APP YOUR SCHOOL

INVESTIGATION ON BEST PRACTICES IN INNOVATION AND RESEARCHES ON EXTRACURRICULAR MEDIA COMPETENCES

ASPECTS TO TAKE INTO CONSIDERATION FOR THE DEVELOPMENT OF THE DIGITAL ATELIERS

5 BEST PRACTICES ANALYSIS
3 RESEARCHES
By ESENLER MEM

Co-funded by the Erasmus+ Programme of the European Union

THE DIGITAL ATELIER

The **“digital atelier”** is a **“laboratorio”** in which the teacher proposes **ICT activities using the Alberto Manzi and Bruno Munari Methodologies**. The teacher will be able to design
an educational experience that starts from an ICT content (for example an app) to develop then a manual task, with tools and materials, in order to start a personal and collective research with students.

Contemporary art and installations, ICT, cultural services and common work materials will be mixed in students' and teachers' hands. The media content is a new space of "signification" and becomes the material of labour of the student who interacts in a divergent way.
Students are asked to use their extracurricular skills to solve problems in new ways, being the attitude that of the "researcher" who is both autonomous and involved in the group. The digital atelier focuses on the creative use of the new media and apps, on the promotion of a creative and innovative attitude to use and interact with media, to carry out successful digital actions embedded within life situations.

For this purpose each consortium interviewed and analyzed 5 innovative best practices in their countries and 3 researches on extracurricular media competences, defining each 5 key aspects to take into consideration for the development of the Digital Ateliers.

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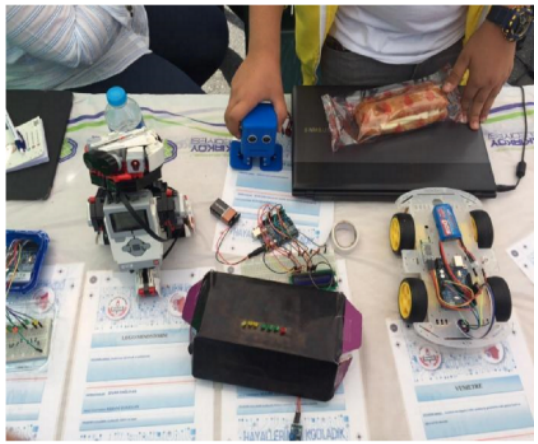
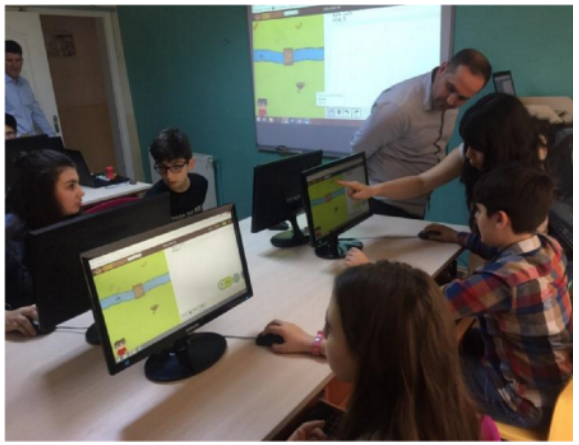
Innovative activties

Coding And Robotic





Most of our students are using technology only for communication and playing games, with this project they start to use their knowledge for creating applications and games. Coding allows children creativity. The students develop their projects to their families and friends. Coding education supports learning skills in different areas such as mathematics, literacy and science.

http://sehitsaiterturkortaokulu.meb.k12.tr

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Innovative activties

Movement to Increase Opportunities and Technology (F@TIH)

Designed to provide every student with the best education, the highest quality educational content and equal opportunities, FATIH Project is the greatest and the most comprehensive educational movement about education technology use in the world. FATIH Project in Education was launched with the purpose of providing equal opportunities in education and improving the technology in schools in a way that informatics technology tools to engage more senses in the educational process.

http://fatihprojesi.meb.gov.tr/en/

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Innovative activties

Open Air Library

To plan, design, practice an educational platform - as seen an indoor activity- is different and attractive. To go out of school by students, teacher and parents with the purpose of reading and combining disciplines –ICT, literature, social sciences- by students is innovative.
To advertise the project students design a brochure for parents and the surroundings of school. They used internet, photo designer, and word processing. These materials with their imagination contribute their creativity, responsibility, awareness.

In this project, students learned the barcode system in library. By using barcode system they organize the library and follow barrowed books.

With computer based library membership system adolescents make parents a library member.

http://esenleryunusemreortaokulu.meb.k12.tr/

Co-funded by the Erasmus+ Programme of the European Union

Innovative activties

Each corner is a different world

It is aimed to improve the social aspects of the students and to make these areas fun educational activities by creating corner ways in the school. It aims to bring the scientific, artistic and sports aspects of the students to the foreground, to raise awareness of different cultures, to increase the students' sense of belonging to the students and to minimize their negative attitudes and behaviors.

http://esenleraihl.meb.k12.tr/

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Innovative activties

Colorful Stories

In this project, the students of the school will be able to use the fairy tale and cartoon characters, animal costumes and accessories they have prepared with the materials as little as possible within the scope of the "Dramatic Activities" and "Early Childhood Program" lessons, theater plays with the guidance of their teachers, Dramatic Activities and Early Childhood Program Exhibited their improvisation, role playing, creative dance techniques in their lessons

http://ibrahimturhanmtal.meb.k12.tr/

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The Role Of Local Authorities İn The İntegration Of ICT

Case Studies

Anholt School – a smallremoteislandschool

Hjortespring School a Copenhagensuburbanschool

6th and 7th students
the construction of a non-fictional book

2nd grade students
production of a web newspaper project

by using

the internet
searchengines
word-processing
paint-shop
email
electronicdictionaries

support

students' researchskills
informationprocessing
reportwriting

projectbasedlearning
studentcollaboration
collectiveresponsibility

support

by using

the internet
word-processing
email
photopublishing
desktoppublishing
spreadsheets
video,soundediting
CAM conferencing

insufficenttechnicalsupport
hinderthe ICT process

technicalsupport is sufficent but
20% of
teachersshownresistancetochan

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Qualitative Case Studies of Innovative Pedagogical Practices Using ICT

thegoals

- descriptionsforinnovative, technology-basedpedogogicalpracticesj
- informationtonationalandlocalpolicymakers
- newideas
- ıctknowledge

practices

- selfresponsibility of studentsfortheirownlearning
- allowstudentstosearch, organize andanalyseinformation
- collaborative, projectbasedlearning
- 'break downthewalls' of classroom
- socialcohesiveness

methodology

instrumentalapproach
how technology is beingusedtosupporteducational

datacollection

- surveys
- archivaldata
- proframmematerials
- students' products
- classroomobservations

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Basic Professional Competences and Teacher Standards

Basic Professional Competences of Teacher

- Follow technical technological innovations on their own
- Include ICT in classes
- Knowing student' ICT needs
- Prepare ICT materials to students' grades
- Plan ICT training plan

Professional Standards of Teacher

- *Design innovative projects*
- *Create ICT policies*
- *Design tools*
- *Use information technology*
- *Share digital contents with colleagues*
- *Advertises the school through the media*

Lifelonglearning

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