



# **OIKOS Project**

**Originating Innovative methods to learn and teach Knowledge in the field of earth and natural sciences derived from an Original and combined use of application Software  
2005 - 2007**



*Project Partner: Isle of Wight Centre for the Coastal Environment,  
Isle of Wight Council, UK*

## **Background**

The objective of the OIKOS project was to provide a mechanism to allow science teachers, science professionals, education specialists and associated experts (with particular attention to earth sciences) from across Europe to exchange ideas, techniques, and methods to supplement existing science curricula and educational strategies in order to increase the attractiveness and relevance of earth science studies in schools and in all other contexts, formal or non-formal.

## **Objectives of the project**

OIKOS aimed 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.

The three main objectives of the project were:

1. the setting up of an innovative didactic methodology, inspired by methods centered on simulation games and based on the combined use of computer and multimedia tools;
2. the setting up of an on-line didactic tool composed of various applications and a management game;
3. the setting up of a didactic system for training of the Target Group in the new OIKOS methodology.

## **Partners**

The Project consortium, which included the Isle of Wight Council, was led by the University of Sannio, Italy, and involved partners from Italy, France, Spain, Greece, Portugal, Sweden, Romainia and the UK.

## **Funding Stream**

The three-year project was funded by the Leonardo da Vinci Education and Culture programme.

## **Results and outputs**

The main result of the OIKOS project is a Web application in which six natural risks/phenomena can be investigated and at the end of this exercise, it is possible to participate in a management game in which the player becomes, as Mayor, the planner of a territory on which a small city must be cited.

The applications developed in OIKOS present interesting didactic and educational potential, from the student point of view, are summarised below:

1. Utilisation of an advanced Web application with a sophisticated use of multimedia features. These offer an efficient support tool for learning complex scientific topics.
2. Use of an interactive on-line game tool that combines play and education. This is followed by an advanced approach in which the need to elaborate strategies and planning choices leads to a higher level of understanding.
3. The so-called Mashup applications are a promising way to implement on-line educative laboratories.



[www.e-oikos.net](http://www.e-oikos.net)

