

# INNOVATIVE APPROACHES TO TEACHING



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**INOVATIVNI PRISTUPI  
NASTAVI**



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**FLIXBUS**



Prague 16.08. – 20.08.2021.

# U pet dana 11 modula...

Modul 01 - Teorijski modul - Vještine 21. stoljeća

Modul 02 - Kritičko i kreativno razmišljanje, kako se ono može razviti?

Modul 03 - Učenje na temelju upita, Učenje zasnovano na zadacima

**Modul 04 – Igrifikacija, učenje bazirano na igri**

Modul 05 - Korištenje online aplikacija u učionici

Modul 06 - Mješovito učenje - Preokrenuta učionica

Modul 07 - Prilagođavanje nastavnih materijala potrebama različitih razreda

Modul 08 - Metakognicija - podučavanje učenika učenju

Modul 09 - ICT kao alat za razvoj kreativnosti i kritičkog mišljenja - Digitalno pripovijedanje

Modul 10 - Suvremeni trendovi u formativnoj procjeni

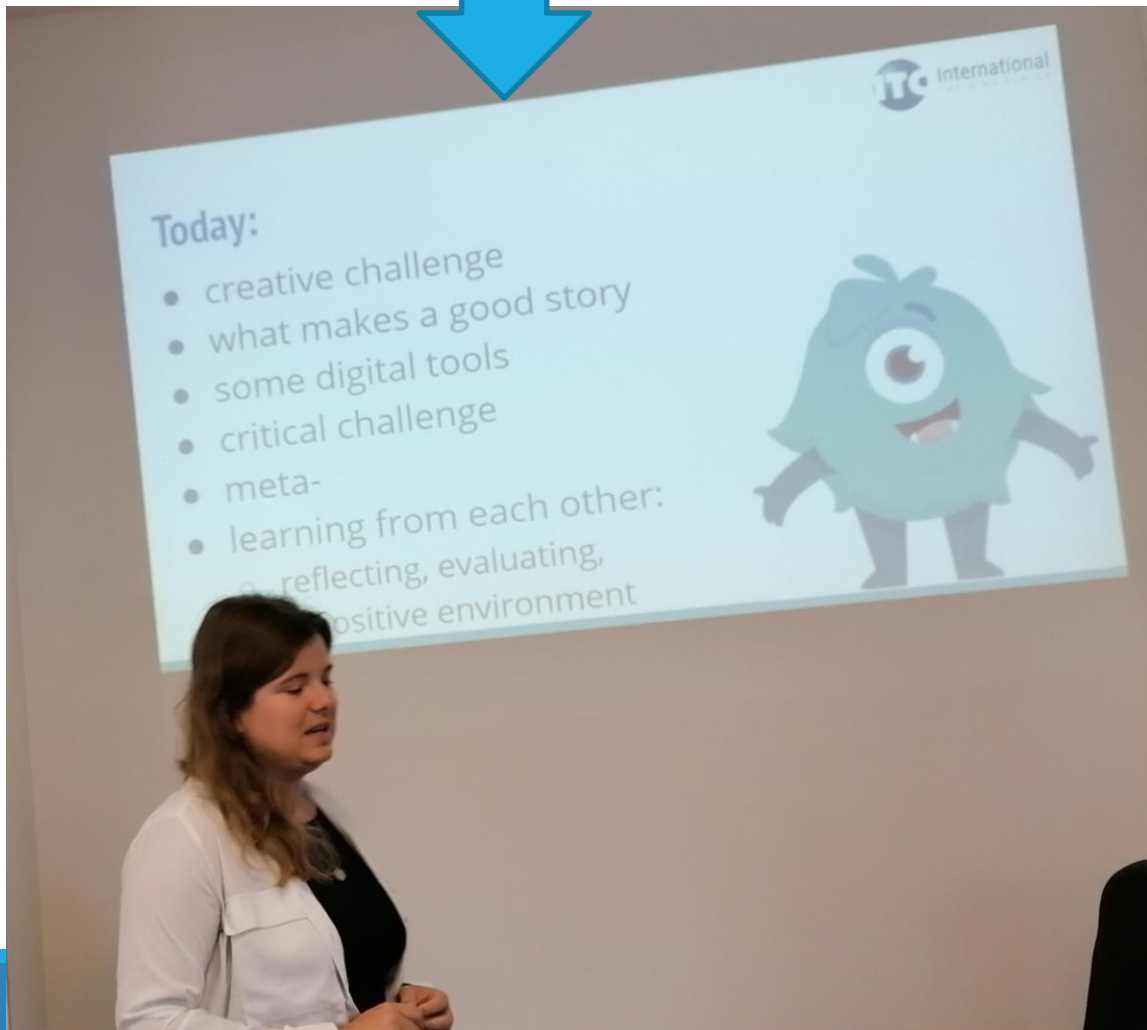
Modul 11 - Vršnjačka edukacija

**....kako je to bilo u stvarnosti?**

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**PREDAVANJA=teorija+praktični zadaci za polaznike**



**GRUPNI RAD, RAD U PARU**



What are

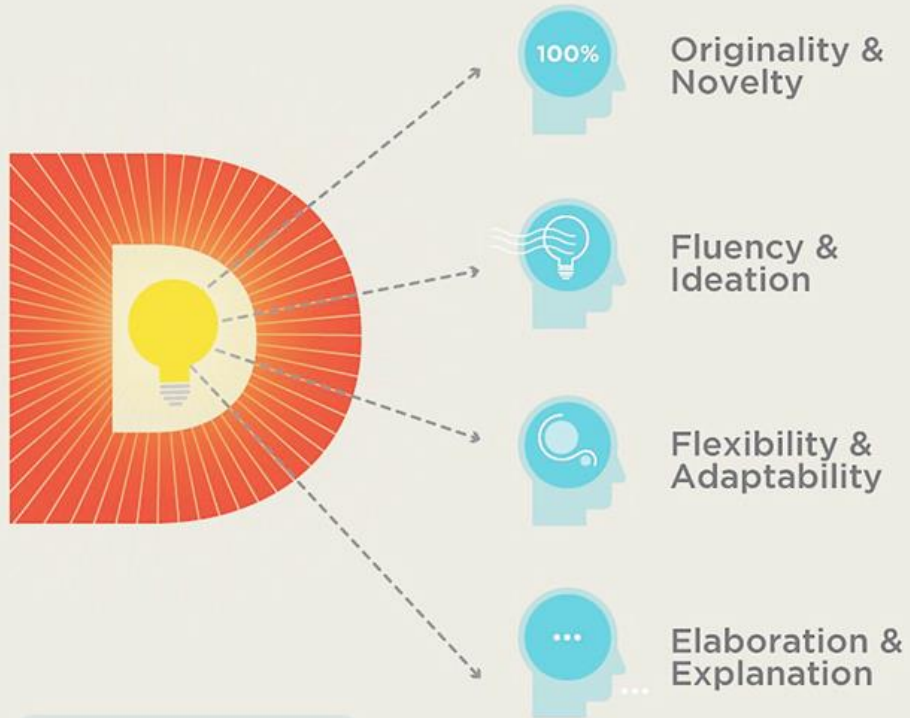
# Divergent Thinking & Convergent Thinking

The ability to generate creative ideas by exploring many possible solutions in an effort to find one that works. It starts from a common point and moves outward in diverging directions to involve a variety of aspects or perspectives.

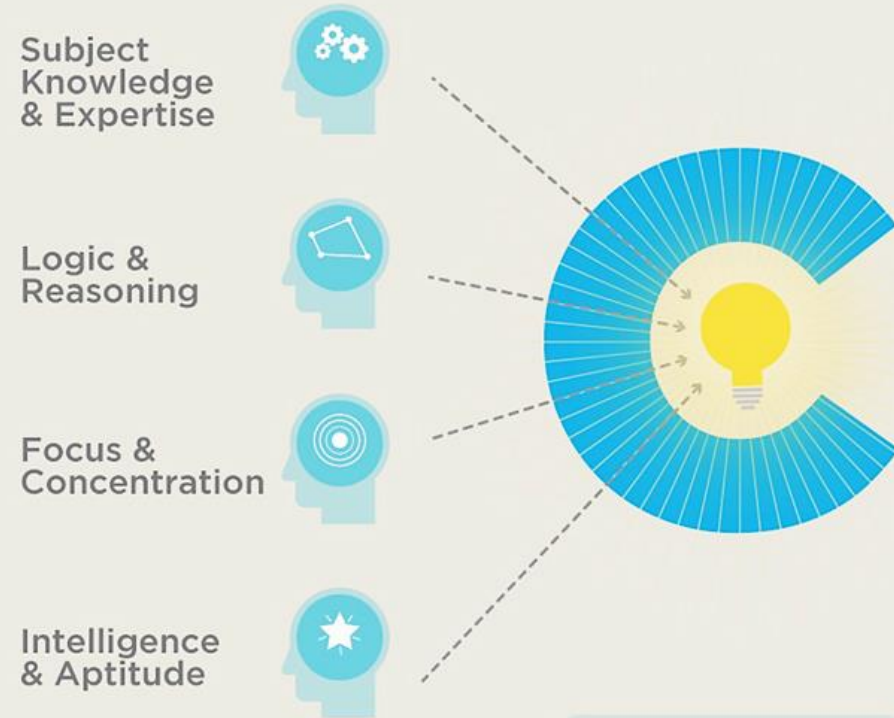
The ability to put a number of different pieces or perspectives of a topic together in some organized, logical manner to find a single answer. It involves focusing on a finite number of solutions rather than proposing multiple solutions.

## How do you measure them?

SparcIt



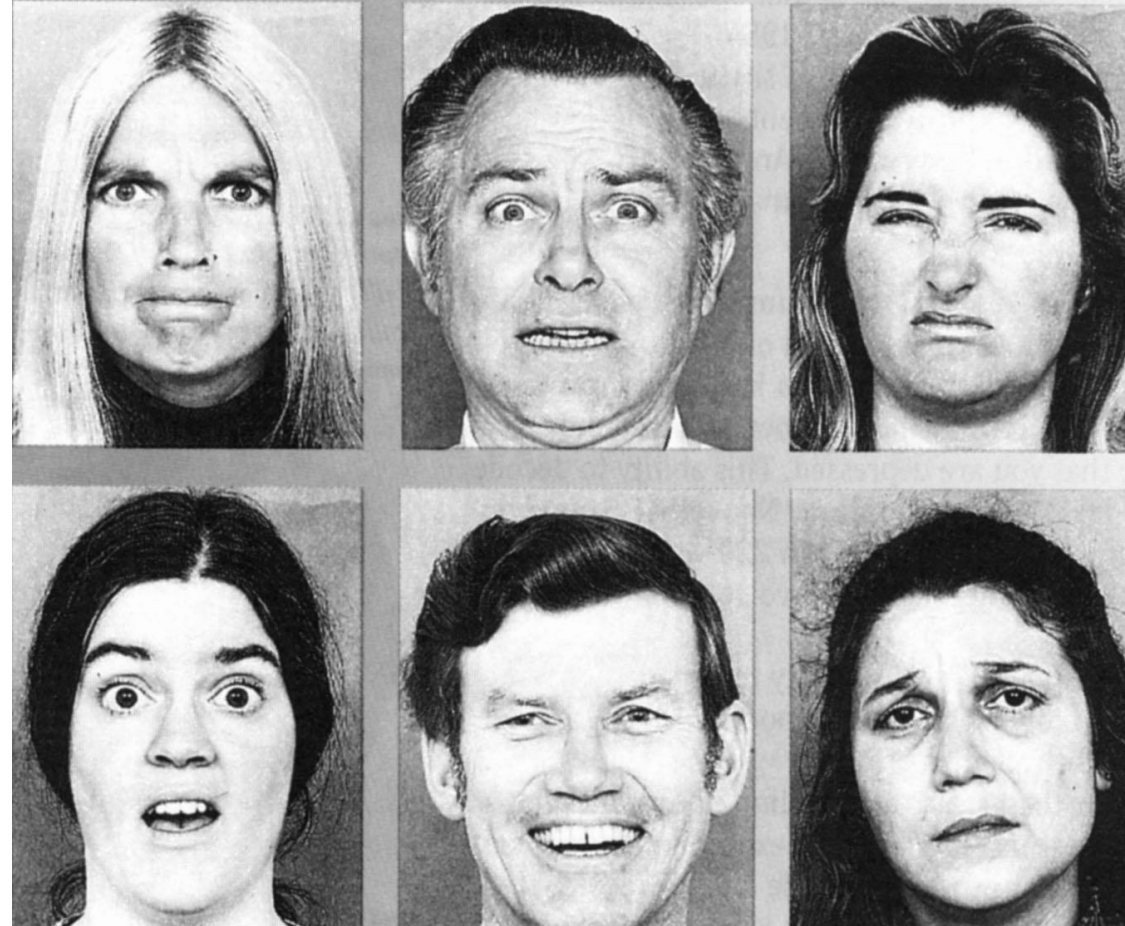
Example of divergent thinking assessment:  
**SparcIt's 4-Dimensional Creative-Thinking test**



Example of convergent thinking assessment:  
**Standard IQ tests**

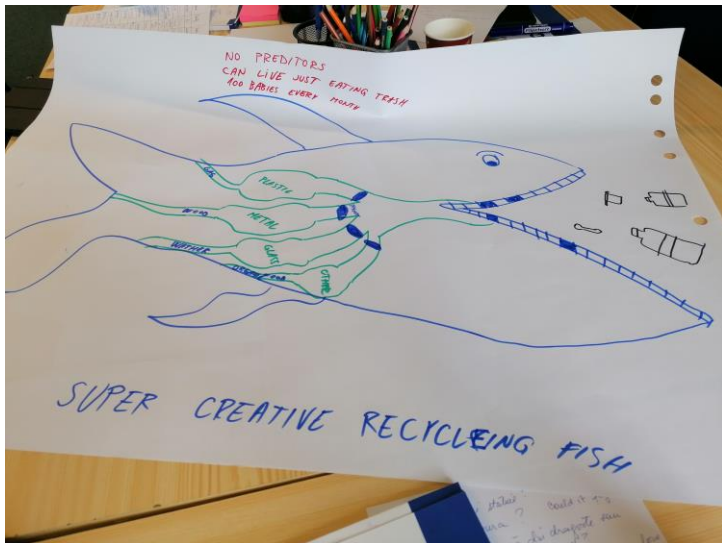
# KAKO EMOCIJE UTJEČU NA UČENJE?

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# KREATIVNOST U UČIONICI?

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Greedy



Sad



Hardworking



Brave



Passionate



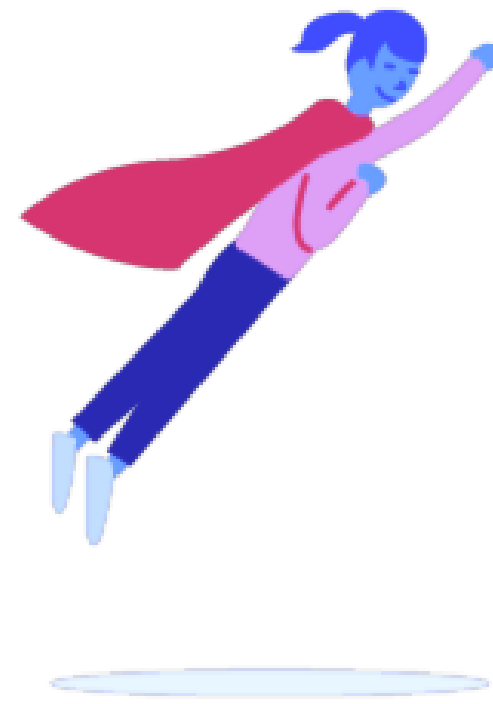
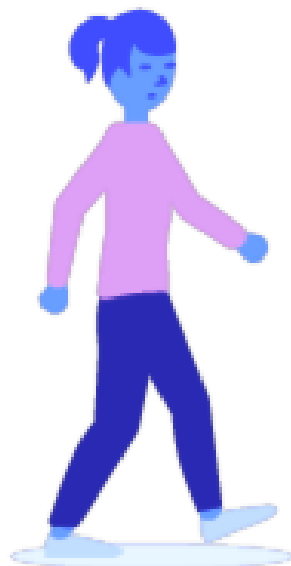
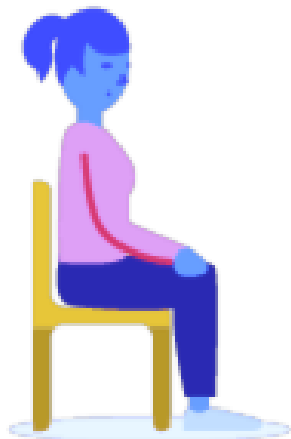
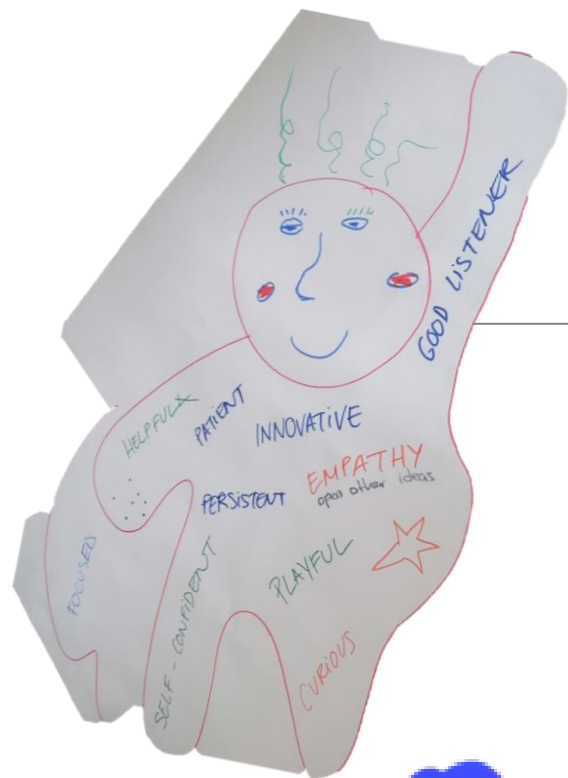
Creative





# KAKO MOTIVIRATI...

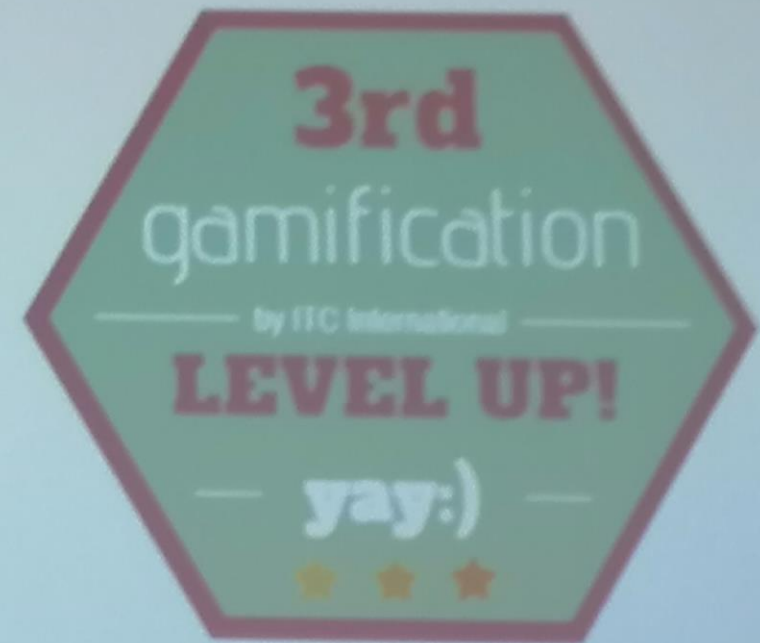
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# IGRIFIKACIJA

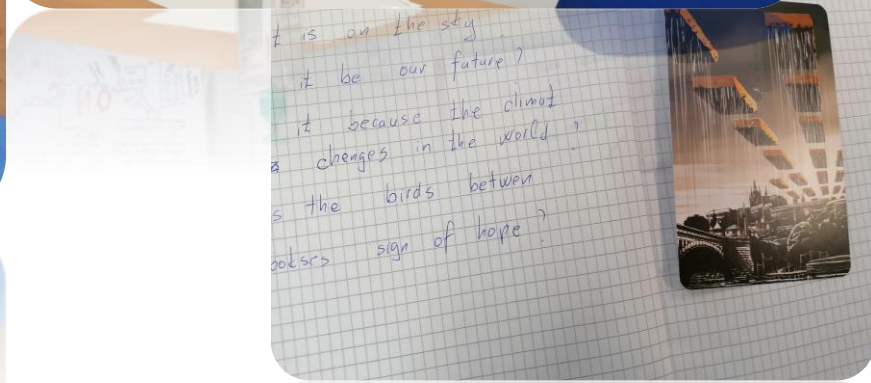
## Gamification

- using game principles in teaching process
- specific vocabulary:
  - points, xp, levels, badges, chapters, missions, achievements...
- doesn't have to be game



# IGRIFIKACIJA PRAKTIČNIH AKTIVNOSTI U SVRHU OSTVARENJA ISHODA

## -korištenje elemenata igre u nastavi



# Obrnuta učionica i ICT

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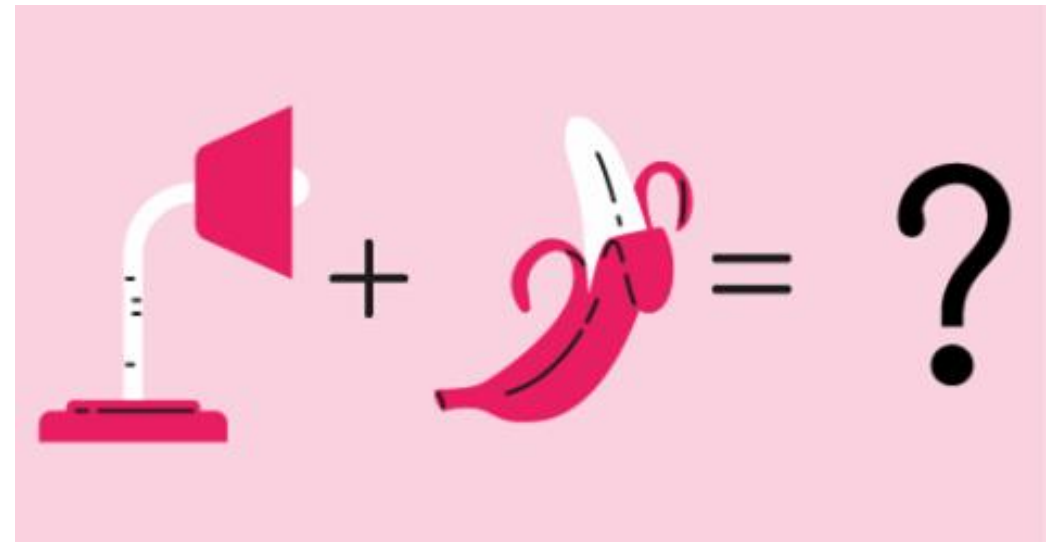


# Pitanja kao motivacija i pomoć u razvoju mišljenja

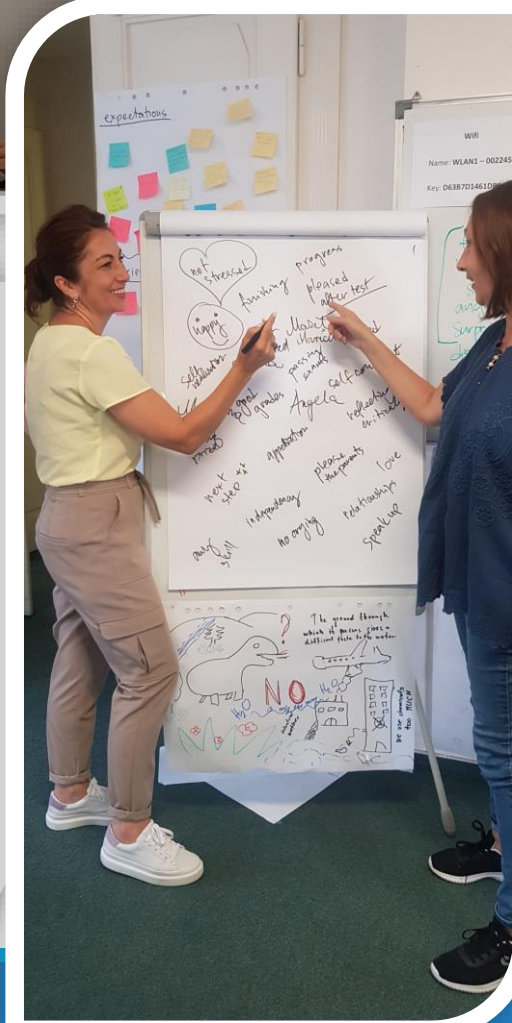
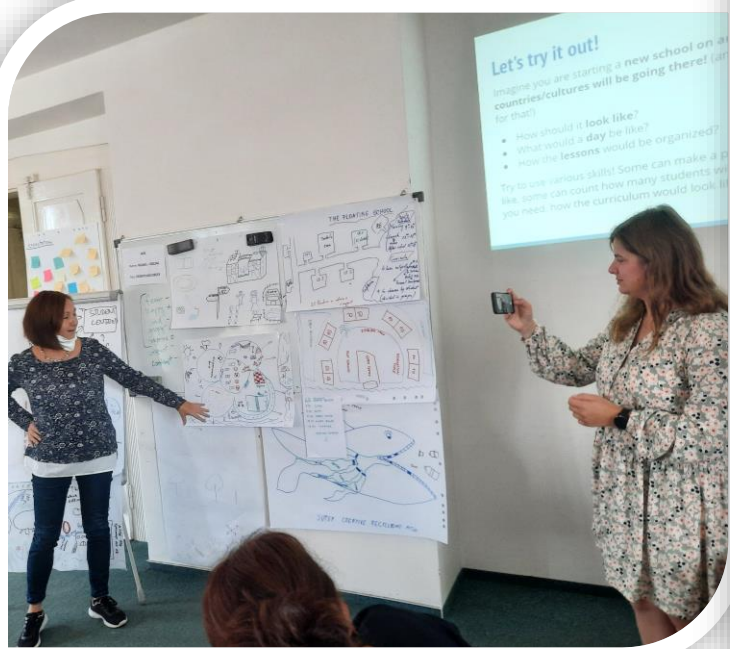
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Može li spajanje nespojivog potaknuti na kritičko mišljenje i u konačnici na učinkovito poučavanje?



# IZNOŠENJE REZULTATA RADA



# Nakon marljivog učenja slijedi nagrada

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FORMATIVNO I  
SUMATIVNO  
VREDNOVANJE





...a bilo je vremena i za obilazak grada



# PITANJA & ODGOVORI

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<https://forms.office.com/r/wD076Uz8J8>

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[bit.ly/UVPRAGMC](https://bit.ly/UVPRAGMC)

# I WOULD LOVE TO HEAR FROM YOU..

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