



Līdzfinansē
Eiropas Savienības
Erasmus+ programma

STIMULATING CREATIVITY AND INNOVATION

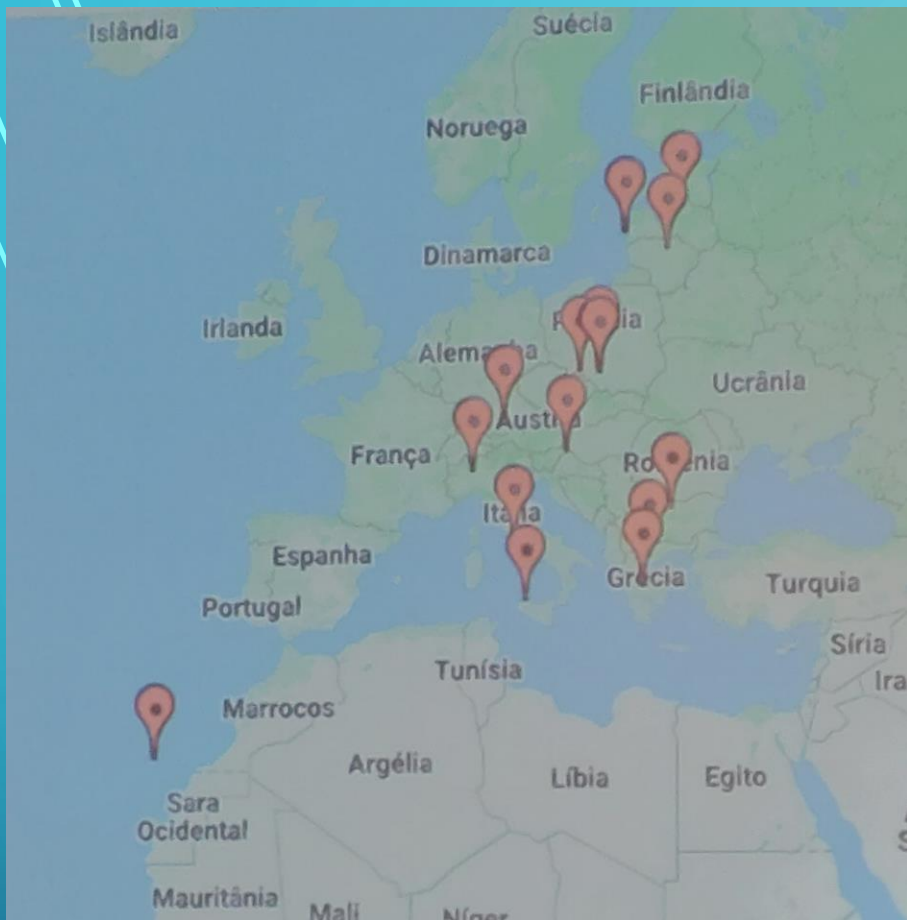
10.10.2022.-15.10.2022.

SESIMBRA, PORTUGĀLE

ILONA LIPSKA, SVETLANA MEŽA

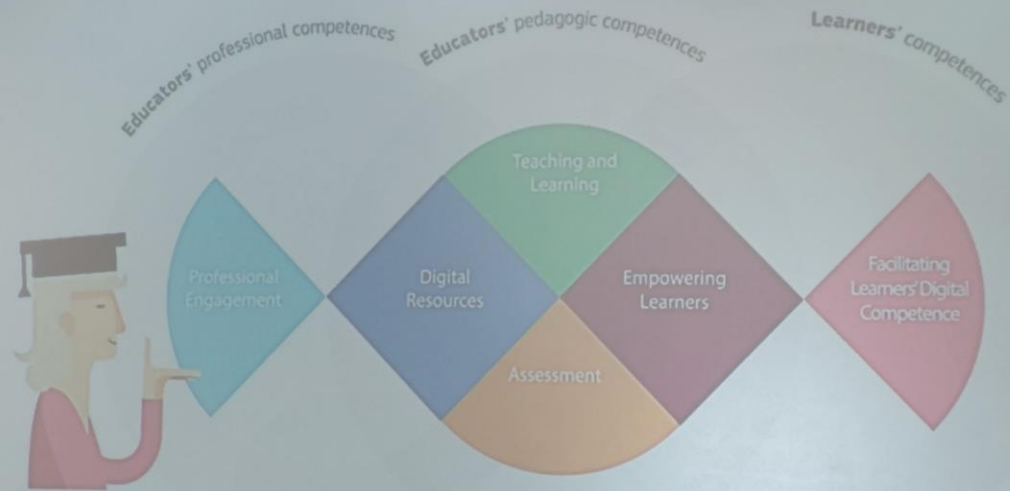






DIG.COMP.EDU

The European Framework for the Digital Competence of Educators (DigCompEdu) is a framework describing what it means for educators to be digitally competent.



DIGCOMPEDU PROFICIENCY LEVELS



https://joint-research-centre.ec.europa.eu/digital-competence-framework-educators-digcompedu/digcompedu-framework/digcompedu-proficiency-levels_en

SUCCESSFUL INTEGRATION OF TECHNOLOGY

Pedagogy

- student centered
- inquiry-based
- project-based
- problem-based
- ...

Technology

- Multimedia
- Interactive
- Collaborative
- Gamified
- Assessment
- ...

Content

- Subject specific
- National curriculum
- ...

USEFUL DIGITAL TOOLS

WORDART

Word cloud generator, with personalized shapes and colors

Mentimeter

Presentation tool that uses quizzes, polls and word clouds

Canva

Graphic-design tool to create posters, infographics, cartoons, etc.

voki

padlet

Kahoot!

Online game-based platform, based on interactive trivia quizzes

genially

Online tool to create interactive presentations, images, gamifications, etc.

popplet

Mind mapping and brainstorming diagrams online.

Blabberize

Prezi

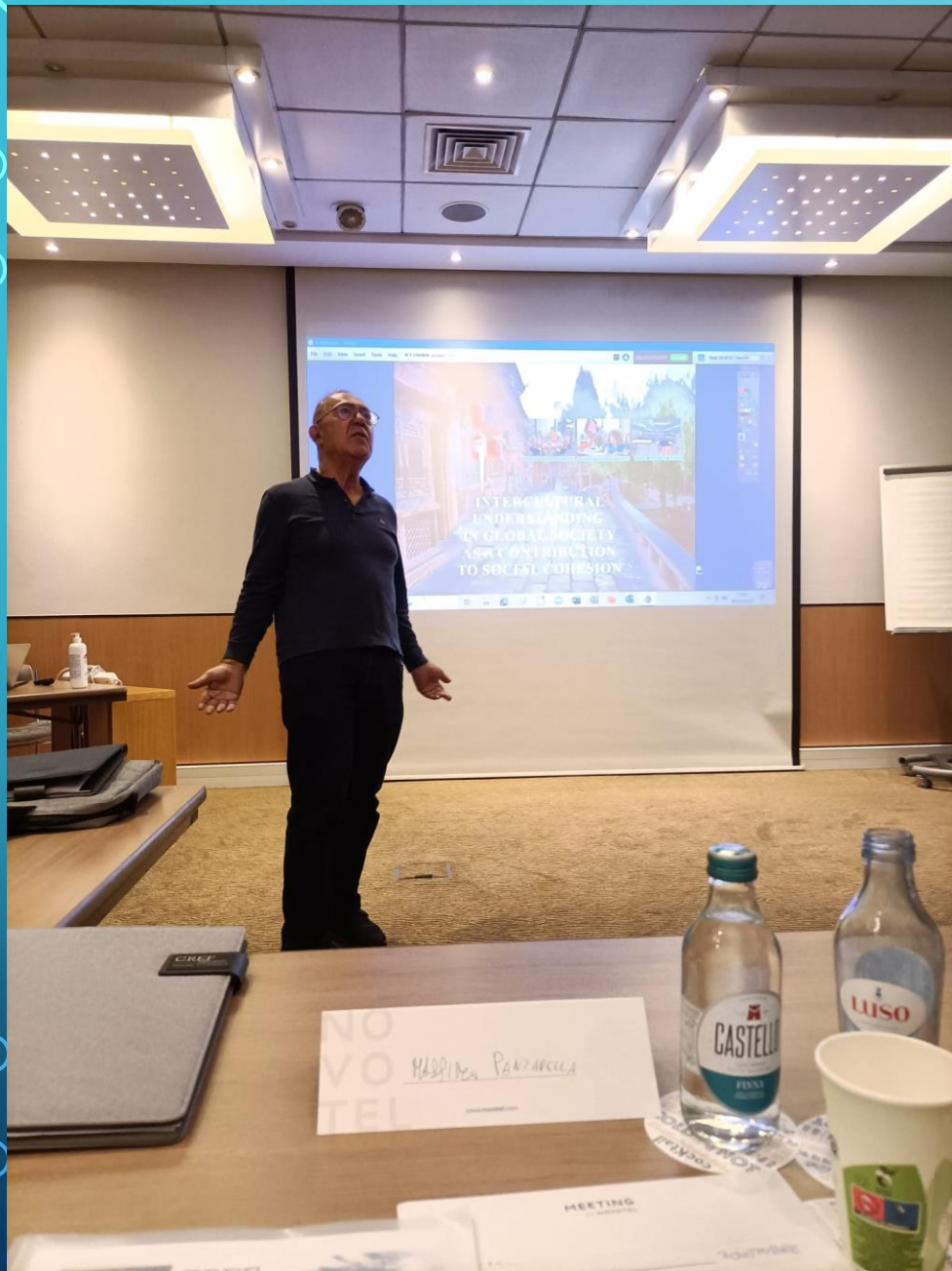
Blogger

Microsoft Teams

Google Classroom

OneDrive

Google Drive



Innovation

Innovative Teaching Methods

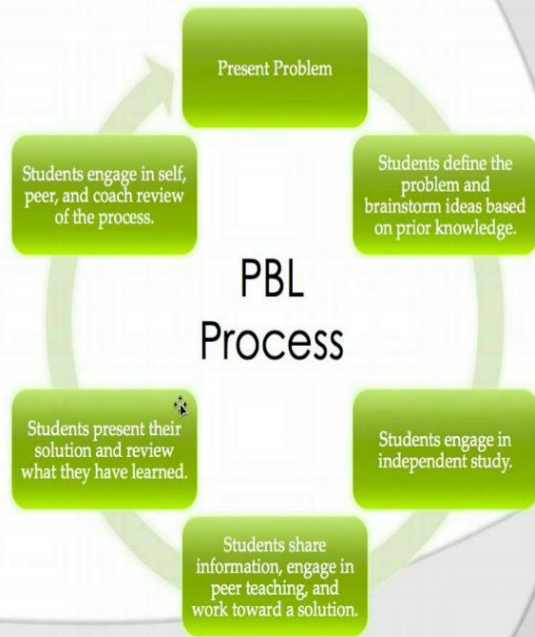
Between the pressure of keeping up with the school curriculum, meeting with parents and running daily classes, it can be hard to make time for creativity in the classroom. With such little time to spare, it can be easy to think – does it really make a difference?

The short answer is: creative classrooms don't just look different, they feel different. They provide an environment where students are more likely to express their ideas, think outside the box, challenge problems with innovative solutions and most importantly – learn faster and more effectively.

10 Skills for Modern Teachers



What is Problem Based Learning ?



ScreenCast-O-Matic.com

Creativity and innovation in the classroom

Kahoot!

Great TEACHERs...

Treat students with **respect** and a **caring attitude**

Present themselves in class as **"real people"**

Spend more time working with **small groups** throughout the day

Provide a **variety of opportunities** for students to apply and use knowledge and skills in different learning situations

Use **active, hands-on** student learning

Vary instructional practices and modes of teaching

Offer **real-world**, practical examples



Flipped Teaching



Teacher



Student



At Home



- Create video lecture
- Share with students

- Watch lecture
- Prepare questions for the teacher

At School



- Facilitate discussions
- Answer student questions

- Ask questions
- Participate in learning activities

FLIPPED LEARNING

AT HOME,
STUDENTS WORK
WITH
TECHNOLOGY
AT THEIR
OWN PACE

PREPARES
STUDENTS FOR
MORE COMPLEX
THINKING
AT SCHOOL



USING ONLINE
CONTENT
PROVIDED BY
THE TEACHER

THROUGH LABS
PROJECTS &
DISCUSSIONS
WITH PEERS &
TEACHER

© 2016 SCIENCE ISLAND

Advantages of Flipping

Promotes peer
interaction and
collaboration
skills

Makes
learning
central,
rather than
teaching

Fosters
independent
learning

Encourages
higher
student
engagement

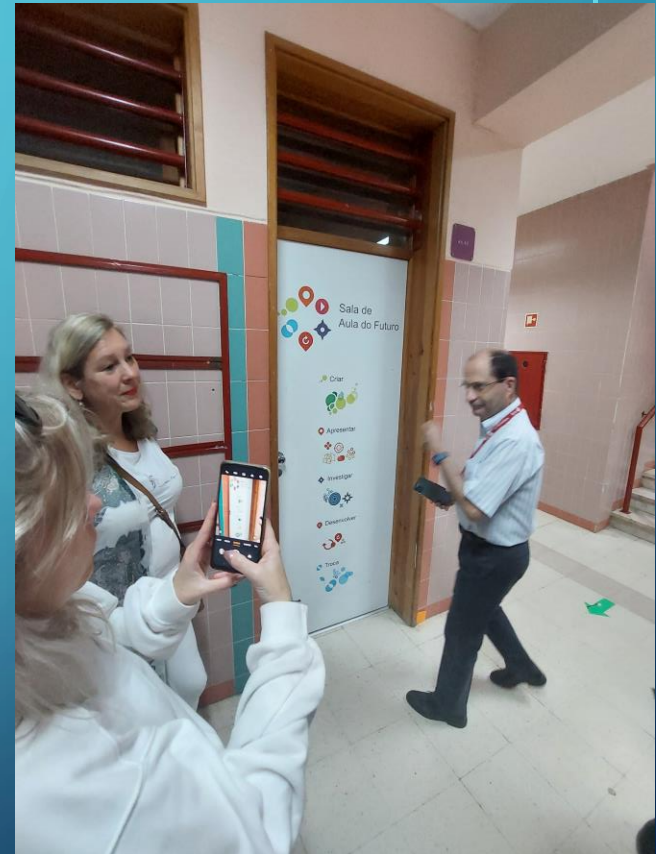
Provides
increased
individualized
attention



1. SKOLA







2. SKOLA



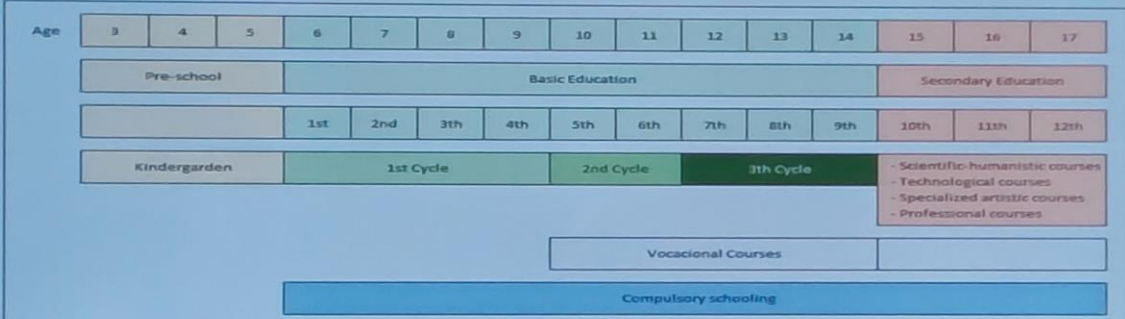


Horário da Turma

Horas	2.º F	3.º F	4.º F	5.º F	6.º F
9h - 10h	Requisição Matemática	Apoio Ed. Especial Marta Apoio Educativo São	Inglês (Prof. Ermelinda)	Estudo do Meio	Inglês (Prof. Ermelinda)
10h- 11h	PCI (Beatriz)	Português PCI (Beatriz)	Correção do trabalho de casa em grupo. Esclarecimento de dúvidas.		Grupos Interativos / Tertúlas
Lanche da manhã					
11h30 - 12h30	Trabalho de Projeto "A volta ao Mundo em Imagens"	Educação Física (Prof. Amália)	11h30 - Projeto Escola a Ler 12h - Hora do Conto	Trabalho de Projeto 3.H "Ciclo do Cacau"	Trabalho de Projeto volta ao Mundo em Imagens Apoio Educativo São
Almoço					
13h30 - 13h45	Escovagem dos dentes				
13h45 - 14h45	Correção do trabalho de casa em grupo. Esclarecimento de dúvidas. Apoio Ed. Especial Marta	Trabalho de Projeto "A volta ao Mundo em Imagens"	Xadrez (prof. João Vieira)	Projeto Devagar se vai ao Longe	Assembleia
14h45 - 15h	Avaliação do dia				



Portuguese Educational System



LIOTECA É UMA CASA ONDE CABE TODA A GENTE



REDMI NOTE 9 PRO
AI QUAD CAMERA



REDMI NOTE 9 PRO
AI QUAD CAMERA

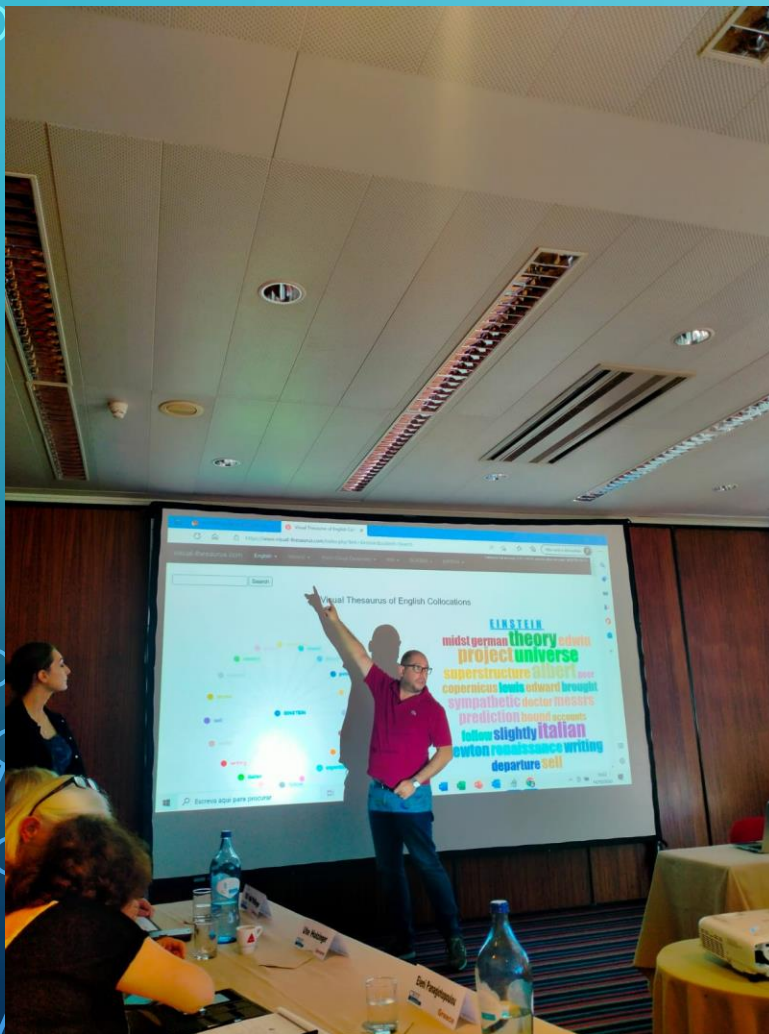




MŪSU KOMANDA GRUPU DARBĀ



GRUPU DARBU PREZENTĒŠANA

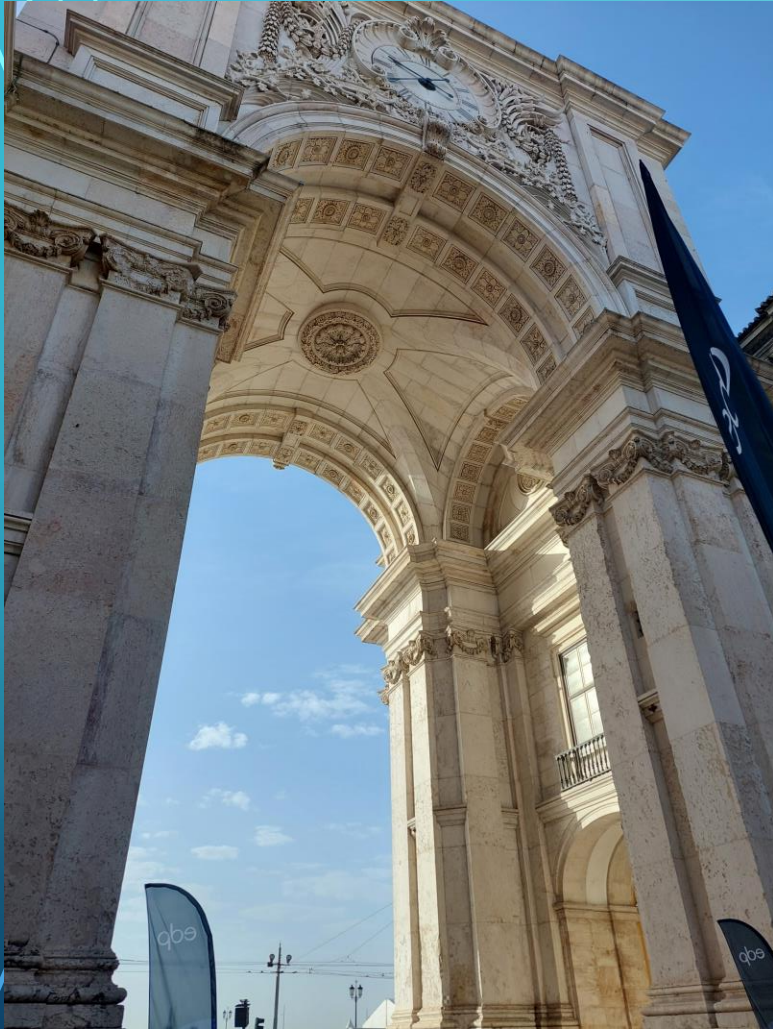




KALIFORNIJAS PLUDMALE

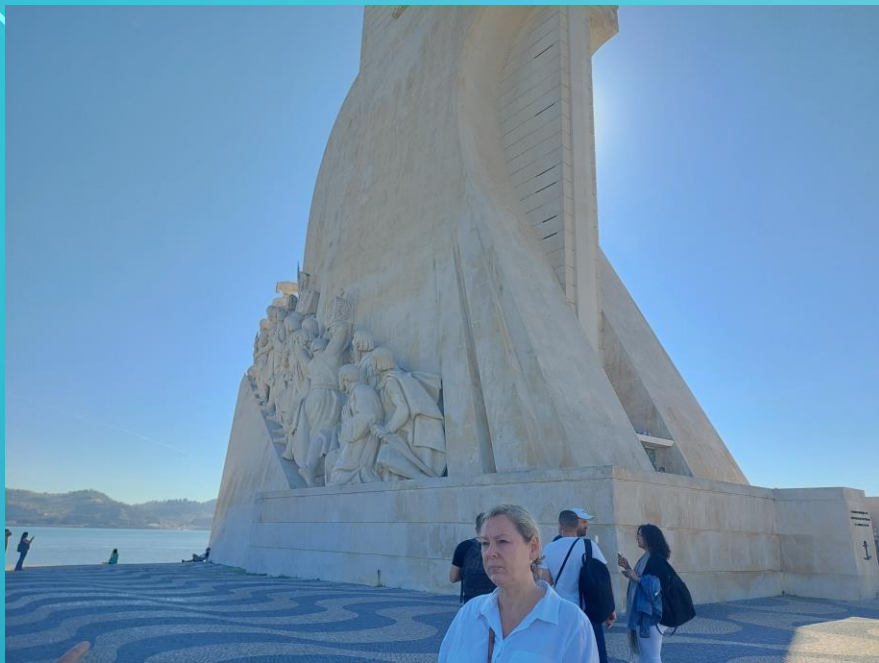
● ○ REDMI NOTE 9 PRO
∞ AI QUAD CAMERA

LISABONA



● ○ REDMI NOTE 9 PRO
○ ○ AI QUAD CAMERA

● ○ REDMI NOTE 9 PRO
○ ○ AI QUAD CAMERA

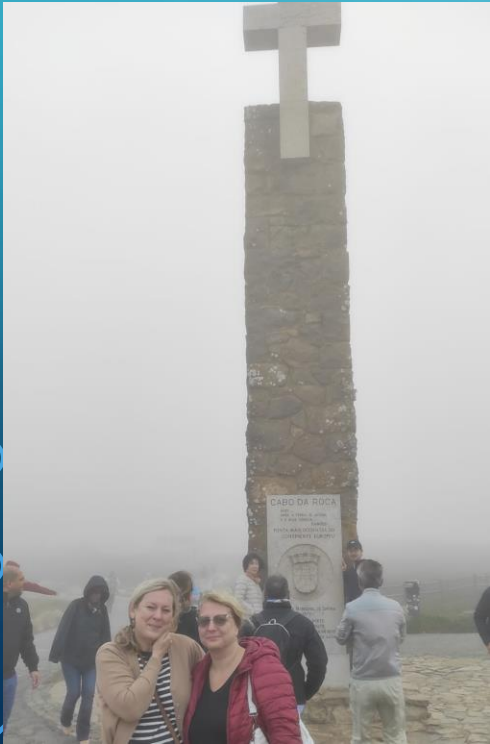


● ○ REDMI NOTE 9 PRO
∞ AI QUAD CAMERA

QUELUZ NATIONAL PALACE AND GARDENS

CABO DA ROCA

SINTRA





FADO VAKARS

