

Workshop

„Introduction to ICT-tool learningapps.org“

teacher: C. Kollinger

participants: 29 Greek students; 49 German students;
divided into four mixed group of up to
20 students from Greece and Germany;
two students at one computer;

date: 07.02.2020

room: computer lab

time: 09.45 am - 10.30 am
10.30 am - 11.15 am
12.20 am - 13.05 am
13.15 am - 14.00 am

This workshop focuses on following competences and skills

Competence	skills
Communication in foreign languages	<ol style="list-style-type: none">1. Ability to understand and interpret<ol style="list-style-type: none">a) concepts (manual/ instructions) in oral form, presented by the teacher.b) concepts and facts in written form, especially the English working environment of the ICT-tool.2. Ability to use a foreign language (English, German, Greek) in a new environment and form of expression (simple phrases, words, expressions, commands).
Digital competence	<ol style="list-style-type: none">1. Ability to understand<ol style="list-style-type: none">a) how the tool supports learning and creativity.b) the principles and functions of this ICT-tool.2. Ability to collaborate with others in a common interest to improve their language and intercultural learning process.3. Ability to access and use the tool, to create and store digital content and share it with other students.

resources/literatur

- <https://learningapps.org/home.php>
- <https://learningapps.org/tutorial.php>
- Key competences for lifelong learning, 2019.

LESSON PLAN

No.	teacher activity	students activity and/or possible answers
1	welcome (5 min) - introduction to the topic, distributing access-data required for using the ICT-tool	- listen, log in to the computers, log in to the ICT-tools
2	raising interest (10 min) „Try out different learning apps to get to know the possibilities of the tool.“ Additum: Comparing observations/ discussing the different types	- play with different types of learning apps; discover ways, in which the tool can support the learning;
3	instructions (5 min) - teacher demonstrates the process of creating an easy matching pairs exercise (create /title /instructions/ word pairs/ options/ try out/ saving) alternative: Youtube video for instructions or written manual/tutorial	- learn by listing and watching process on whiteboard
4	creating (15 min) - teacher supports and answers individual questions	- learn by doing, i.e. creating their own learning apps in pairs of two students, save and share apps; - sign their apps by adding their names to the titles (i.e. exercise 1 - Marios & Arne)
5	reflection/discussion (10 min) - asks for impressions, difficulties and questions - „Try out the learning apps of your classmates and write down your observations/feedback.“ alternative: using a prepared feedback paper with criterias	- express their impressions on working with the tool, express difficulties or questions - play with apps, created by their classmates, giving individual feedback to producer groups