, get you to the edge of you

next. Gamers need these climartic moment as the character, responsible for the outcome, and not an observer enjoying the

the Seeder rappy. This stimulates the part of the heats that previous sensory information (the sensory continue) as well as the sensory associates oration (hypocompus). This produces a direction of adds endouseptics wherever we are sensitively interesting on across. Story, there are the sensory of the sensory of a particular or allowers. General water

Games based Learning – launch of World Rescue (March, 2017)





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~14,000 downloads

Games based Learning – Cantor's World





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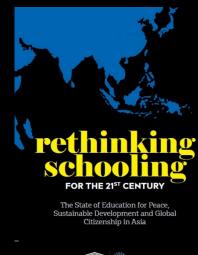
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Projects & Programmes The State of Education for Peace, Sustainable Development and Global Citizenship in Asia









SDG 4, Target 7: By 2030, ensure that all learners acquire the knowledge and skills needed to promote sustainable development, including, among others, through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and non-violence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development



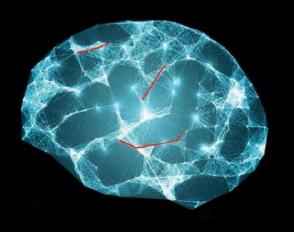


Projects & Programmes Inclusive Education

DIFFERENCE LEARNING

- •Neuro-developmental condition that disrupts learning processes in the classroom
- •Unable to learn through conventional instruction, hindering their intellectual growth.
- Approximately 10% incidence
- •(App. 35 million children at risk)
- •4 types of LDs
 - -DYSLEXIA
 - -DYSGRAPHIA
 - -DYSPRAXIA
 - -DYSCALCULIA





1 IN 10 BRAINS IS 'CONNECTED' DIFFERENTLY

PWD Act passed by Govt. of India in December 2016 recognises includes SLD

UNESCO MGIEP'S FOUR STEP PROGRAMME TO ACHIEVE INCLUSIVE EDUCATION

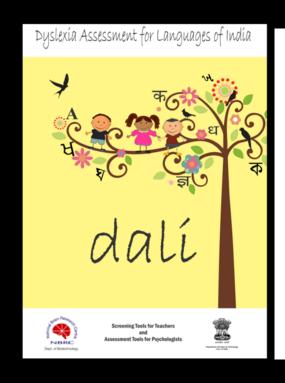


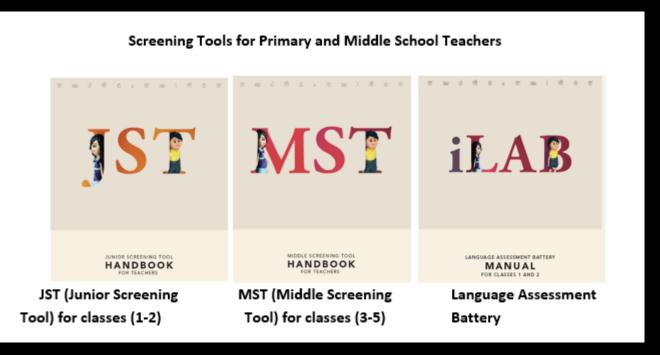
- mandate to achieve universal literacy by 2030 as part of the Sustainable Development Goals
- SDG 4.7 (Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all)

SCREEN ASSESS NURTURE INTEGRATE

Dyslexia Assessment in languages of India (DALI)

- first screening and assessment tool for dyslexia in regional languages (English, Hindi, Marathi, Kannada)
- developed by the National Brain Research Centre.







Centres **Events** Sign Up

Log In



RESEARCH BASED CONTENT

Research based content

Develop and distribute innovative high quality, evidence based, open source materials for diagnosis, intervention, and assessment.

YOUTH VOICES



Youth voice

Create and promote a network of students trained to advocate for their rights and for their peers.

COMMUNICATION **CENTRES**



Community through communication centres

Establish a network of centers to be hubs of information and support around difference learning.





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- Global Citizens for Inclusive Education: MGIEP's Action Journey
- Cultural Validity in Dyslexia Assessment
- Change-maker Swapnil on "The Magic of Madness"
- From Awareness to Action: The Parent's Journey

Training





300 psychologists in Delhi Govt schools on DALI assessments through SCERT

300 teachers from schools on DALI









Projects & Programmes YESPeace Network



Youth for Education, Sustainability and Peace Network







Network of Networks



Global Platform



Online & On-the-Ground



Youth Focused and Youth -led

Objectives





- Mainstreaming youth voices in policy making, especially education and youth policies for to achieve SDGs
- Building capacities of youth organizations, groups and networks to take lead in transforming education for a peaceful and sustainable future, as outlined in SDG 4.7
- Empowering youth to take concrete action to become key drivers/advocates of peace, sustainability and global citizenship through education



Key areas of intervention

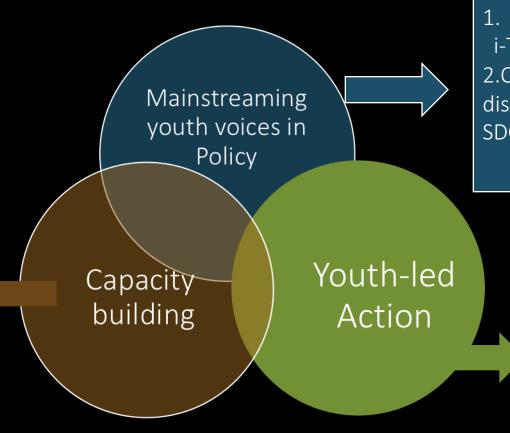




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- Experiential based Curricula development
- 2. Youth civic leadership training
- TOT through YESPeace National Chapters



1. TAGe & i-TAGe 2.Online discussions – SDG 4.7

- Youth 24 x7
- YESPeace Champion
- action projects- SDG
- Initiatives by unsung heroes







Projects & Programmes Talking Across Generations on Education (TAGe)



 What is TAG^e? Unique intergenerational dialogue between youth and senior policy makers

• Why TAG^e? To mainstream the collective voice of the youth for inclusion in the highest levels of policy making in the areas of Education for Peace, Sustainability and Global Citizenship

TAG^e Delhi – February 2016 "The war in our minds: Can education wage peace?"







TAG^e Delhi – September 2016 "Education and PVE"







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TAG^e Québec – October 2016 "Internet, Youth and Radicalisation"



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TAGe Ottawa – March, 2017 "Role of Teachers in Peace and Sustainable Development"













Projects & Programmes #YouthWagingPeace



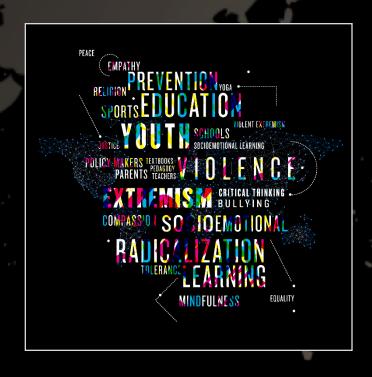
YOUTH LED GUIDE ON PREVENTION OF VIOLENT EXTREMISM THROUGH EDUCATION.





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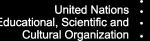


Projects & Programmes **Futures Workshop**



















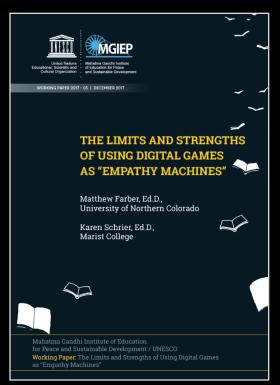
Projects and Programmes Academic Publications

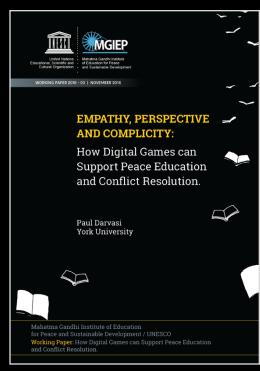
Academic Publications

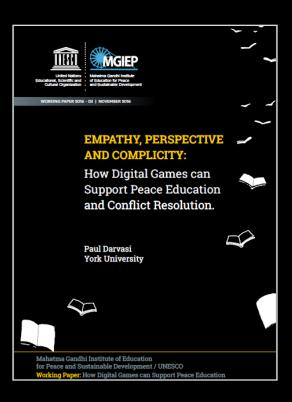




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Working Papers | Scoping Papers | Policy Briefs





Projects and Programmes Distinguished Lectures Series

Distinguished Lectures Series

















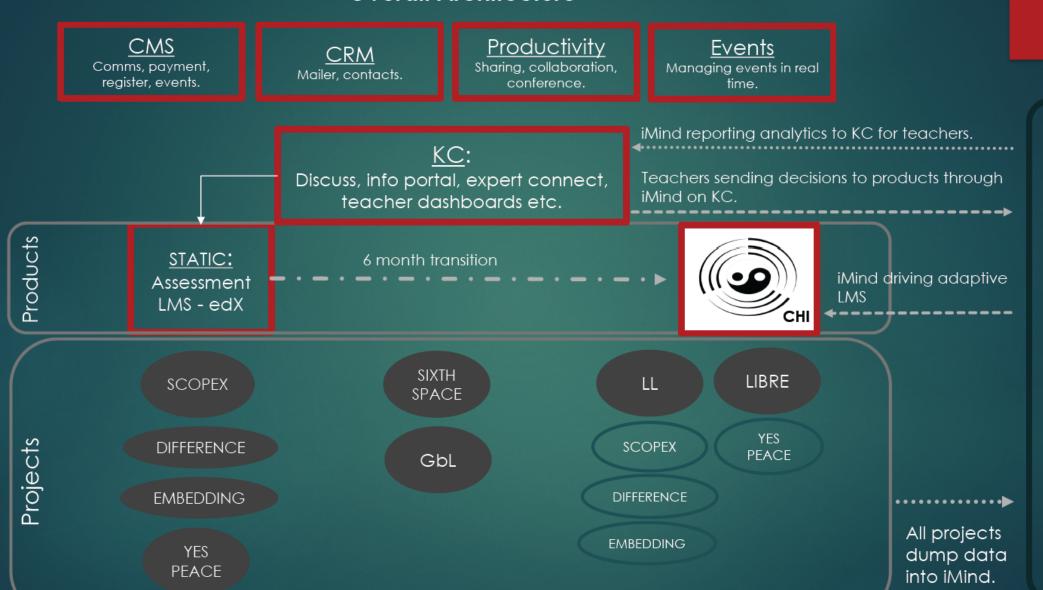




Projects & Programmes iMind

iMind **Overall Architecture** <u>CMS</u> **Productivity Events** CRM Comms, payment, Sharing, collaboration, Managing events in real Mailer, contacts. register, events. conference. time. iMind reporting analytics to KC for teachers. KC: Discuss, info portal, expert connect, Teachers sending decisions to products through iMind on KC. teacher dashboards etc. **Products** STATIC: 6 month transition iMind driving adaptive **Assessment** LMS LMS - edX <u>iMind</u> Monitor Assess Diagnose SIXTH LIBRE LL **SCOPEX SPACE** Personalize YES **Projects SCOPEX DIFFERENCE** PEACE GbL **EMBEDDING** DIFFERENCE All projects **EMBEDDING** YES dump data PEACE into iMind.

Overall Architecture



iMind Monitor Assess

Diagnose

Personalize





Projects & Programmes Transforming Education Conference for Humanity (TECH) 2017



December 16 – 18, 2017 (Novotel, Visakhapatnam, INDIA)



- Large-scale international annual conference with the first one in 2017
- Supported by the Ministry of HRD & state government of Andhra Pradesh.
- Focused on digital pedagogies for building peaceful and sustainable societies (21st century skills, schools, policies)
- 1,700+ delegates from over 75 countries
- 400+ submissions for call for proposals







Signing of 2 Key Memorandums of Understanding between UNESCO MGIEP and EDB as well as UNESCO MGIEP and Samsung



MOU: UNESCO MGIEP and Government of Andhra Pradesh to set up a school for Difference Learners in Andhra Pradesh



Yoga & Mindfulness Sessions



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Learning Zone



Startup Zone



Pre-Conference Workshop on Minecraft @ Gitam University, Visakhapatnam

www.mgiep.tech







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Digital Pedagogies for Building Peaceful and Sustainable Societies

Transforming Education
Conference for Humanity (TECH
2017)

December 2017 Visakhapatnam, India

REGISTER

SUBSCRIBE TO

NEWSLETTER



Call for Proposals
TECH 2017

Submission deadline extended to September 30, 2017



www.mgiep.tech



UNESCO MGIEP

EMC²=SEL

21st century schools

Mixed reality

neural learning Games based learning

Creativity

Science of learning Socio-emotional learning

Evidence-based Transforming Education for Humanity

GAMEWITHUS

21st century policies Talking Across Generations on Education

Compassion Collaborative gamification

21st century skills Digital Pedagogies
Mindfulness empathy
intercultural dialogue artificial intelligence TAGe

SDG 4.7

Critical Inquiry

Andhra for the World



Ministry of Human Resource Development Government of India



Sponsors





Education Technology Partner



SAMSUNG

Learning Science Partner

Knowledge Partners













Transformational ed-tech entrepreneurs



$V \equiv A T I V \equiv$















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