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Active Learning Blueprint

Pedagogical Strategies for Inclusion,
Critical & Creative Thinking

BASED ON THE ERASMUS+ 'SCIENTIFIC AND CREATIVE THINKING' MOBILITY (LITHUANIA, DEC 2025)



The Foundation: Connecting EU Heritage & Digital Literacy



Location: Ukmergė, Lithuania
(December 8-12, 2025)

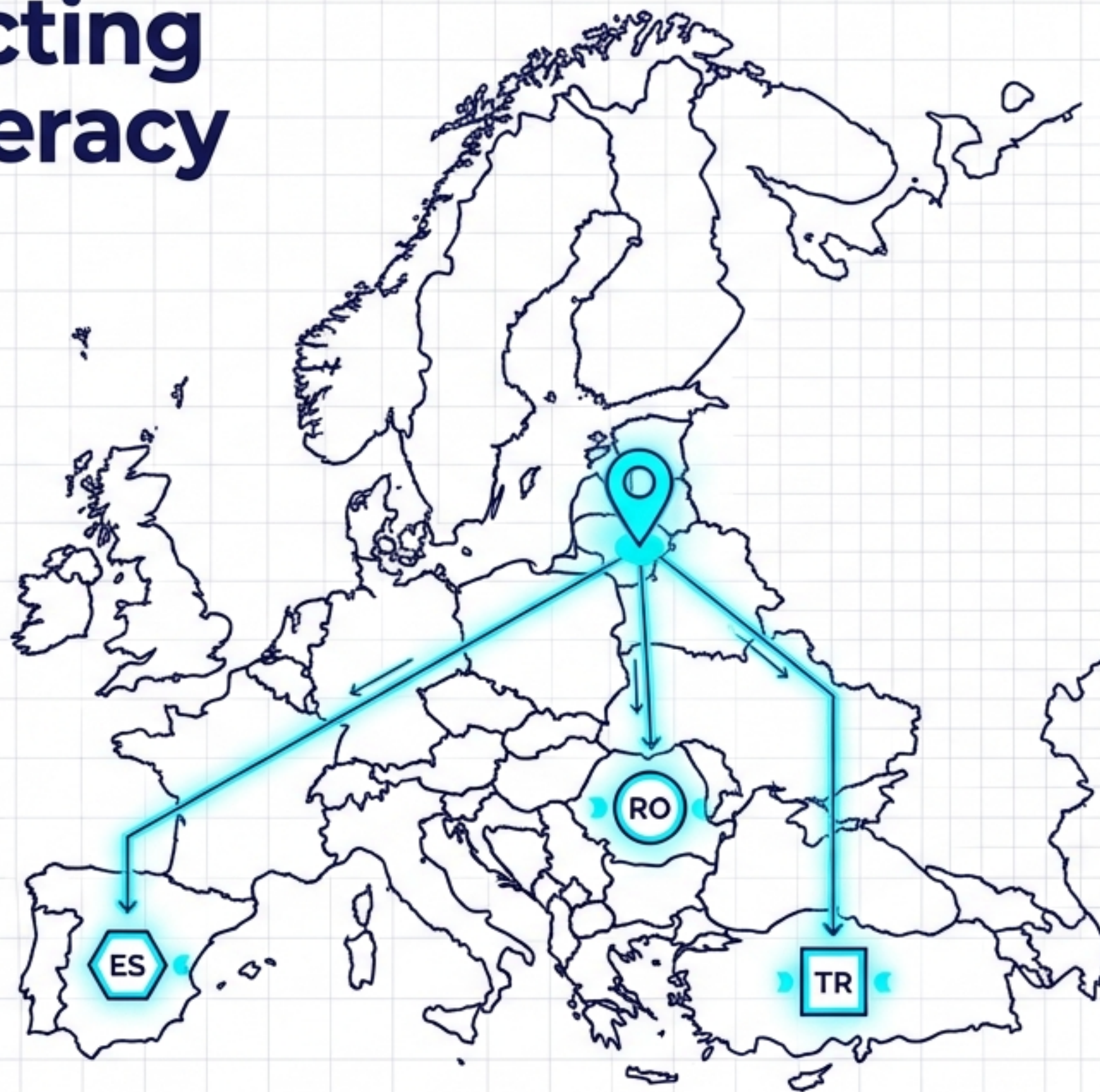


Consortium: 4 Nations (LT, RO, TR, ES)

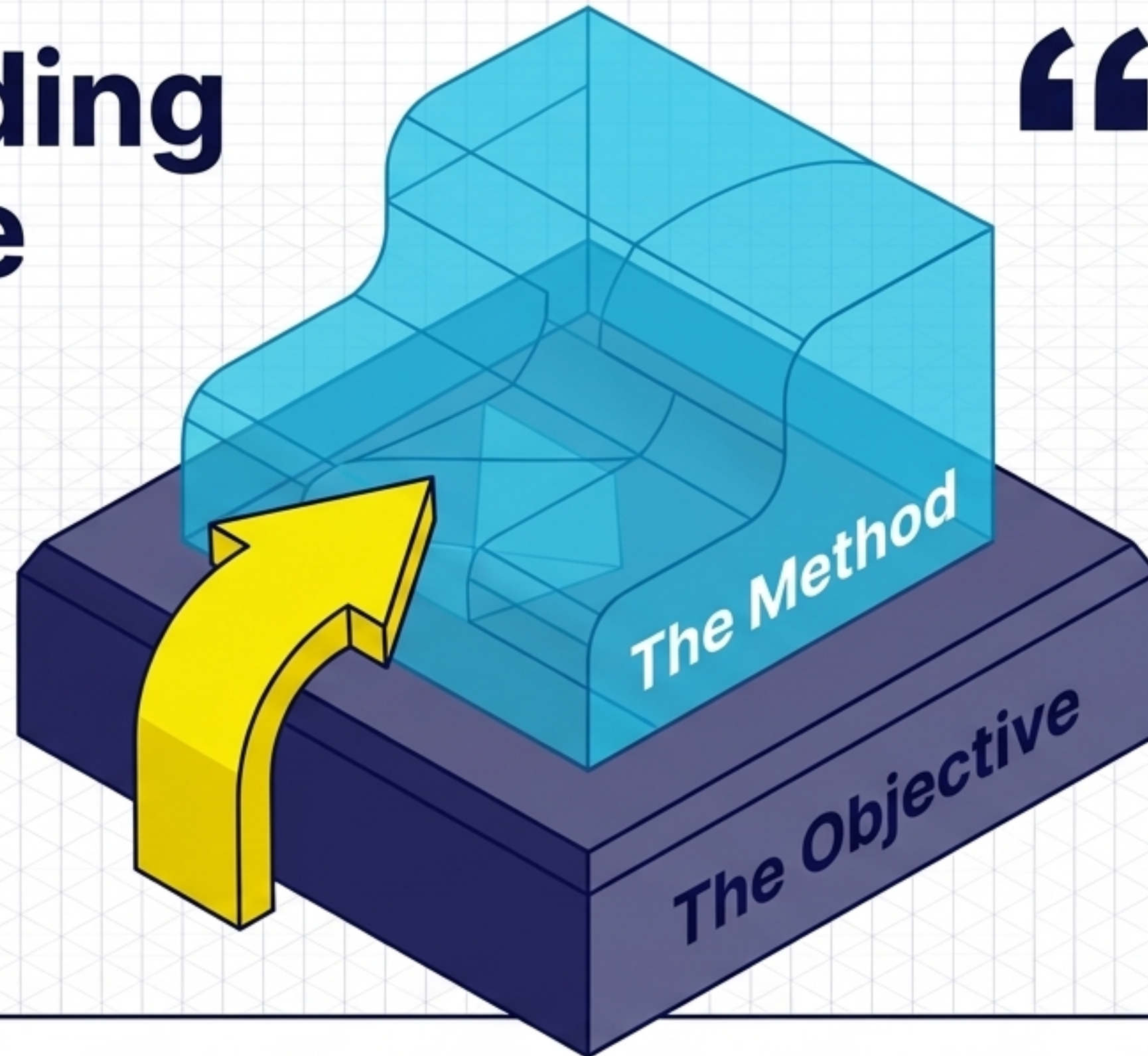


Core Focus: Inclusion,
Critical Thinking, and
Creative Thinking

Project: Enhancing EU heritage, Social Inclusion and Digital Literacy through our Pupils' hearts.



The Guiding Principle



“ Before the method, the objective must be clear. ”

Strategy is entirely dependent on the desired outcome. Educators must **definitively** isolate what they need to achieve before deciding how to achieve it.

Challenge 1: Objectives Before Strategies

The Symptom

Heterogeneous class with SEN (Special Educational Needs) students struggling to express emotions verbally.

Students memorize mechanically without connecting ideas across disciplines.

Students are eager to play but exhibit a lack of concentration and cooperation.

The Core Objective

Emotional communication and expression.

Critical thinking and interdisciplinary transfer.

Collaboration and self-regulation.

The Prescribed Strategy

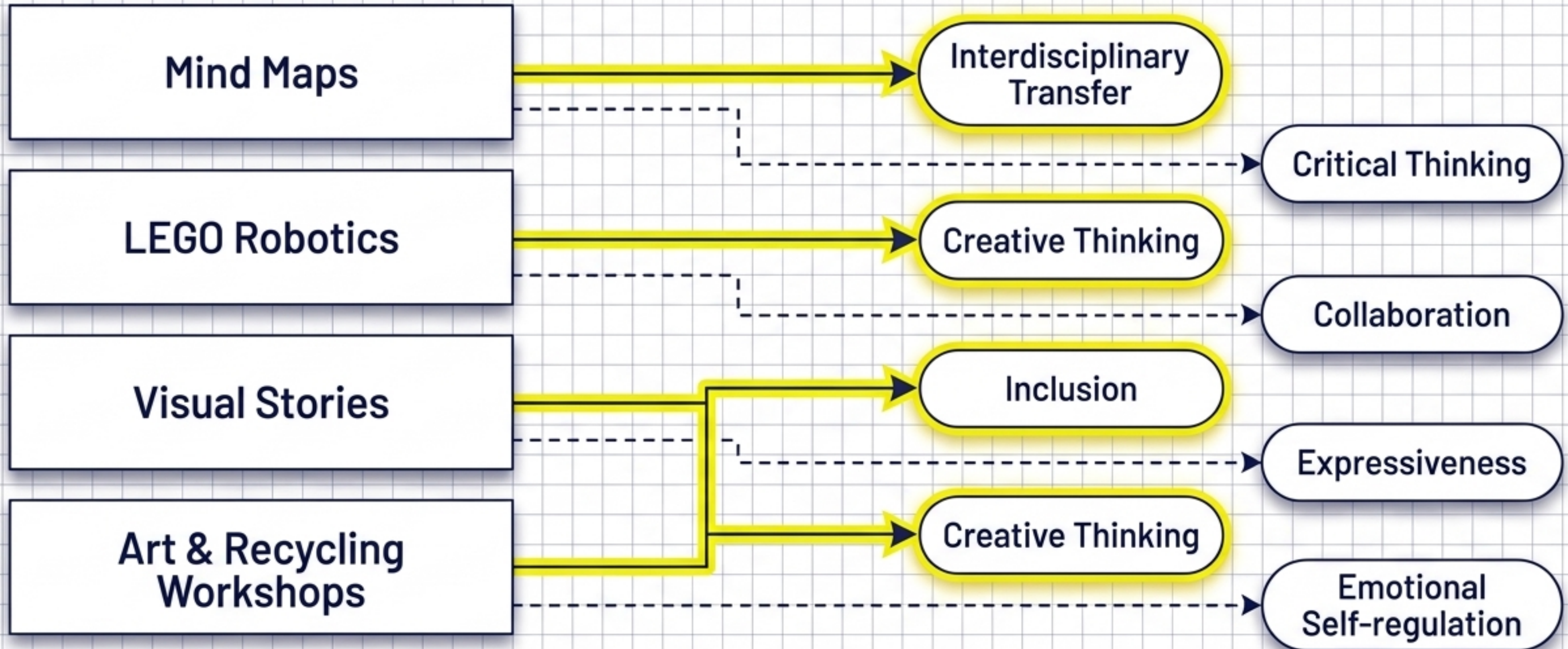
Visual stories, mime, role-play.

Mind maps, visual sketching, step-by-step reflection.

Team games, collaborative projects.

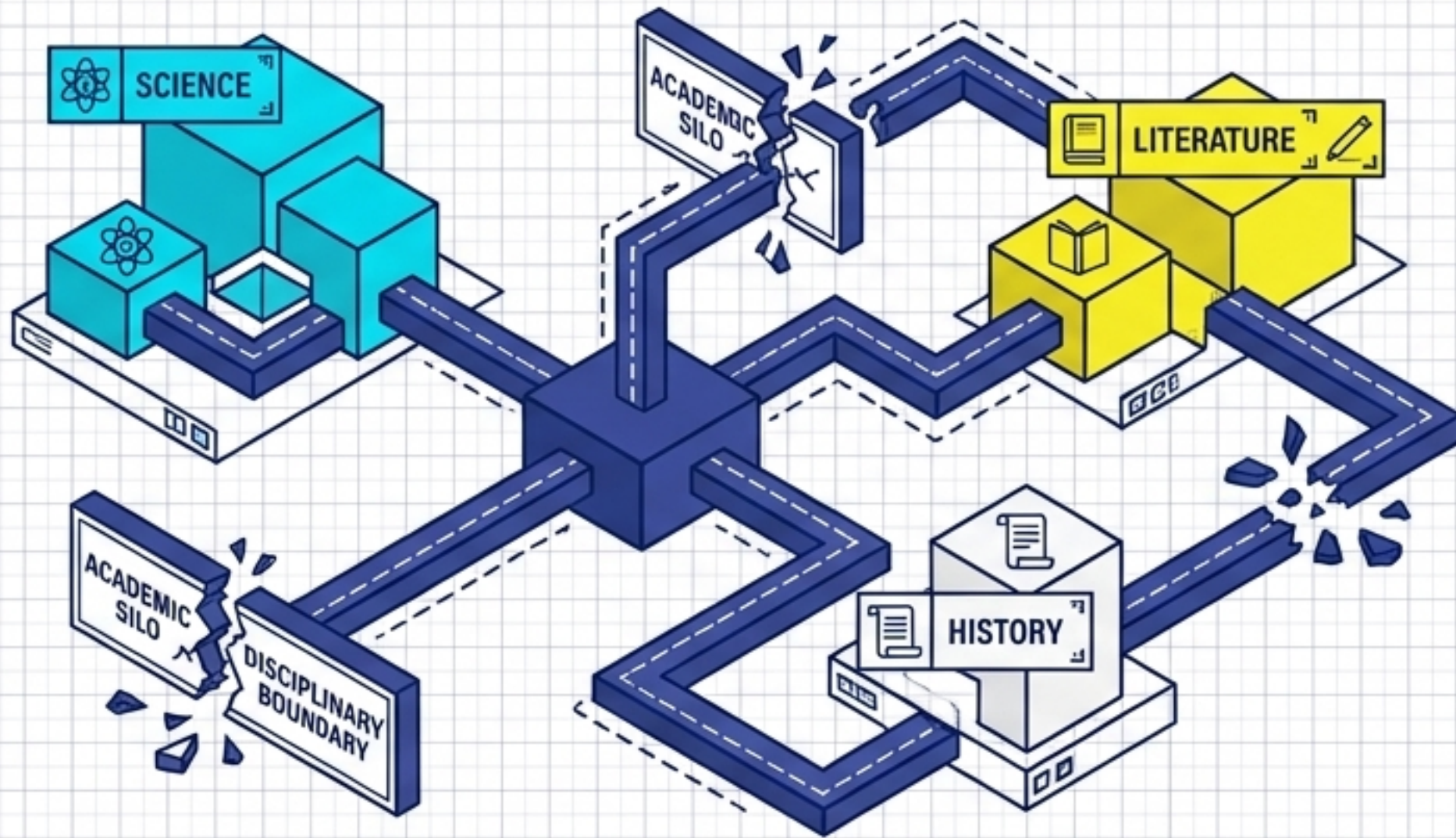
Challenge 2: The Pedagogical Match

Every activity can hit multiple targets, but strategically, one dominant objective must be highlighted.



Tool 1: Interdisciplinary Mind Maps

Dominant Target: Interdisciplinary Transfer | Secondary Target: Critical Thinking



The Mechanism

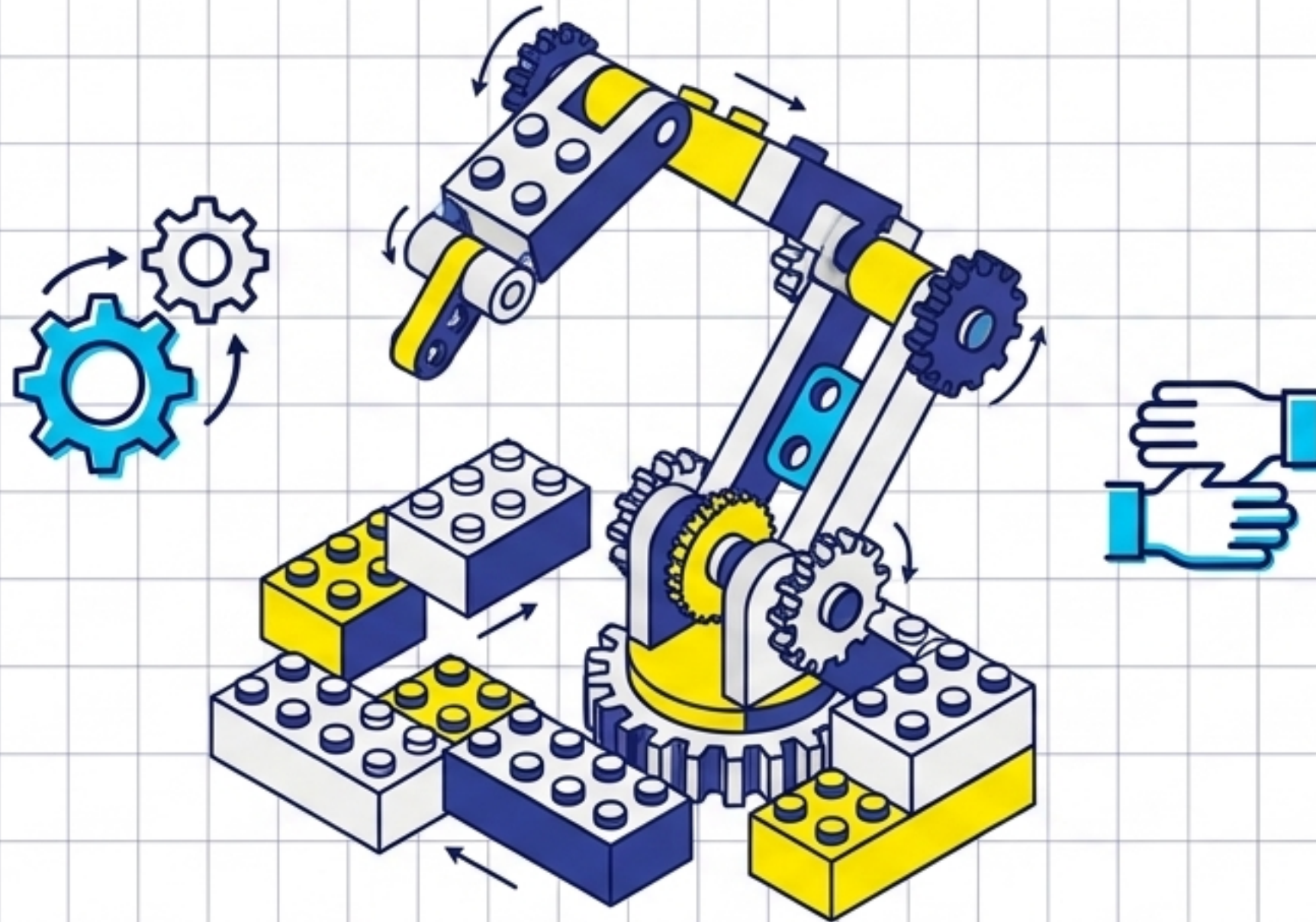
Forces students to move beyond mechanical memorization by physically charting the relationships and dependencies between disparate ideas and subjects.

Best For

Visualizing complex systems and deliberately breaking down traditional academic silos.

Tool 2: LEGO Robotics

Dominant Target: Creative Thinking | **Secondary Target:** Collaboration



The Mechanism

Combines the tactile satisfaction of physical construction with the rigorous logic of digital programming.

Best For

Channeling scattered energy into highly focused, goal-oriented teamwork where students must rely entirely on one another to make a complex machine function.

Tool 3: Visual Storytelling

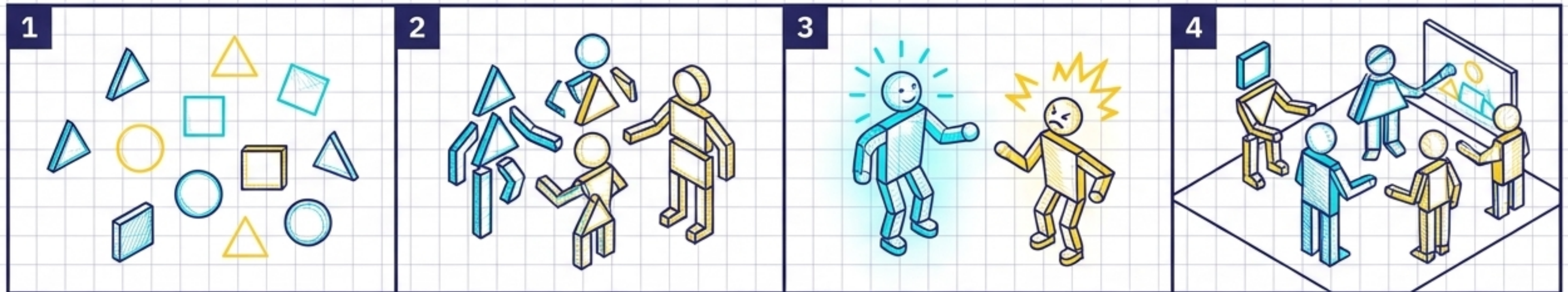
Dominant Target: Social Inclusion | **Secondary Target:** Non-verbal Expression

The Mechanism

Utilizes graphic stories and geometric shapes to allow students to communicate complex emotional states without relying on verbal fluency.

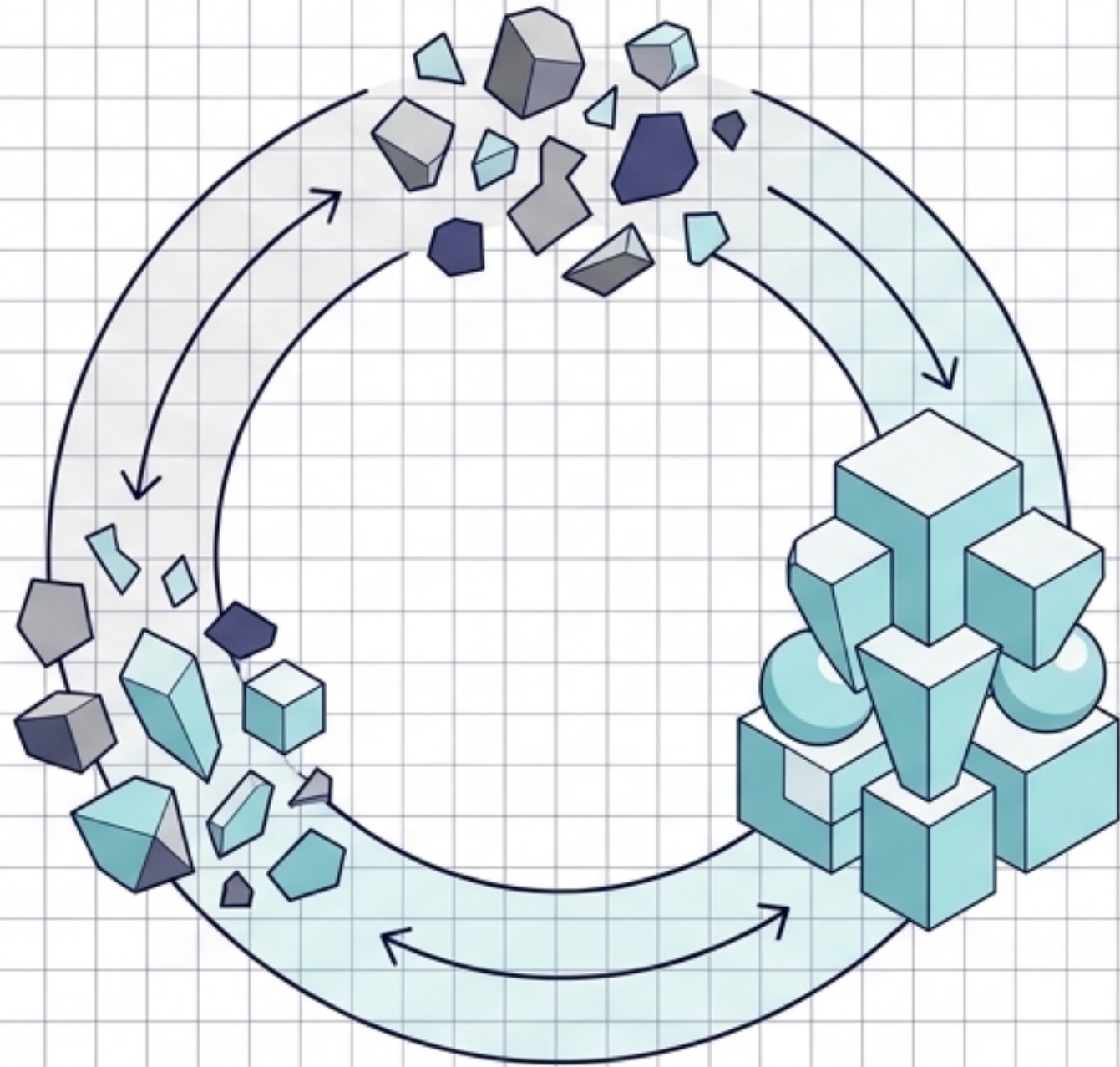
Best For

Managing highly heterogeneous classrooms and effectively supporting students with Special Educational Needs (SEN) to guarantee total participation.



Tool 4: Art & Recycling Workshops

Dominant Target: Creative Thinking | **Secondary Target:** Emotional Self-Regulation



The Mechanism

Repurposing discarded materials demands divergent problem-solving, while the tactile, hands-on process of creation provides a deeply grounding, calming effect on the nervous system.

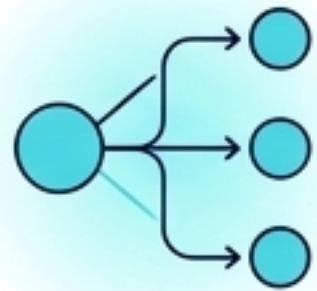
Best For

Simultaneously fostering environmental awareness, emotional regulation, and creative adaptability.

The Active Learning Ecosystem

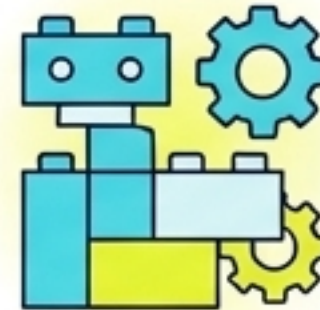
Interactive, diversified activities driven by clear pedagogical decisions can be adapted to any class and **any discipline.**

Top: Structured Logic



Mind Maps (Cognitive Structure)

Utilizes hierarchical diagrams to visualize relationships and organize information, enhancing recall and understanding.



LEGO Robotics (Applied Logic)

Engages students in hands-on construction and programming to solve problems, fostering computational thinking and engineering skills.

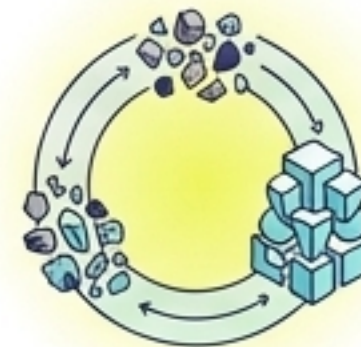
Left: Cognitive Focus

Right: Emotional/Social Focus



Visual Stories (Non-verbal Expression)

Encourages narrative creation through images and symbols, allowing for communication of complex ideas without language barriers.



Art & Recycling (Emotional Regulation)

Promotes creative problem-solving and stress reduction through the transformation of discarded materials into expressive art.

Bottom: Divergent Expression

Implementation: What will you try?

Based on the Lithuanian mobility experience, what will you test in your next lesson?



I will map connections across disciplines to build critical thinking.



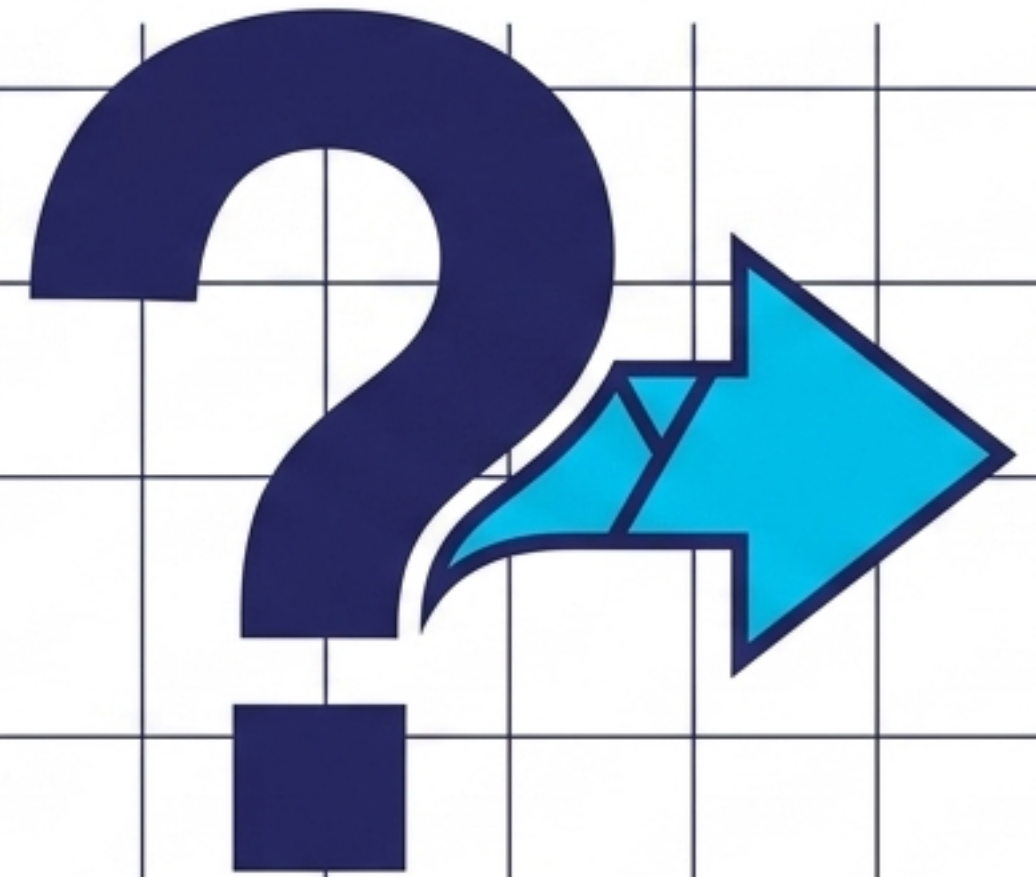
I will test visual stories to enable non-verbal expression for SEN students.



I will assign varied roles in group tasks to stimulate inclusion and collaboration.



I will adapt a creative task to my class's specific level to ensure active participation from all.





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Thank You

Erasmus+ Scientific and Creative Thinking Project

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