



ODS Portal

[portal.opendiscoveryspace.eu](http://portal.opendiscoveryspace.eu)

**Share educational resources in Communities  
Upload your educational content!**



The Open Discovery Space Project is funded by  
CIP-ICT-PSP-2011-5, Theme 2: Digital Content,  
Objective 2.4: eLearning Objective 2.4

# From where you can share your resources!

**Share your resources in the Communities that you are a member**  
**Visit one of your Communities and...**

Share your resources here



**Educational Content**



**Lesson Plans**



**Learning Scenarios**

# What you can share!



Educational Content

It regards **educational resources** that are typically digital materials such as video and audio lectures (podcasts), references and readings, workbooks and textbooks, multimedia animations, simulations and demonstrations



Lesson Plans

The Lesson Plans provide teachers with **guidelines for conducting a lesson**, and contain information about the students, the educational resources and tools that should be used, the educational objectives, the teaching method to be used, as well as the assessment method. Lesson plans can be (re) used by the same teacher, as well as by other teachers.



Learning Scenarios

The learning scenarios are of **more extended duration** than lesson plans and they are not necessarily intended to be used inside the classroom.



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**1.**

**Uploading your own resources**

**2.**

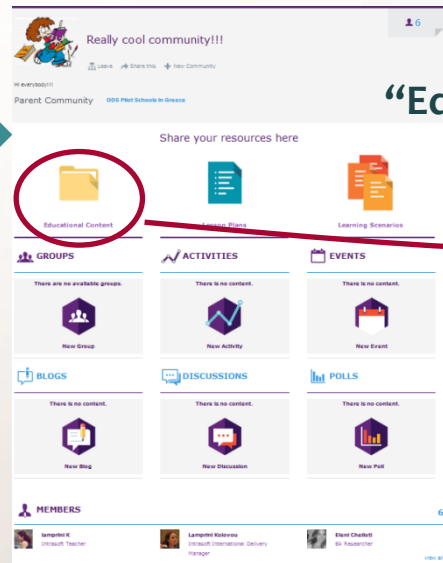
**Importing resources from other Communities or from the Portal (if you are a community manager)**



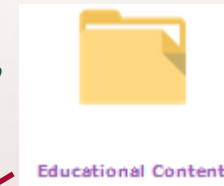
# Upload your own educational objects



**1.**  
Visit the  
Community



**2.**  
Click  
"Educational Content"



**4.**  
Use the Tool to author  
your resource

Create Educational Object

Title \*

Language  
English

Content  
Upload content type  
Educational Context \*  
Select the type of content you want to upload

Save

**3.**  
Choose

+ New Educational Object

Title

Parent Community  
- Any - Apply

**Under the same sky: GalileoMobile Documentary**  
2014.02.10  
Repository: ODS | Discover the COSMOS  
Contributor: Eleni Chelioti  
Through children's eyes, an encounter from different visions and interpretations of the sky is made, from East to West and from ancient times to modern astronomy, exploring the richness of human...

+ New Educational Object  
Want to know more about Learning Objects? More information is available on Training Academies [indicative course: Introduction to the concept of learning objects]

**\*This page presents all educational objects uploaded and imported to the Community**



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# The Metadata authoring Tool for educational objects

Give a title &  
select the main  
Language

### Create Educational Object

Title \*  
The Big Dipper

Language  
English

Content	Object Link				
<b>Educational Context *</b>	<table border="1"><thead><tr><th>Title</th><th>URL</th></tr></thead><tbody><tr><td>Getting to Know the Big Dipper</td><td>www.theskyscrapers.org/getting-to-know-the-big-dipper</td></tr></tbody></table> <p>The link title is limited to 255 characters maximum.</p> <p><a href="#">Cancel your selection</a></p>	Title	URL	Getting to Know the Big Dipper	www.theskyscrapers.org/getting-to-know-the-big-dipper
Title	URL				
Getting to Know the Big Dipper	www.theskyscrapers.org/getting-to-know-the-big-dipper				

Save

Upload your  
content

Define the  
Educational Context

<b>Educational Context *</b>	<b>Educational Context *</b> <input type="checkbox"/> primary education <input type="checkbox"/> secondary education <input checked="" type="checkbox"/> informal context <p>The principal environment within which the learning use of the learning object is intended to take place. Choose from the pre-defined list</p>
------------------------------	---

Save

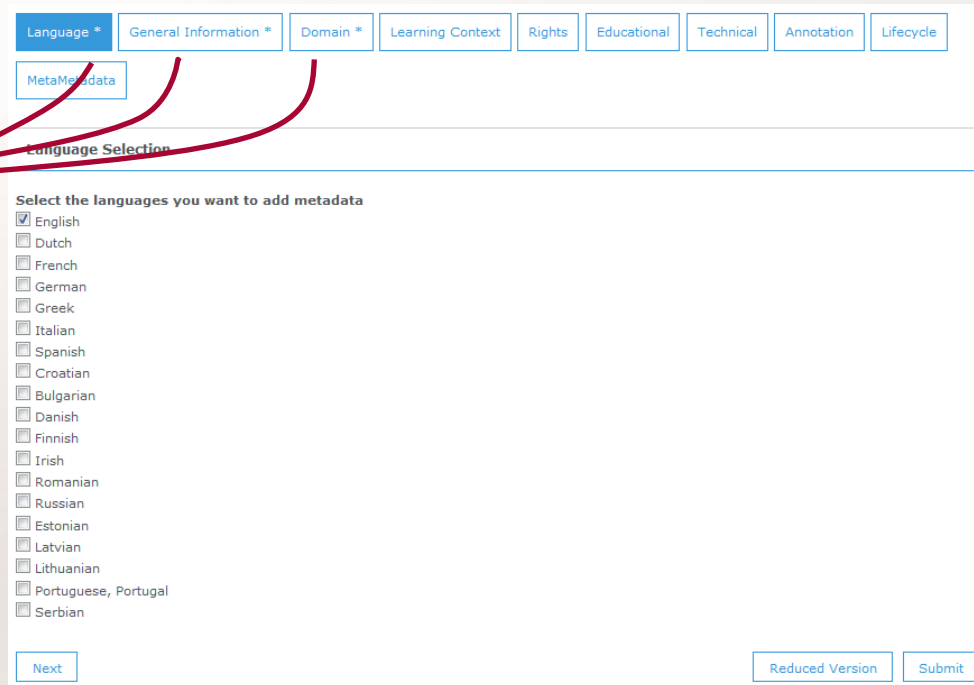
Click "Save" and continue



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# The Metadata authoring Tool for educational objects (cont.)

Fill the next steps to annotate your resource with metadata  
and don't forget:



Language \*   General Information \*   Domain \*   Learning Context   Rights   Educational   Technical   Annotation   Lifecycle

MetaMetadata

Language Selection

Select the languages you want to add metadata

- English
- Dutch
- French
- German
- Greek
- Italian
- Spanish
- Croatian
- Bulgarian
- Danish
- Finnish
- Irish
- Romanian
- Russian
- Estonian
- Latvian
- Lithuanian
- Portuguese, Portugal
- Serbian

Next   Reduced Version   Submit

... to fill the fields with \*  
They are mandatory

... to provide the most metadata you can. With the metadata the users:

- Can Search your resource
- Can understand your resource
- Can use your resource

... that you can use the Advanced or the Reduced version to edit more all only the mandatory metadata

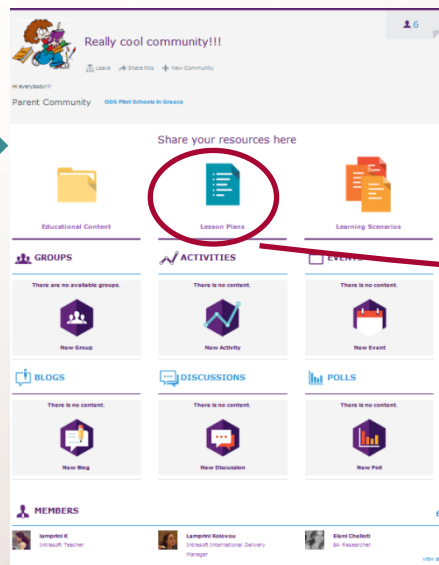
... to "Submit" when you finish your editing



# Upload your own lesson plans



**1.**  
Visit the  
Community

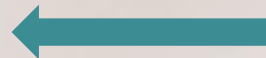
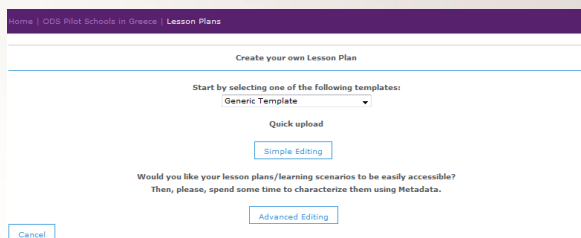


**2.**  
Click  
“Lesson Plans”

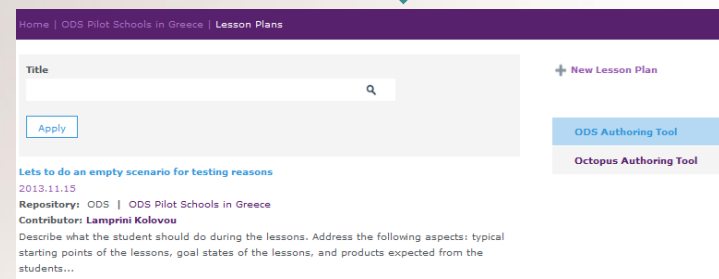
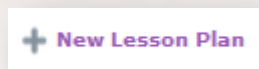


**3.**  
Select  
“Select ODS  
Authoring Tool”

**5.**  
Use the Tool to author  
your lesson plan



**4.**  
Choose



**\*This page presents all lesson plans uploaded and imported to the Community with the relevant Tool**



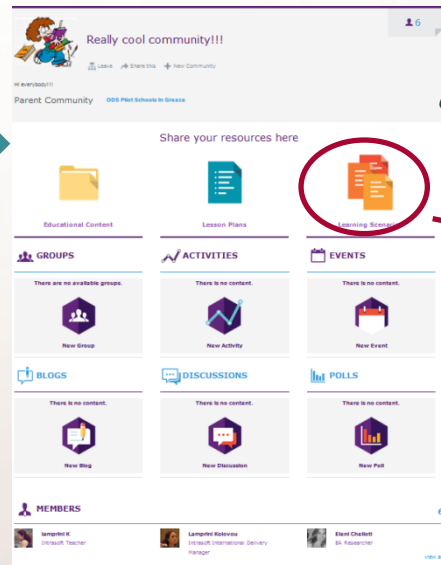
The Open Discovery Space Project is funded by CIP-ICT-PSP-2011-5, Theme 2: Digital Content, Objective 2.4: eLearning Objective 2.4



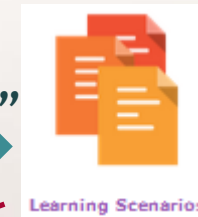
# Upload your own learning scenarios



**1.**  
Visit the  
Community

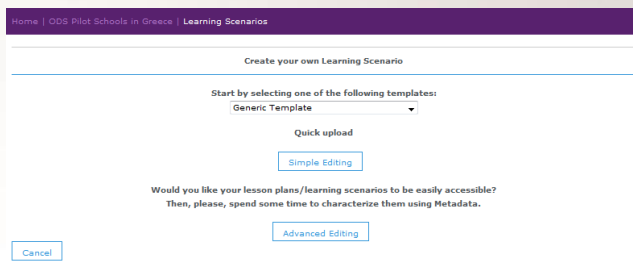


**2.**  
Click  
“Learning Scenarios”

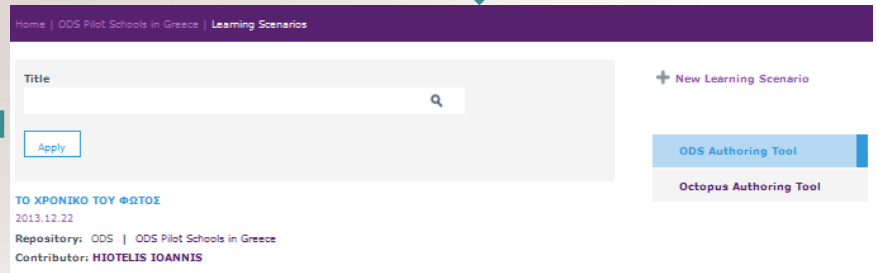


**3.**  
Select  
“Select ODS  
Authoring Tool”

**5.**  
Use the Tool to author  
your learning scenario



**4.**  
Choose  
+ New Learning Scenario



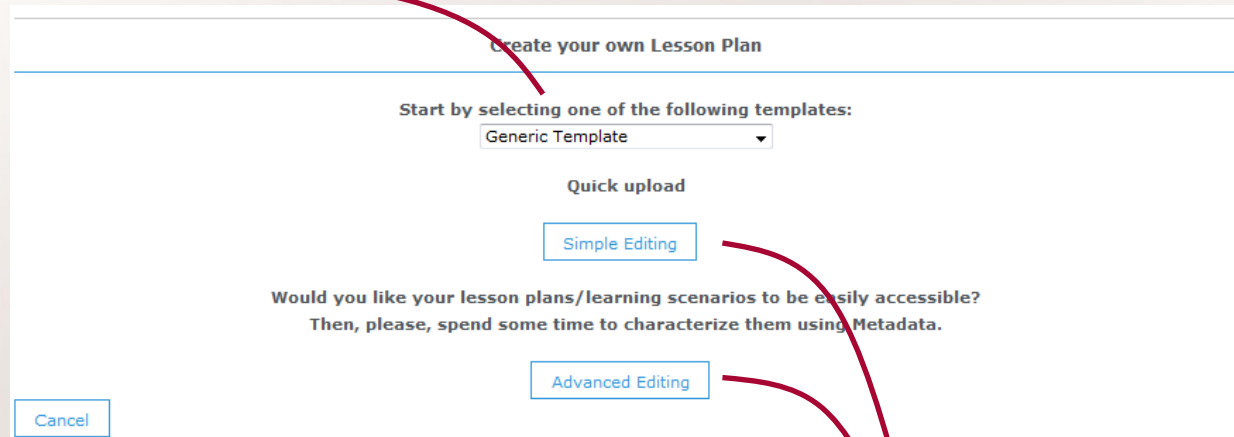
**\*This page presents all learning scenarios uploaded and imported to the Community with the relevant Tool**



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Start uploading your lesson plan or learning scenario choosing:

... the template that you want



Create your own Lesson Plan

Start by selecting one of the following templates:

Generic Template

Quick upload

Simple Editing

Would you like your lesson plans/learning scenarios to be easily accessible?  
Then, please, spend some time to characterize them using Metadata.

Advanced Editing

Cancel

Never forget  
... to provide the most metadata you can. With the metadata the users:

- Can Search your resource
- Can understand your resource
- Can use your resource

... simple OR advanced editing for quick Or edit of your metadata



# The Scenarios & Lesson Plans authoring Tool (cont.)

Fill the next steps to annotate your resource with metadata  
and don't forget:

1. Language\* 2. General Information\* 3. Learning Context 4. Subject domain\* 5. Phases & Learning Activities\*

6. Metadata

Select the languages of the Lesson Plan

- English
- Dutch
- French
- German
- Greek
- Italian
- Spanish
- Croatian
- Bulgarian
- Danish
- Finnish
- Irish
- Romanian
- Russian
- Estonian
- Latvian
- Lithuanian
- Portuguese, Portugal
- Serbian

You can select up to 10 languages

Cancel Next Reduced Version Save & Edit Phases/Activities Save & View

... to fill the fields with \*  
They are mandatory



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Objective 2.4: eLearning Objective 2.4

# The Scenarios & Lesson Plans authoring Tool (cont.)

... So ... follow at least the next steps:

Define the language(s)

1. Language\* 2. General Information\* 3. Learning Context 4. Subject domain\* 5. Phases & Learning Activities\*

6. Meta-metadata

---

Select the languages of the Lesson Plan

- English
- Dutch
- French
- German
- Greek
- Italian
- Spanish
- Croatian
- Bulgarian
- Danish
- Finnish
- Irish
- Romanian
- Russian
- Estonian
- Latvian
- Lithuanian
- Portuguese, Portugal
- Serbian

You can select up to 10 languages



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Objective 2.4: eLearning Objective 2.4

# The Scenarios & Lesson Plans authoring Tool (cont.)

1. Language\* 2. General Information\* 3. Learning Context 4. Subject domain\* 5. Phases & Learning Activities\* 6. Meta-metadata

**General Information**

**Title\*** Enter the title of the Lesson Plan in each selected language.

<b>Author(s)</b>	<b>English</b>	<b>Title in English *</b>
<b>Short description/ main idea</b>		Getting to Know the Big Dipper
<b>Status</b>		

Cancel Back Next Reduced Version Save & Edit Phases/Activities Save & View

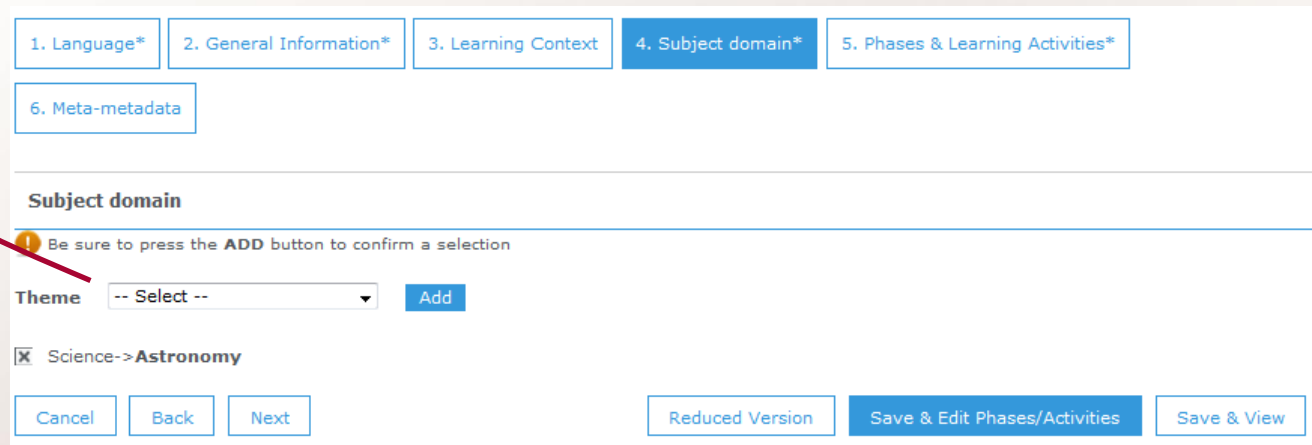
Put the title

Check the status!  
Only “final” resources  
are accessed from  
other users



# The Scenarios & Lesson Plans authoring Tool (cont.)

Define the topic



The screenshot shows a web interface for configuring a lesson plan. At the top, there are six tabs: '1. Language\*', '2. General Information\*', '3. Learning Context', '4. Subject domain\*', '5. Phases & Learning Activities\*', and '6. Meta-metadata'. The '4. Subject domain\*' tab is active. Below the tabs, the 'Subject domain' section contains a warning icon and text: 'Be sure to press the ADD button to confirm a selection'. There is a 'Theme' dropdown menu with '-- Select --' and an 'Add' button. Below that, a checkbox is checked next to 'Science->Astronomy'. At the bottom of the form, there are buttons for 'Cancel', 'Back', 'Next', 'Reduced Version', 'Save & Edit Phases/Activities', and 'Save & View'.

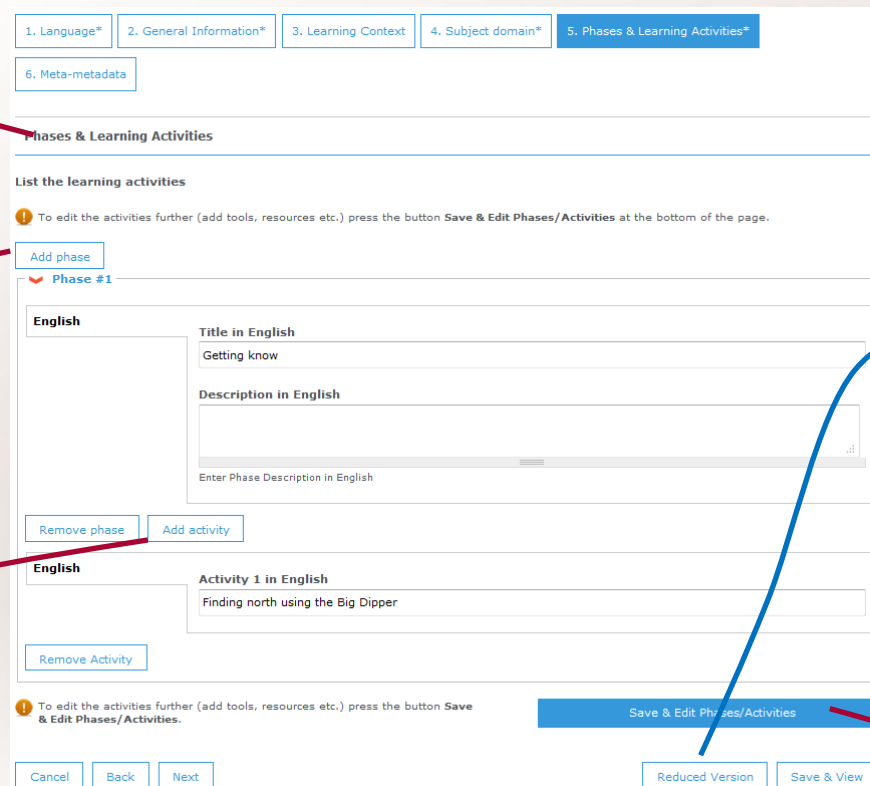
**\* don't forget to press the "ADD" button to conform your selection**  
**You can put any of the levels in each category**

# The Scenarios & Lesson Plans authoring Tool (cont.)

**Define the Phases and Activities**

**Add Phase here**

**Add Activity here**



**\* Switch any time between the Simple and Advance Editing**

**\* don't forget to press the "Save & Edit Phases/Activities" to describe them and ADD YOUR RESOURCES to the lesson plan or scenario**



# The Scenarios & Lesson Plans authoring Tool (cont.)

Save & Edit Phases/Activities

**Describe the Activity here**

**Add (attach) the Resources here**

**Set the duration of your lesson plan or scenario**

Scenario: Getting to Know the Big Dipper  
Edit Activity Informations for Activity: Finding north using the Big Dipper

Description	User educational objects					
Resources	<b>User educational objects</b>					
Duration	<table border="1"><thead><tr><th>TITLE</th></tr></thead><tbody><tr><td><input checked="" type="radio"/> The Concept of Interoperability</td></tr><tr><td><input type="radio"/> tttttttttttt</td></tr><tr><td><input type="radio"/> The Essentials of Leadership</td></tr><tr><td><input type="radio"/> We Can Learn from the Boring Aspects of a Job</td></tr></tbody></table>	TITLE	<input checked="" type="radio"/> The Concept of Interoperability	<input type="radio"/> tttttttttttt	<input type="radio"/> The Essentials of Leadership	<input type="radio"/> We Can Learn from the Boring Aspects of a Job
TITLE						
<input checked="" type="radio"/> The Concept of Interoperability						
<input type="radio"/> tttttttttttt						
<input type="radio"/> The Essentials of Leadership						
<input type="radio"/> We Can Learn from the Boring Aspects of a Job						

Added ODS Educational objects created by the user

<input checked="" type="checkbox"/> The Concept of Interoperability
---

Define more tools that are to be used in this Activity

Save Cancel

**\* Select the source of your resources**

**The selected resources are presented here**

**\* don't forget to press "Save" and return to the editing of your lesson plan or scenario**





# Import resources from other Communities or the Portal



**1.**  
Find a resource

- In your Bookmarks
- In another Community
- From Search
- From the Home Page

**2.**  
Open the Summary Page

**5.**  
Select your community and  
Pin the Resource

Pin Resource to Communities

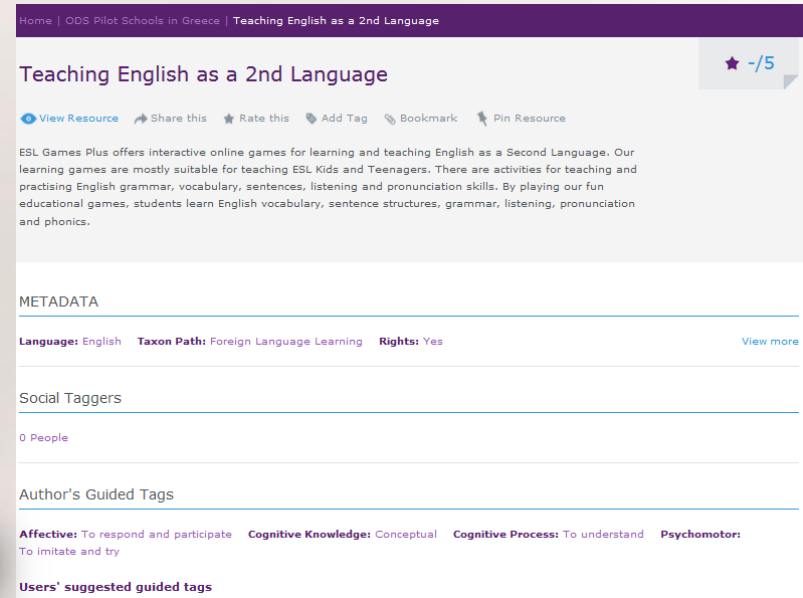
Select the communities  
that this object will be  
assigned to.

- TITLE
- ODS community

Pin Resource

**4.**  
Choose

Pin Resource



Home | ODS Pilot Schools in Greece | Teaching English as a 2nd Language

### Teaching English as a 2nd Language

★ -/5

[View Resource](#) [Share this](#) [Rate this](#) [Add Tag](#) [Bookmark](#) [Pin Resource](#)

ESL Games Plus offers interactive online games for learning and teaching English as a Second Language. Our learning games are mostly suitable for teaching ESL Kids and Teenagers. There are activities for teaching and practising English grammar, vocabulary, sentences, listening and pronunciation skills. By playing our fun educational games, students learn English vocabulary, sentence structures, grammar, listening, pronunciation and phonics.

METADATA

Language: English Taxon Path: Foreign Language Learning Rights: Yes [View more](#)

Social Taggers

0 People

Author's Guided Tags

**Affective:** To respond and participate **Cognitive Knowledge:** Conceptual **Cognitive Process:** To understand **Psychomotor:** To imitate and try

Users' suggested guided tags



# Access the resources that you uploaded

## In Your Area under “Educational Objects”

Microblog	Educational Objects
Notifications	<b>My new educational object</b> ★ -/5
Connections	
Communities	<b>The Essentials of Leadership</b> Educational Object ★ -/5
Groups	<b>Project-based Learning</b> Lesson Plan ★ -/5
Discussions	
Blogs	<b>test scenario</b> Educational Scenario ★ -/5
Bookmarks	<b>The Concept of Interoperability</b> ★ -/5
Activities	The concept of interoperability The concept of interoperability The concept of interoperability The concept of interoperability The concept of interoperability The concept of interoperability
Events	
Polls	
<b>Educational Objects</b>	Educational Object

1 2 next > last »

## In the Community that you created them

Home | ODS community | Educational Objects

**Repository**

**Parent Community**

**My new educational object**  
2014.02.19  
Repository: ODS | ODS community  
Contributor: lamprini K

---

**We Can Learn from the Boring Aspects of a Job**  
2013.11.04  
Repository: ODS | ODS community  
Contributor: lamprini K  
During a recent work trip, I was reminded that even exciting and glamorous jobs can have a boring and tedious side them to them. How we all react to this reality could be an important element of...

---

**Teaching English as a 2nd Language**  
2014.02.19  
Repository: ODS | ODS Pilot Schools in Greece  
Contributor: Stephanos Cherouvis  
ESL Games Plus offers interactive online games for learning and teaching English as a Second Language. Our learning games are mostly suitable for teaching ESL Kids and Teenagers. There are activities...

---

**Measurement of the Earth Circumference**  
2014.02.19  
Repository: Cosmos  
Eratosthenes measurement of the Earth's circumference

**+ New Educational Object**  
Want to know more about Learning Objects? More information is available on Training Academies [indicative course: Introduction to the concept of learning objects]



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# Edit your resources



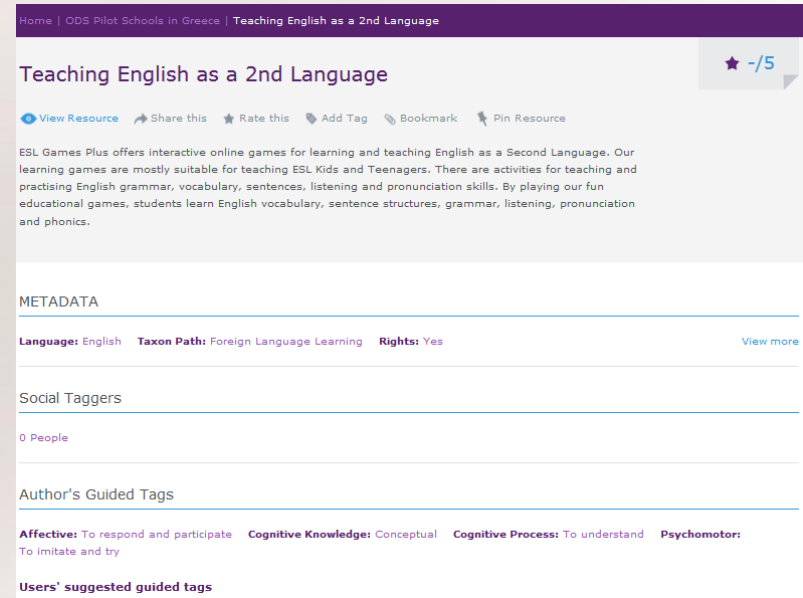
**1.**  
Find a resource



- In your Bookmarks
- In another Community
- From Search
- From the Home Page



**2.**  
Open the Summary Page



Home | ODS Pilot Schools in Greece | Teaching English as a 2nd Language

### Teaching English as a 2nd Language

★ -/5

[View Resource](#) [Share this](#) [Rate this](#) [Add Tag](#) [Bookmark](#) [Pin Resource](#)

ESL Games Plus offers interactive online games for learning and teaching English as a Second Language. Our learning games are mostly suitable for teaching ESL Kids and Teenagers. There are activities for teaching and practising English grammar, vocabulary, sentences, listening and pronunciation skills. By playing our fun educational games, students learn English vocabulary, sentence structures, grammar, listening, pronunciation and phonics.

**METADATA**

**Language:** English **Taxon Path:** Foreign Language Learning **Rights:** Yes [View more](#)

**Social Taggers**

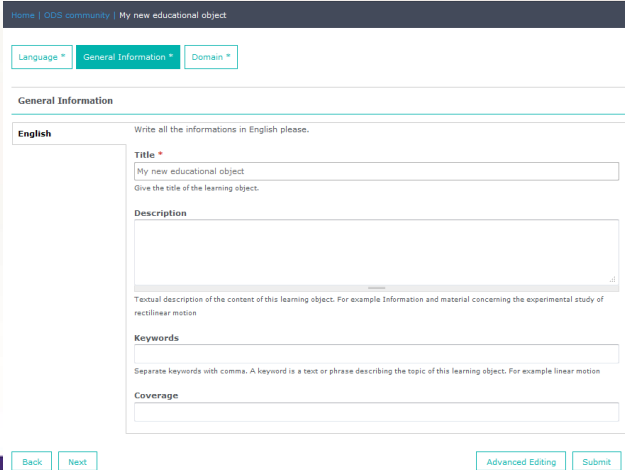
0 People

**Author's Guided Tags**

**Affective:** To respond and participate **Cognitive Knowledge:** Conceptual **Cognitive Process:** To understand **Psychomotor:** To imitate and try

**Users' suggested guided tags**

**4.**  
Use the tool to edit your resource



Home | ODS community | My new educational object

Language \* General Information \* Domain \*

**General Information**

Write all the informations in English please.

**English**

**Title \***

My new educational object

Give the title of the learning object.

**Description**

Textual description of the content of this learning object. For example Information and material concerning the experimental study of rectilinear motion

**Keywords**

Separate keywords with comma. A keyword is a text or phrase describing the topic of this learning object. For example linear motion

**Coverage**

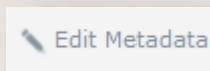
[Back](#) [Next](#) [Advanced Editing](#) [Submit](#)



**3.**  
Choose



OR



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**Keep uploading your resources!**

**Share them with the communities!**

**Be one of the most active contributors!**

