



Liceo "Mamiani" – Pesaro

Classico – Economico Sociale – Linguistico – Scienze Umane

Project Erasmus+ KA1

“Shaping the future of our school”.

Ylenia Magi, Cristina Bertozzini, Claudia Ferrari

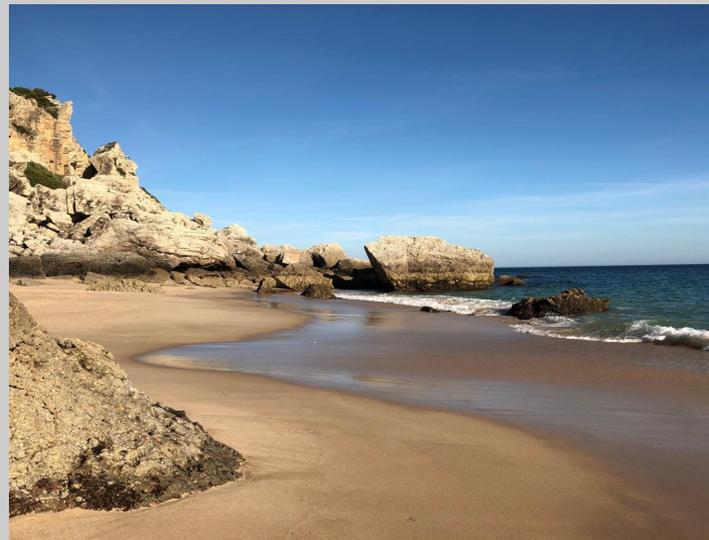
Stimulating Creativity and Innovation in the Classroom: Future Classroom Methodology of Teaching

Sesimbra,

29 aprile - 4 maggio 2019



SESIMBRA- Portugal





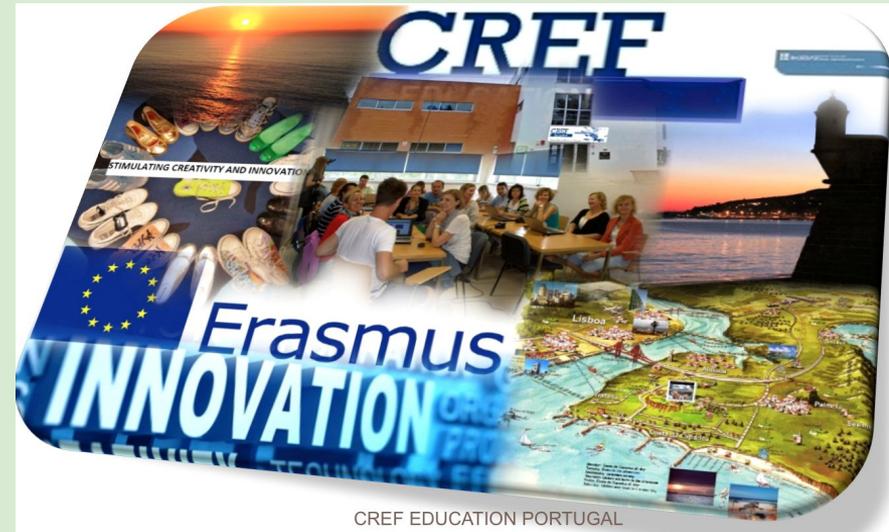
STRUTTURA DEL CORSO

FORMATORI Il direttore del corso
Dott. Vitor Costa, Docenti
universitari dell'università di
Lisbona, Docenti del gruppo CREF

GRUPPI: 22 PERSONE DI 8 Paesi
Europei (Italia, Spagna, Francia,
Germania, Estonia, Slovenia,
Romania, Polonia)

LEZIONI IN AULA

VISITA A SCUOLE

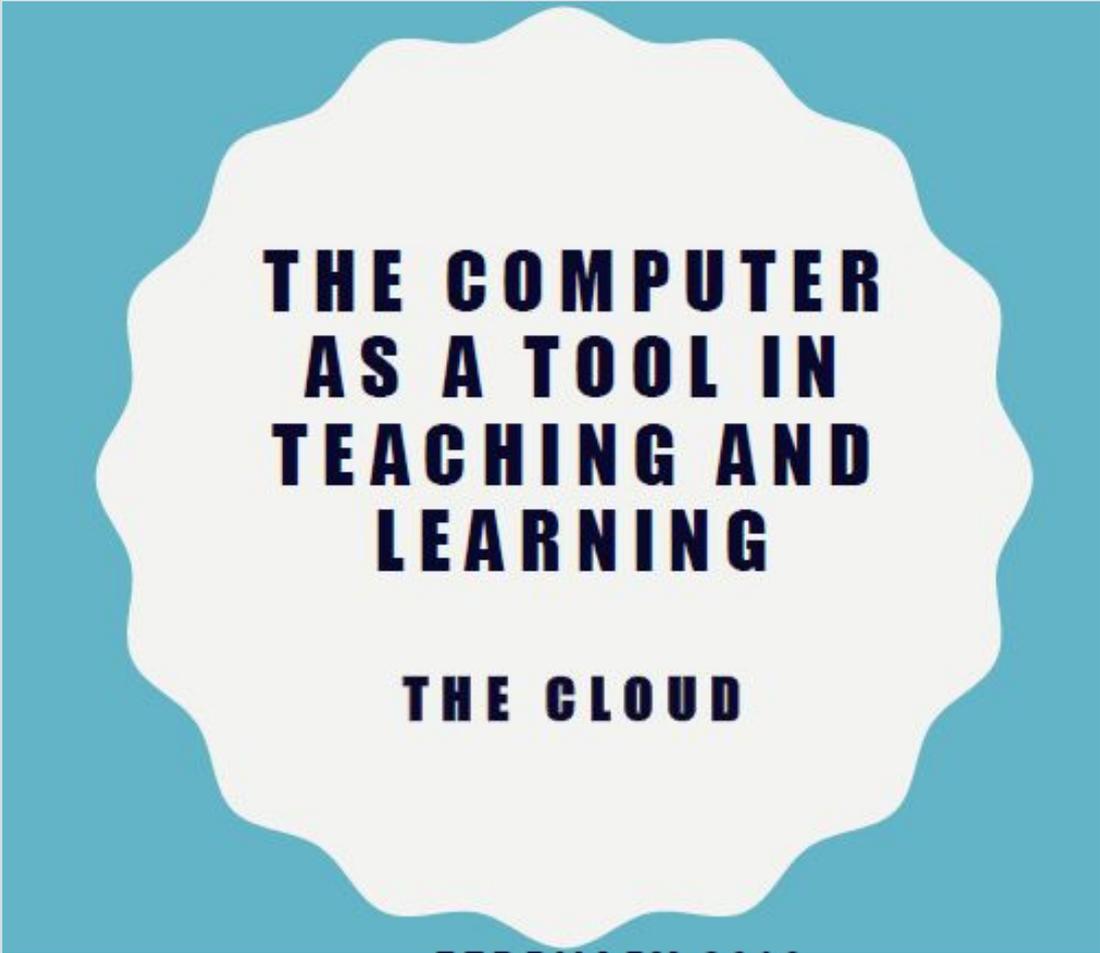




OBIETTIVI

- Promuovere l'uso delle **nuove tecnologie** nell'insegnamento e nell'apprendimento
- Migliorare le pratiche di insegnamento attraverso un **approccio collaborativo** fra gli insegnanti
- Sperimentare strategie per **potenziare le abilità digitali**
- Sperimentare e sviluppare **nuove pratiche di apprendimento e di insegnamento**
- **Osservare** differenti ambienti e classi che sperimentano metodologie e strumenti di insegnamento innovativi
- Sperimentare **strategie per la creatività, l'innovazione** in classe e tecniche per un insegnamento personalizzato
- Realizzare il **cooperative Learning**
- Promuovere l'**apprendimento basato su problemi**





**THE COMPUTER
AS A TOOL IN
TEACHING AND
LEARNING**

THE CLOUD

ONLINE WEB TOOLS



- Free online space to store files. Account needed.
- You can access your drive/box on the web or install an app on your computer, tablet or phone.
- If you have the app, anything you add to those spaces will automatically show up on all your computers or phones.
- You can keep documents private or share them with others.



- Easy to create, share, edit and comment on documents.
- Facilitates team work: Everyone can work together in the same document at the same time.
- Edit documents on any device (app or browser) no particular programs required. Works with Office documents (import / export).
- All of your changes are automatically saved as you type.

If you're a teacher, you're also a:

life coach motivator discovery guide
trip coordinator negotiator cheerleader
rule enforcer eye opener role model
organizer reality checker fund raiser
nose wiper IT specialist  inselor
handwriting expert dream instiller mediator
truth detector entertainer trainer
event planner scheduler decorator

LA SCUOLA DI IERI



- "Flusso unidirezionale" di informazioni.
- Gli insegnanti parlano spesso
- Appunti, libri di testo
- Più enfasi alla teoria senza situazioni di vita pratica e reale.
- APPRENDIMENTO basato sulla memorizzazione

STIMULATING CREATIVITY AND INNOVATION



L'aula, al giorno d'**OGGI**, è un ambiente dinamico, che riunisce studenti di diversa estrazione con varie abilità, personalità, esigenze individuali

Pensiamo troppo ai metodi efficaci di insegnamento e non abbastanza ai metodi efficaci di apprendimento



L'INSEGNAMENTO OGGI DEVE COMPRENDERE DUE COMPONENTI IMPORTANTI:
SENDING and RECEIVING delle informazioni

Con metodi innovativi → migliora il processo di apprendimento.

**Non ci sono più studenti, che si siedono e ascoltano.
Vogliono esplorare, fare, essere coinvolti**

TEACHERS DIGITAL COMPETENCES - DIGCOMPEDU

INSEGNAMENTO

richieste in rapida evoluzione

ubiquità di dispositivi e applicazioni digitali  necessità di nuove competenze

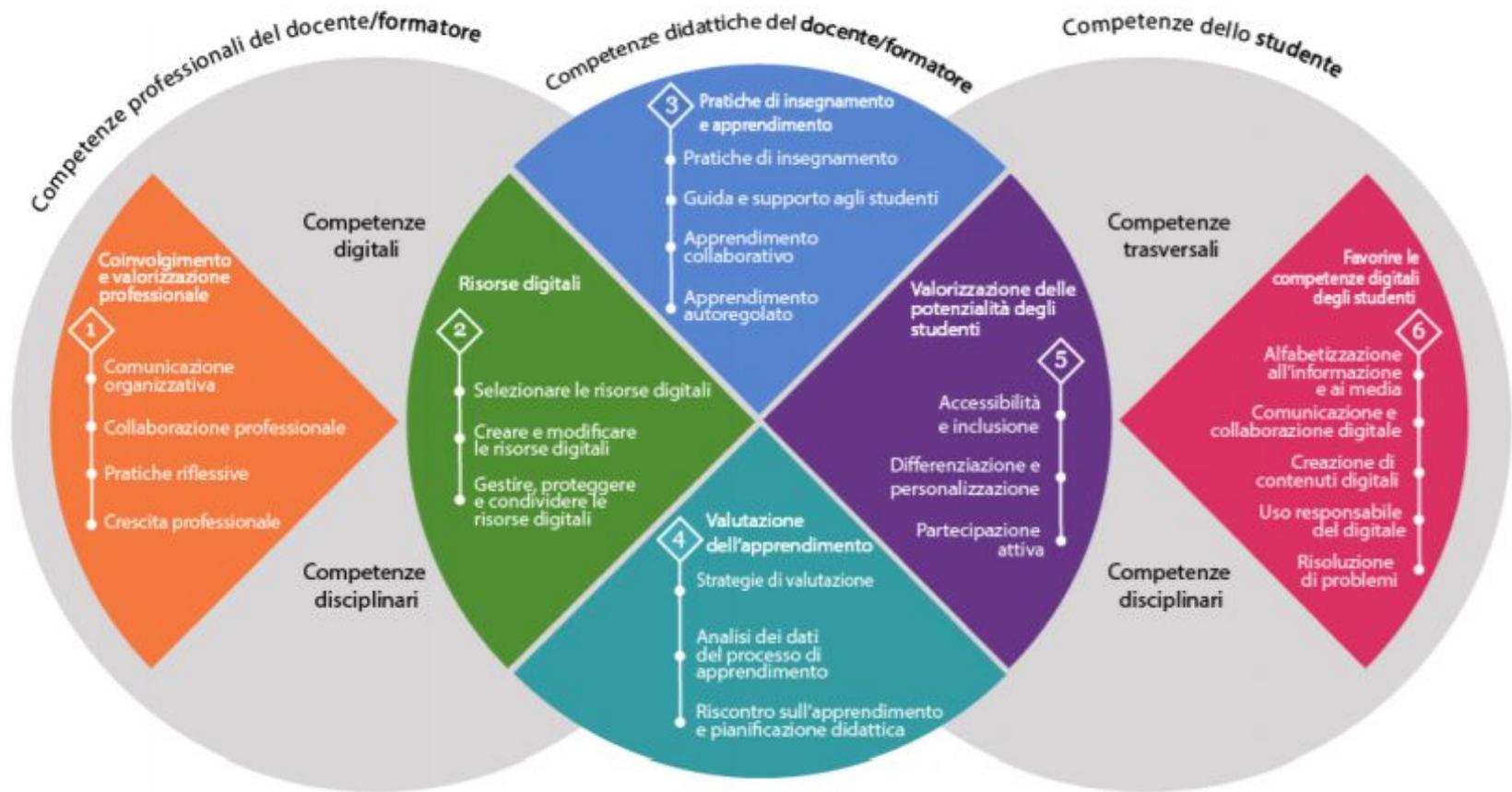
 sviluppare competenze digitali

Il quadro europeo per la competenza digitale degli educatori (**DigCompEdu**) descrive cosa significa per gli educatori essere digitalmente competenti.

<https://ec.europa.eu/jrc/en/digcompedu/supporting-materials>

L'attenzione non è sulle abilità tecniche ma su **come le tecnologie digitali possono essere utilizzate per migliorare e innovare insegnamento e apprendimento**

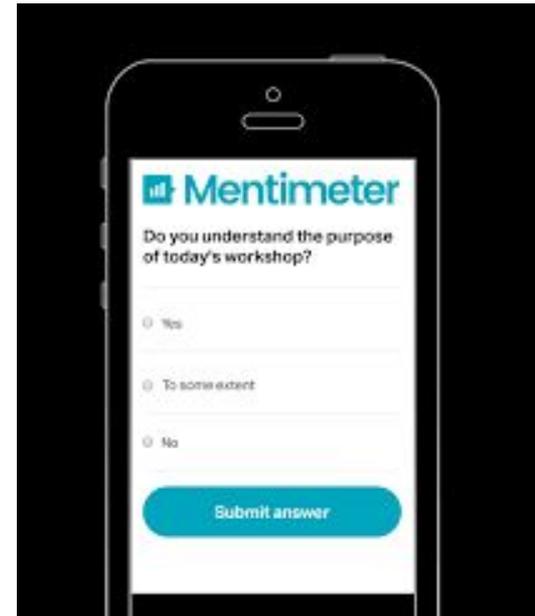
TEACHERS DIGITAL COMPETENCES - DIGCOMPEDU



Mentimeter

E' un sistema cloud based per creare sondaggi online e che consente dunque di esprimere il proprio giudizio votando in tempo reale i temi di interesse trattati, attraverso cellulari, tablet o computer.

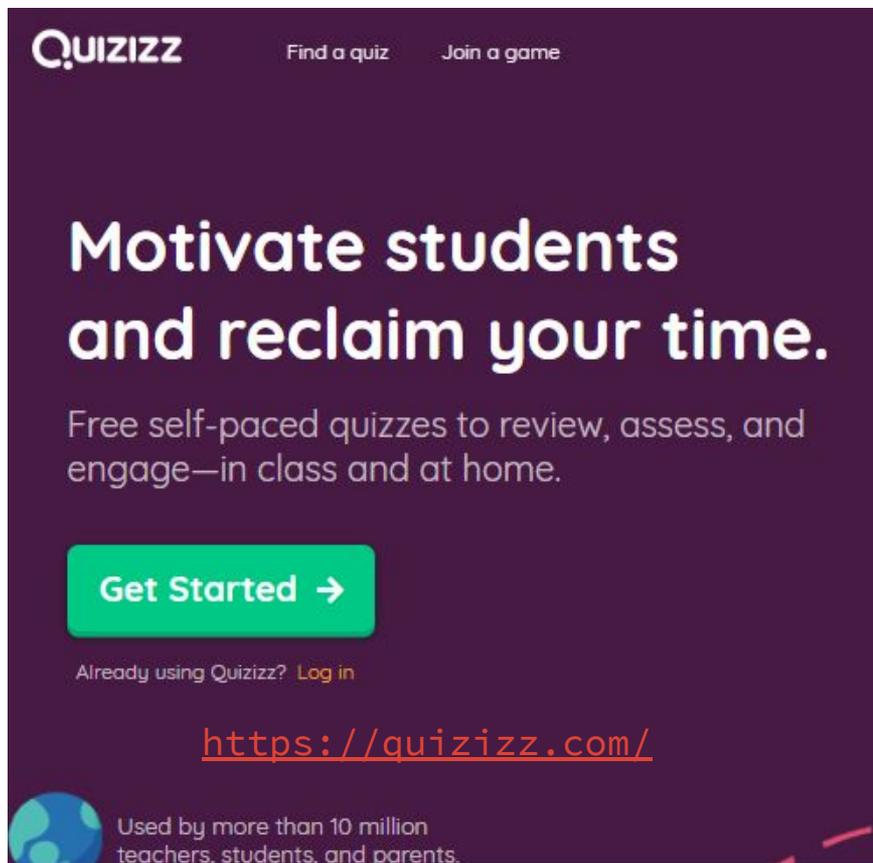
Per creare un sondaggio occorre registrarsi su www.mentimeter.com, mentre per votare basta andare su www.menti.com .



Creative Teaching with ICT

- ***KAHOOT***
- ***QUIZIZZ***
- ***SOCRATIVE***
- **MENTIMETER**
- **FLIPPING BOOK**
- **BOOK CREATOR**
- **CROSSWORDS**
- **DOODLE**
- **SOCRATIVE**
- **KAHOOT**
- **AUTOCOLLAGE**
- **WORD ART**
- **PHOTO STORY**
- **EMAGE**
- **GENIALLY**
- **SCRATCH**
- **PLICKERS**
- **PREZI**
- **POPPLET**
- **VOCAROO**
- **PINTEREST**
- **ACTIVE INSPIRE**
- **EDMODO**
- **EDPUZZLE**
- **STORYBIRD**
- **SLIDESHARE**
- **WEVIDEO**
- **LEARNINGAPPS.ORG**
- **DUOLINGO**
- **THINGLINK**

QUIZIZZ

The image shows a dark purple banner for Quizizz. At the top left is the Quizizz logo. To its right are the links "Find a quiz" and "Join a game". The main text reads "Motivate students and reclaim your time." followed by "Free self-paced quizzes to review, assess, and engage—in class and at home." Below this is a green button with "Get Started →". Underneath the button is the text "Already using Quizizz? Log in". At the bottom left is a globe icon and the text "Used by more than 10 million teachers, students, and parents." The URL "https://quizizz.com/" is centered at the bottom.

QUIZIZZ Find a quiz Join a game

Motivate students and reclaim your time.

Free self-paced quizzes to review, assess, and engage—in class and at home.

[Get Started →](#)

Already using Quizizz? [Log in](#)

<https://quizizz.com/>

Used by more than 10 million teachers, students, and parents.

- ACCENDERE IL CELL
- COLLEGARSI AL SITO QUIZIZZ.COM
- JOIN
- ENTER CODE ...
- PLAY AND ENJOY!!!!

ATTIVITA' CLIL 3I E 3L LINGUISTICO

1. MODALITA' FLIPPED

Circonferenza nel piano Euclideo

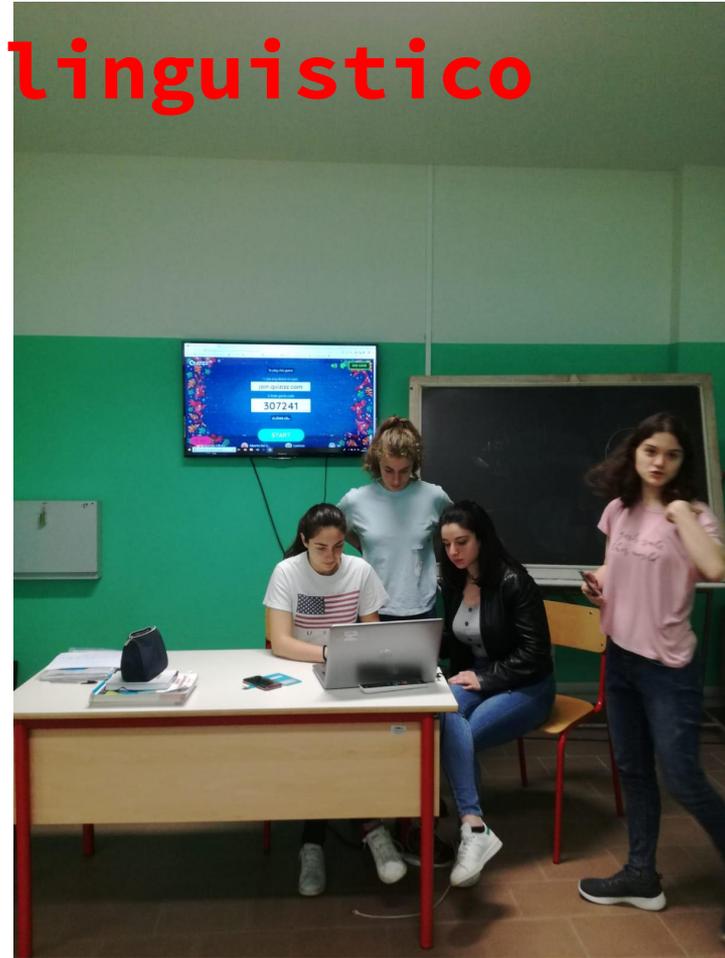
2. A GRUPPI i ragazzi hanno creato un questionario con **QUIZZI** lavorando un po' in classe e un po' a casa

3. PRESENTAZIONE IN CLASSE del lavoro svolto e somministrazione del questionario ai compagni

4. IN LINGUA INGLESE alla presenza del prof. di inglese

5. VALUTAZIONE orale del lavoro svolto

3I Linguistico





Future Classroom Lab



Materiali a disposizione

Chiavi cromatiche

Videocamere ad alta definizione

Camere digitali

Fotocamera a fogli mobili

Software di editing video

Apparecchiature di registrazione

Podcast

Registratori di dati

Robots

Microscopi

Laboratori online

3D models

Dispositivi mobili: laptop, netbook,
tablet, smartphones

Materiali didattici in formato
digitale



Escola Secundària “Dom Manuel Martins” di Setùbal

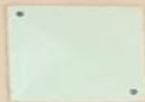


“Sala de Aula do Futuro” di Setùbal





wc
deficientes
12



wc
alunas
nº 13

“TELL ME AND I FORGET,
TEACH ME AND I MAY REMEMBER,
INVOLVE ME AND I LEARN.”

~ BENJAMIN FRANKLIN

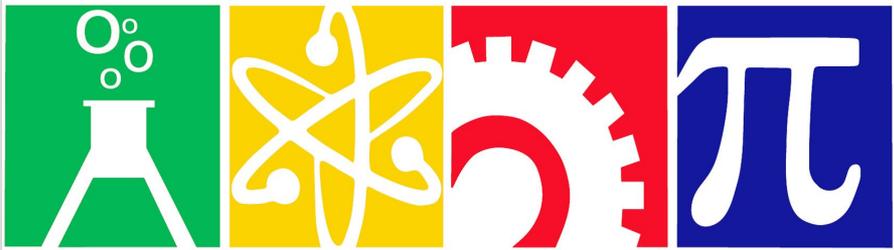


“...Learning activities should be flexible enough to permit free play for individuality of experience and yet firm enough to give direction towards continuous development.”

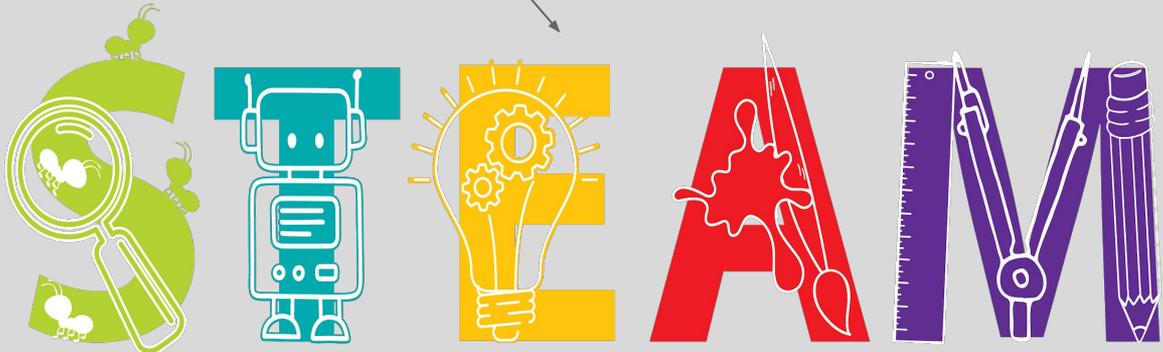
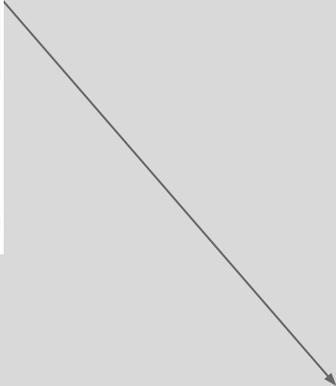
(J. Dewey)

“Educators can no longer stress passive reception of information through memorization and recall, but need rather to foster skills in information gathering, evaluating, source quality, collaborating, problem-solving and knowledge creation...”

(J. Dewey)



STEM Science, Technology,
Engineering, Mathematics

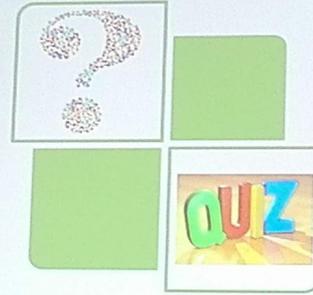
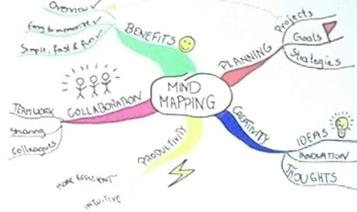


Science • Technology • Engineering • Arts • Mathematics



Mind Mapping

- Brings out ideas or principles on a topic.
- Simple, graphic representation or illustration of key concepts.
- It can be displayed and/or posted.



Make-up Exam Questions

- Ask Sts. to create some or all quiz or exam questions (ind., pair, group work).
- It encourages Sts. to think more deeply about their learning.

Flipped classroom



Flexible Environment

Learning culture

Intentional Content

Professional Educator

A few strategies...

- Pose a question.
- Give Sts. time to think and write a short response.
- Turn to peer to compare responses.
- Have pairs share with the larger group.



Think



Pair



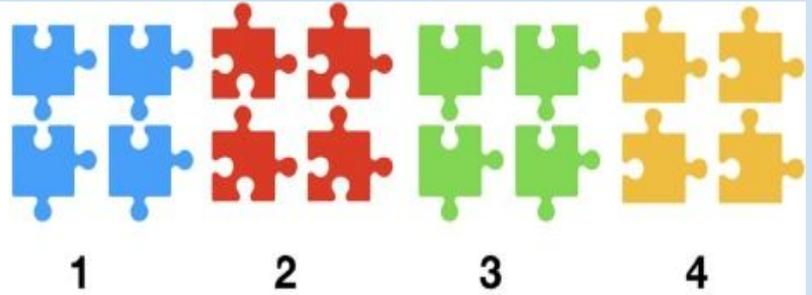
Share

Jigsaw

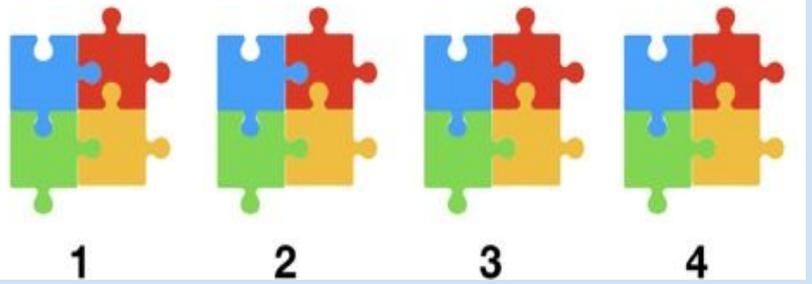
- Each member of a group is asked to complete part of an assignment, or collect some piece of information.
- In the end, all the members of the group join together to form a finished product.



Expert Groups



Home Groups

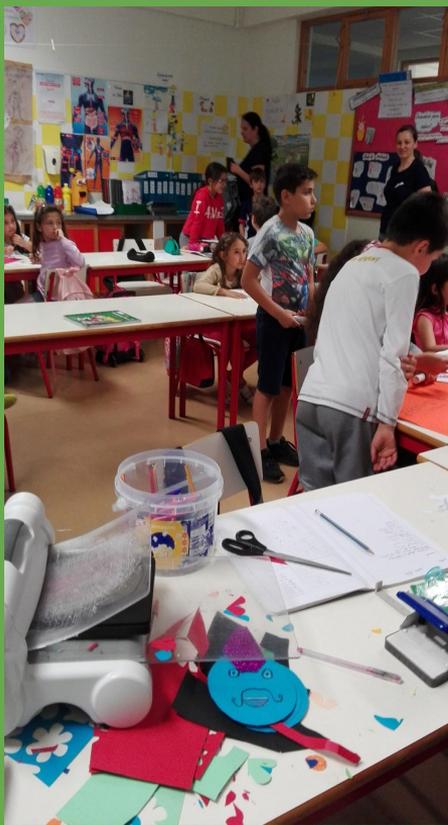


What is collaborative writing?

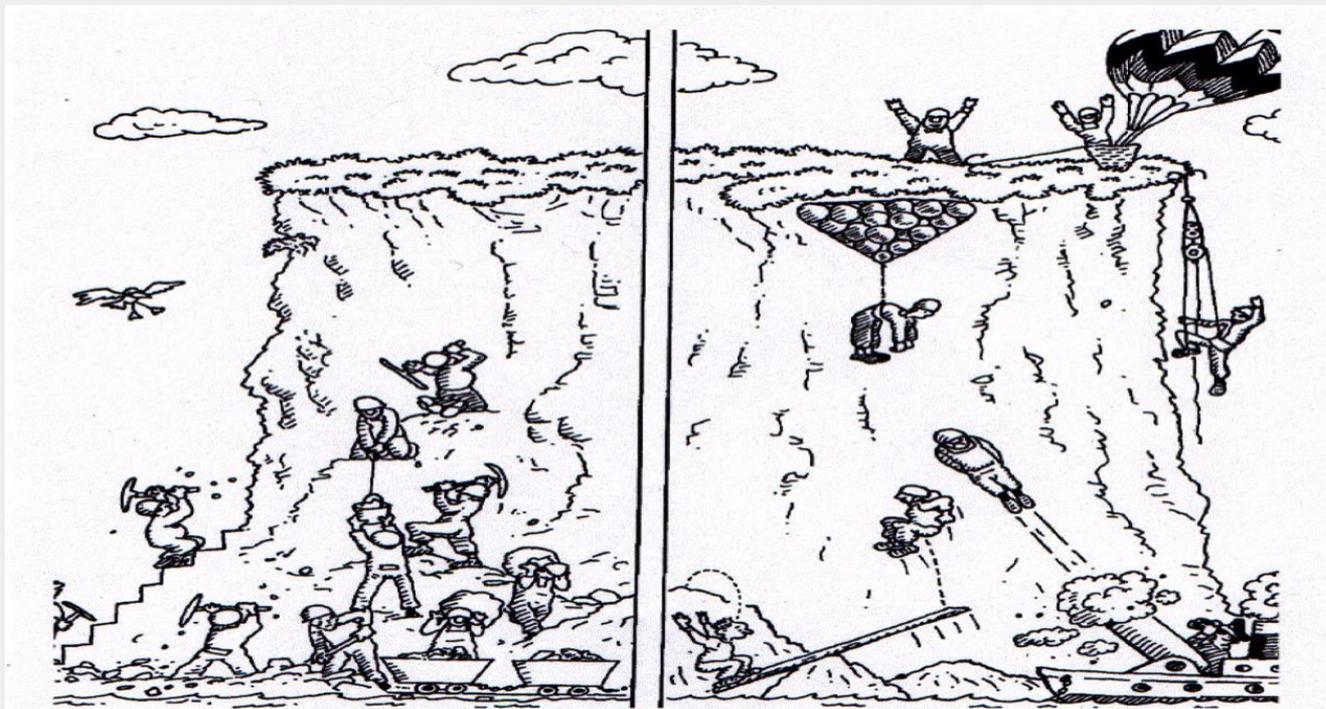


'an inventive process and reflexive relationship through which two or more writers synthesize their individual perspectives to create a new, shared voice through which to compose texts ... three basic qualities ... reflexive dialogue ... invention – [creation of texts to explore ideas] ... continuity ...' (Duffy and Pell, 2013: 251)

“Escola de Boa Água” a Quinta do Conde



COSA SI INTENDE PER INNOVAZIONE?



“qualcosa di nuovo”

“un nuovo metodo o dispositivo”

ACTIVE LEARNING

What I hear, I forget

What I see, I remember

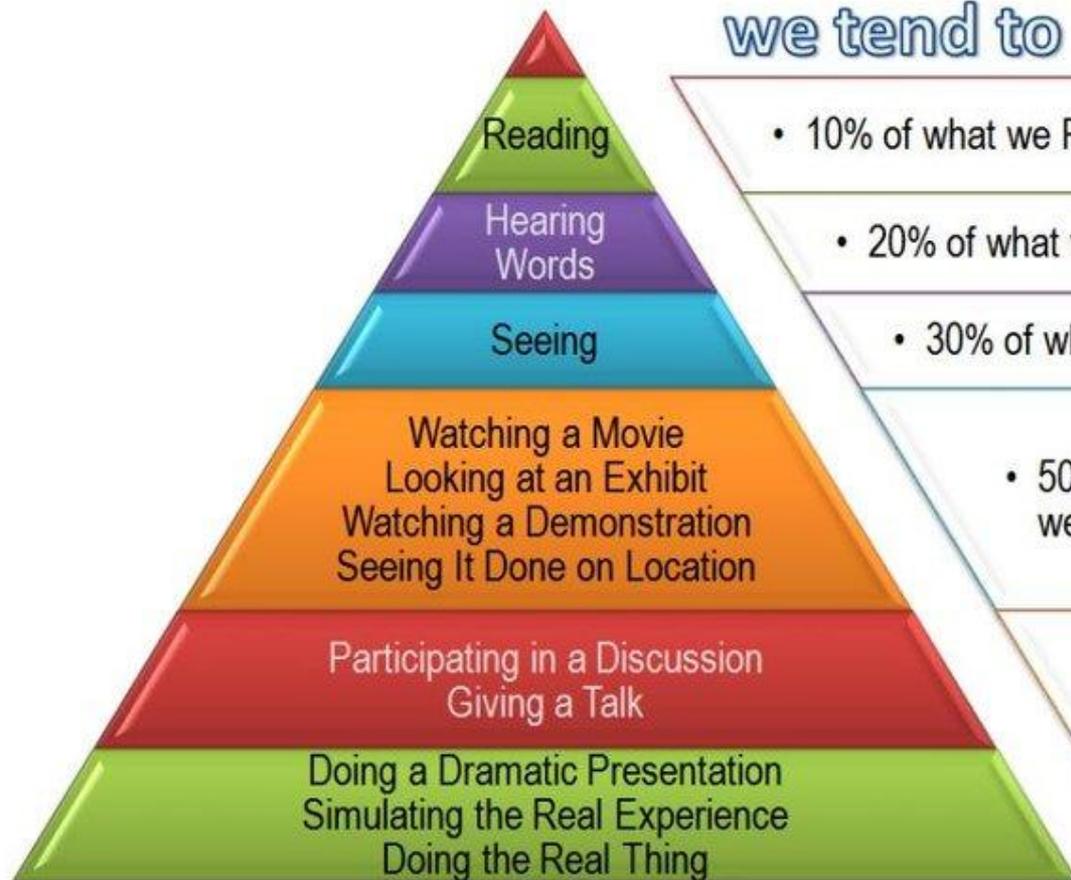
What I do, I understand



Innovazione nella didattica significa veicolare i contenuti in modi nuovi, usando la tecnologia per coinvolgere gli alunni e renderli attivi nel loro processo di apprendimento.

Ogni volta che facciamo una scelta, impariamo qualcosa.

After 2 weeks, we tend to remember



- 10% of what we READ

- 20% of what we HEAR

- 30% of what we SEE

- 50% of what we SEE & HEAR

- 70% of what we SAY

- 90% of what we SAY & DO

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Tecnologia come strumento per



Don't make the mistake of adding technology and changing nothing else.

La tecnologia da sola non accresce l'apprendimento ma ci offre strumenti per creare un *ambiente di apprendimento* nel quale l'alunno abbia un ruolo attivo e possa sviluppare le competenze del XXI secolo.

WHAT ARE 21ST CENTURY SKILLS? THESE 4 C's:

C

COMMUNICATION

Sharing thoughts, questions, ideas & solutions

C

COLLABORATION

Working together to reach a goal. Putting talent, expertise, and smarts to work

C

CRITICAL THINKING

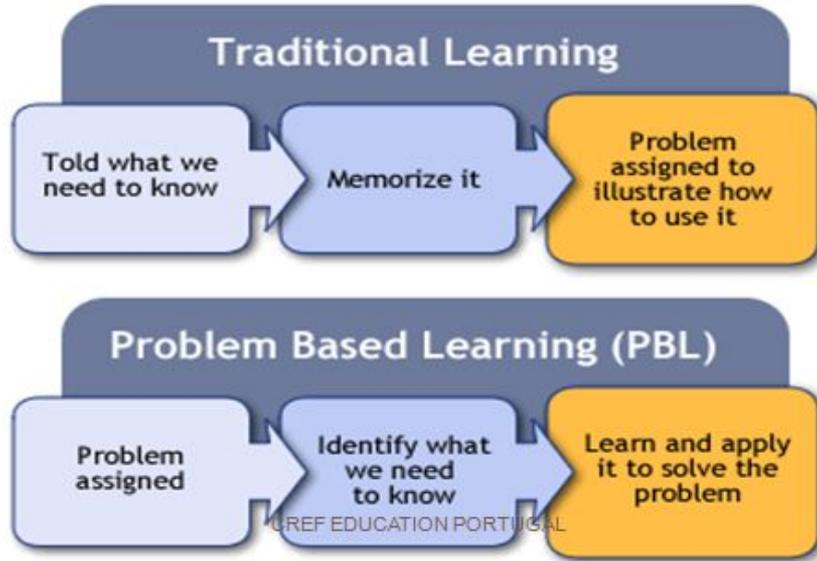
Looking at problems in a new way and linking learning across subjects & disciplines

C

CREATIVITY

Trying new approaches to get things done equals innovation & invention

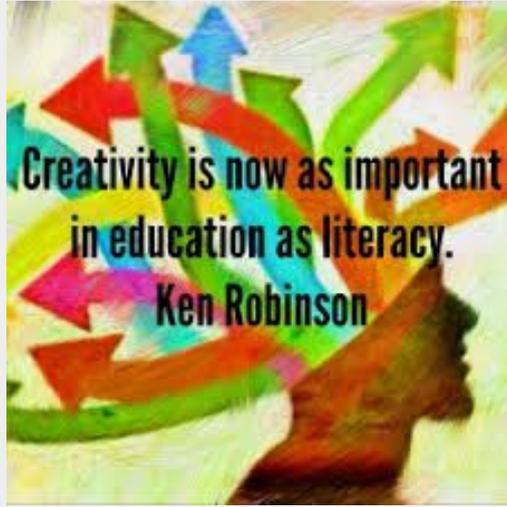
Innovative Methods of Teaching



PROBLEM BASED LEARNING

Il punto di partenza è un quesito da risolvere

- Si attivano la capacità di autoapprendimento, di collegare informazioni e conoscenze per svilupparne di nuove.
- Si deve pensare criticamente ed analiticamente.
- Si devono cercare soluzioni.
- Si usano varie risorse per l'apprendimento.

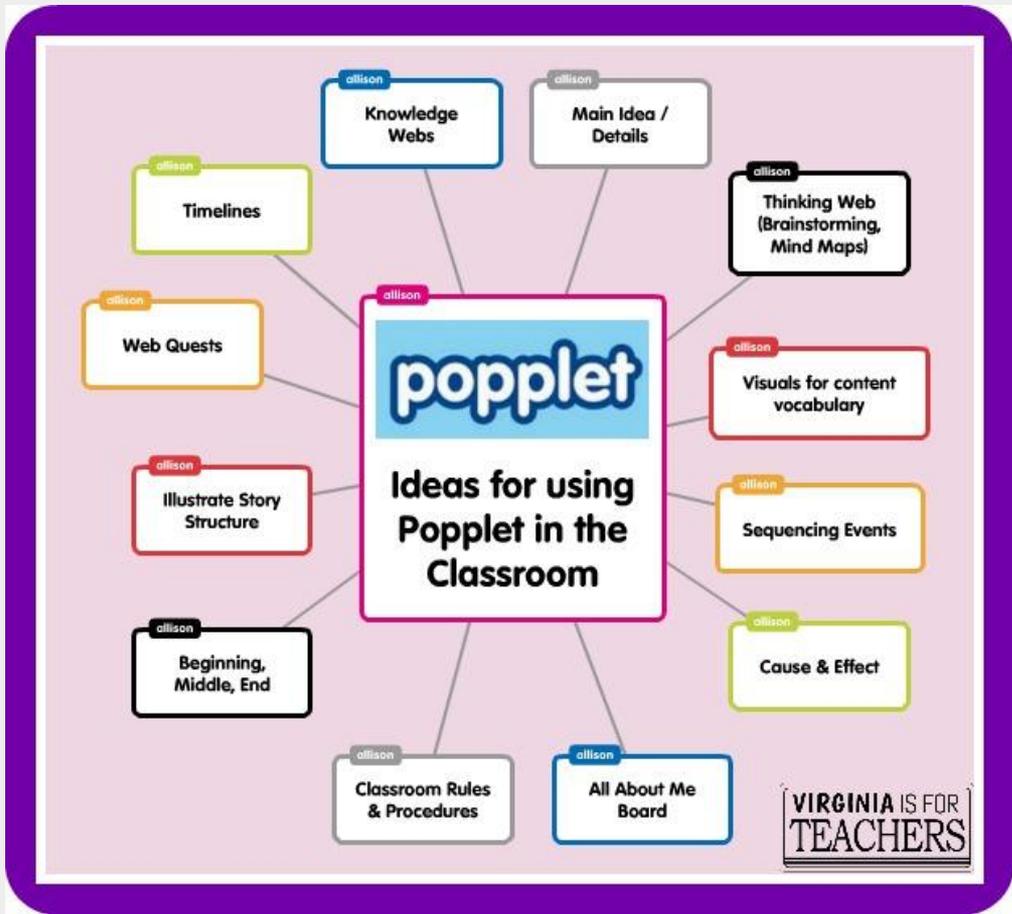


CREATIVITA'

Creativity is combining things in a different way so that when you look at them you see something else.

**Create ah-ha
moments**





thinglink..

Touch the future of images

I think I love you

Blabberize:

An online tool that helps you easily create TALKING pictures!

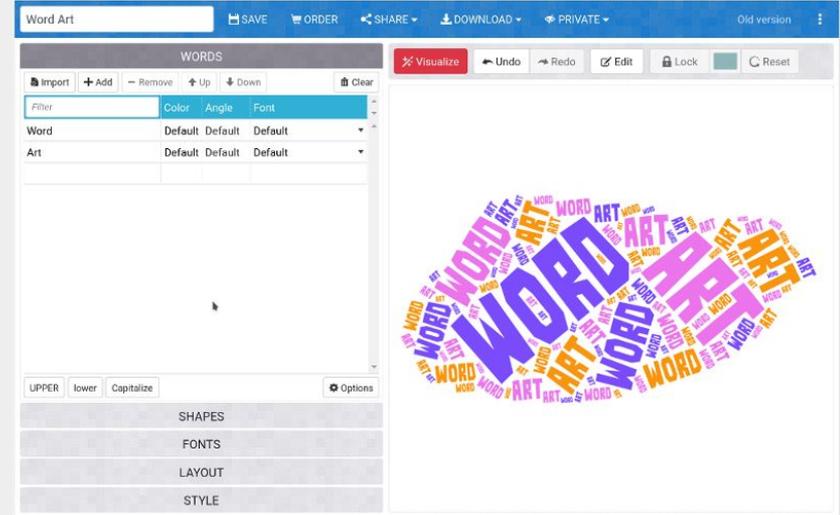
Technology Integration for your Upper Elementary Classroom.

teaching tools PRACTICAL



Alcune idee:

- far scrivere all'alunno cosa pensa o cosa sa di un argomento;
- fagli creare un WordArt con le parole chiave di un argomento per poi esporlo;
- mettere parole di una poesia o di una canzone e chiedere all'alunno di scrivere delle frasi usandole;
- far creare a gruppi una nube con parole derivanti per associazione da una parola data e dare poi la nube ad un gruppo diverso affinché crei una storia.



Class Tools
Create fun games, quizzes, activities and diagrams in seconds!
Host them on your own blog, website or intranet!
No signup, no passwords, no charge!

Origins of the Cold War
Origins of the Cold War

facebook
Share & like photos, videos, and more!

PAC-MAN
Transform your test questions into an arcade game!
Share the link with your students!
Embed it on your website, blog, or wiki!
View Sample Game
Create New Game

QR Treasure Hunt Generator
QR Treasure Hunt Generator

SMS Generator!
Use the icons below to create a chat between two historical or fictional characters.
You can save your work for future changes. You can drag and drop, edit and delete entries by hovering over them.
After saving, you will also be able to get a QR Code or embed the

RCODE MONKEY
QR CODES WITH LOGO, COLOR AND MORE ...

LearningApps.org

Rechercher des applis | Parcourir les applis | Créer une appli | Se connecter

have an idea → pick a template → fill in content → save your App → share it



The best teachers are
those who show you
where to look, but
don't tell you
what to see.

Alexandra K. Trenfor



A meme featuring three yellow Minions from the movie 'Despicable Me'. They are smiling broadly and waving their hands. The background is dark and slightly out of focus, showing other Minions. The text 'THANKS' is overlaid in large, white, bold letters with a black outline at the top, and 'FOR YOUR ATTENTION' is overlaid at the bottom in the same style.

THANKS

FOR YOUR ATTENTION



BACKSTAGE



