

EDUCATION

Learning Journeys and Classroom Feedback

Start with objectives, offer several routes, read the feedback, and adapt the journey. Teachers keep control of every instructional decision.

Not a fixed curriculum. A journey the teacher adapts to what the class shows.

Learning journeys that start from goals and the evidence that will show what students have understood. Each journey mixes exploration, practice, dialogue with characters and mentors, and group work; teachers choose goals and materials. Feedback looks at the work itself: how students ask questions, use sources, connect ideas, and revise answers. It helps the teacher decide what comes next; automated indicators always call for human review.

4

KINDS OF EVIDENCE
OBSERVED

1

JOURNEY, MANY
ROUTES

40+

LANGUAGES

THE PROBLEMS WE SOLVE FOR SCHOOLS, UNIVERSITIES, AND EDUCATIONAL INSTITUTIONS

01 — ONE PATH FOR EVERYONE

The same sequence for thirty different students

A journey offers several routes to the same goals: a text, a dialogue, an exercise, a group task. Students explore and express ideas in different ways; the teacher sees who took which route and with what result.

02 — FEEDBACK THAT COMES TOO LATE

Difficulties surface at the test

Participation and questions, use of sources, connections between concepts, progress shown in revisions: visible week by week, so the teacher can return to the sources or add an activity before the test.

03 — TOOLS THAT DECIDE FOR THE TEACHER

Platforms that grade and prescribe

Here automated indicators organize the evidence; the teacher reads it, discusses it in class, and decides. Objectives, sequence, tools, and criteria stay in the school's hands.

FOR WHOM

Schools of every level; universities and teacher-training programs; vocational training; educational departments of museums and cultural institutions; teachers, coordinators, and heads of department designing cross-disciplinary journeys.

FORMAT

Online and in the classroom, on the devices the school already has. Objectives, sequence, tools, accessibility, and feedback criteria adjusted to the learners' age, the subject, and the setting. Dialogues, mentors, and labs from the other e-REAL Education solutions can be combined in one journey. Integrated with your learning platform.



INSIDE THE SOLUTION

Set the goals. Offer routes. Read the feedback. Adapt.

- 01 Set the goals**
Knowledge and skills expected, materials, and observable evidence: what will show that a student has understood.
- 02 Offer several routes**
Dialogues with characters, resources, exercises with a mentor, and collaborative work, combined to fit learners' needs and objectives.
- 03 Read the feedback**
Participation and questions, use of sources, connections between concepts and disciplines, progress in revisions. Discussed in class; the journey adjusted.
- 04 A journey through scientific explanations**
A class explores a science question through a text, a dialogue with a character, and small-group discussion. The teacher reviews explanations and decides whether to return to the sources or add an activity.

WHAT YOU GET

A configurable journey

Your goals, your materials, several routes.

Evidence, not scores

Questions, sources, connections, revisions.

Teacher in control

Automated indicators read and decided on by people.

One place

Dialogues, mentors, labs, and feedback together.

Start with one unit

Choose one class and one unit of a few weeks. We design the journey with the teacher, with two or three routes to the same goals, the class works through it, and we look together at the feedback and at what the teacher changed along the way.

WORKS WITH EVERY EDUCATION SOLUTION

Conversations with People and Ideas, Conversational Mentors, Immersive and Interactive Labs, and Socrates can all be stops on the same journey, with one feedback view for the teacher.

PART OF THE EDUCATION OFFER

One of the five e-REAL Education solutions. Designed by e-REAL Labs with Centro Studi Logos, applied research center working with schools and universities since 1996.

LET'S TALK

Book a demo on www.e-real.net or propose a class for a pilot.

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