



COLEGIUL "SPIRU HARET", PLOIEȘTI

MOBILITATE ERASMUS+ PRAGA, CEHIA

ICT FOR STUDENTS' INCLUSION

APRILIE, 2023

Erasmus+ training course

ICT FOR STUDENTS' INCLUSION

held from
20th -24th APRIL 2023,
at Prague





COLEGIUL "SPIRU HARET", PLOIEȘTI

PARTICIPANȚI,



Iliăș Irina
Profesor



Zvirid Ramona
Profesor

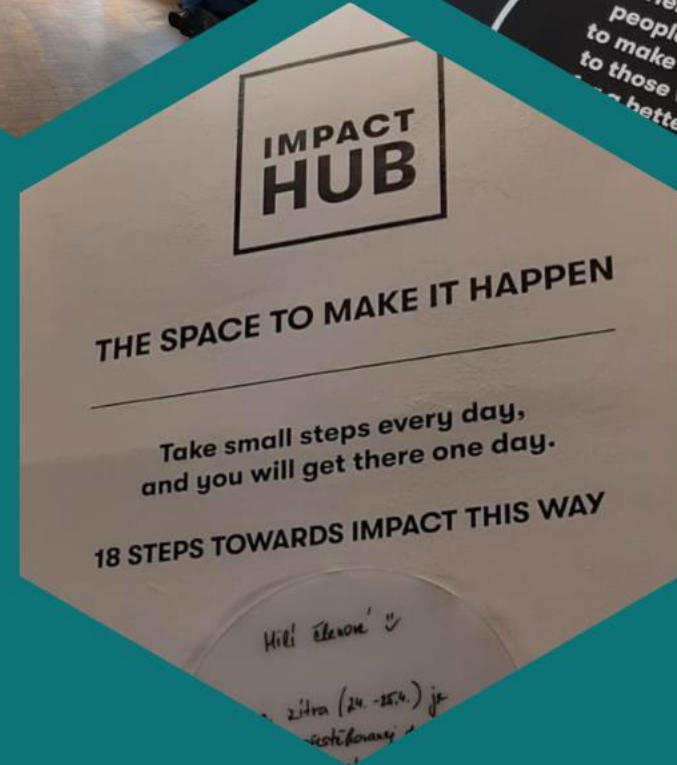
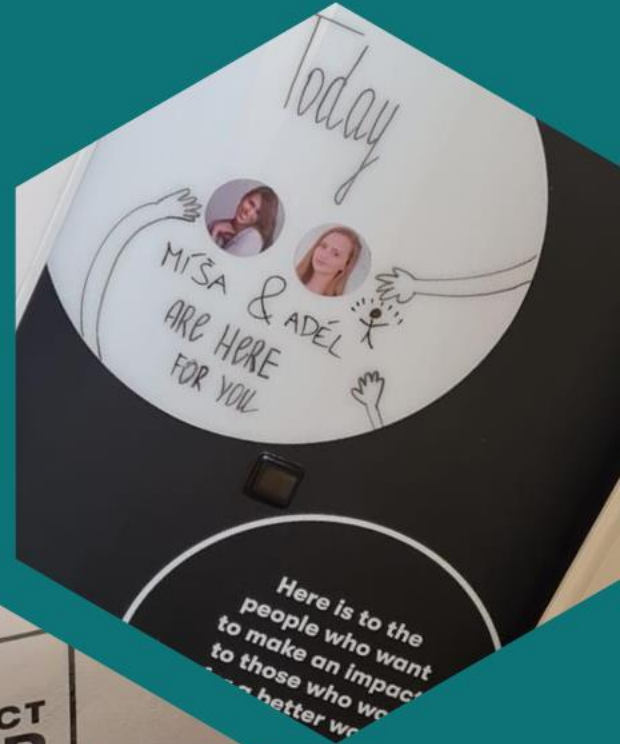


COLEGIUL "SPIRU HARET", PLOIEȘTI

Locație



Praga





COLEGIUL "SPIRU HARET", PLOIESTI

Program activități



Erasmus+

INFO PACK ERASMUS COURSE



Erasmus+

ICT FOR STUDENTS' INCLUSION

Date: 24-28.04.2023

Venue: PRAGUE CZECH REPUBLIC

Address: Impact Hub Prague, Drtinova 557/10, Praha 5 - Smíchov, 150 00



DAY 1 MONDAY	DAY 2 TUESDAY	DAY 3 WEDNESDAY	DAY 4 THURSDAY	DAY 5 FRIDAY
9.00-13.30	09.00-13.30	9.00-13.30	09.00-13.30	9.00-13.30
<ul style="list-style-type: none"> - Presentation of the course program and participants - Competencies of the 21st century for teachers and students - The importance of using digital tools in education for student inclusion, Project-Based Learning - Carrying out an interdisciplinary PBL project in groups of 3 teachers 	<ul style="list-style-type: none"> - Cooperative learning method - Create a lesson with TedEd. - Create a Infographic in CANVA and Padlet - MindMap - Top 10 Educational Apps That Empowers Digital Transformation in 2023 Daily evaluation 	<ul style="list-style-type: none"> - Energizer Activity - Online face-to-face and hybrid learning methods and techniques - Edmodo platform - Digital tools for evaluation: Google form and Quizlet - Practical work: design a learning community Daily evaluation 	<ul style="list-style-type: none"> - Energizer Activity - Flipped Lessons class method - Essential Teaching Tools for Future Science Classroom - Augmented Reality@Virtual Reality Learning - Create one lesson plan with RA instruments Daily evaluation 	<ul style="list-style-type: none"> - Energizer Activity - Mastery learning methods Presentation of the PBL project - Mentimeter - Final evaluation - Certification - Additional session - specific needs



COLEGIUL "SPIRU HARET", PLOIEȘTI

Pledoarie pentru importanța utilizării instrumentelor digitale în educația incluzivă

"Learning means changing as a consequence of enjoying an experience."

1. **Computerization and information literacy.** The teacher should know how to identify, organize, retrieve, store, and analyze information and digital content, evaluating its purpose.
2. **Communication and elaboration.** This competence means that the teacher has to master communication in the digital environment, share resources and tools, share, interact and participate in communities and networks.
3. **Creation of digital content.** In this competence, the teacher must know how to create and edit new content, link and rework previous knowledge and content, make artistic productions, multimedia content and computer programming.
4. **Security.** It is the essential and key digital skill and consists of personal protection, data protection, digital identity protection, use of security.
5. **Problem solving.** This competence is focused on knowing how to identify needs and digital resources and also in making decisions when choosing digital resources.

Digitalizarea- prioritate la nivel european





Grupuri țintă

- 🖥️ Elevi și studenți
- 🖥️ Toate categoriile de angajați
- 🖥️ Adulți și vârstnici
- 🖥️ Specialiști IT

DIGITAL INCLUSION

RISKS

ACKNOWLEDGE TECHNOLOGY'S RISKS AND ADDRESS THEM (E.G. COST OF EQUIPMENT, OVERUSE OF ICT, DIGITAL GAP AMONG LEARNERS, SAFE NAVIGATION, LEARNERS WITH SPECIAL EDUCATIONAL NEEDS)

CONDITIONS

SCHOOLS NEED TO BE PROVIDED WITH ADEQUATE EQUIPMENT

A DIGITAL STRATEGY SHOULD BE PROMOTED AT NATIONAL AND LOCAL LEVEL

TRAINING ON DIGITAL SKILLS SHOULD BE MADE AVAILABLE FOR TEACHERS AND LEARNERS MUST BE EDUCATED ON HOW TO USE DIGITAL TOOLS IN A SAFE AND PROACTIVE WAY

HOW TO BE IMPLEMENTED?

DEVELOP A MONITORING AND EVALUATION SYSTEM CONCERNING THE USE OF DIGITAL TOOLS

OFFER A VARIETY OF GUIDANCE ACTIVITIES (WORK SIMULATIONS OR 'DISCOVERY WORKSHOPS')

PROVIDE EQUAL ACCESSIBILITY TO DIGITAL TOOLS TO ALL TEACHERS AND LEARNERS

PRIORITISE OVERCOMING LANGUAGE BARRIERS TO ACCESS DIGITAL TOOLS AND CONTENT

DEVELOP BLENDED LEARNING APPROACHES

- TEACHERS AND LEARNERS WILL ACQUIRE KEY COMPETENCES AND TRANSVERSAL SKILLS
- VULNERABLE LEARNERS WILL RECEIVE FURTHER SUPPORT AND BE INCLUDED IN THE LEARNING ENVIRONMENT (E.G. SPECIAL EDUCATIONAL NEEDS, NON-NATIVE SPEAKERS)





Competențe generale



**Information &
Management**



Collaboration



**Communication &
Sharing**

Competențe generale



**Creation of content &
knowledge**



**Ethics &
responsibility**



**Evaluation & Problem
Solving**



Technical operations

1. Information Management

Identify, locate, access, retrieve store and organise information

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

2. Collaboration

Link with others, participate in online networks & communities, interact constructively

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

3. Communication & Sharing

Communicate through online tools, taking into account privacy, safety and netiquette

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

4. Creation of content & knowledge

Integrate and re-elaborate previous knowledge and content, construct new knowledge

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

Competențe specifice

5. Ethics & responsibility

Behave in an ethical and responsible way, aware of legal frames

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

6. Evaluation & Problem Solving

Identify digital needs, solve problems through digital means, assess the information retrieved

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

7. Technical operations

Use technology and media, perform tasks through digital tools

Anusca Ferrari, 2012. Digital Competence in practice: an analysis of frameworks. Luxembourg: Publications Office of the European Union.

Top 10 aplicații educaționale digitale



Nearpod

<https://nearpod.com/>



Padlet

<https://play.google.com/store/apps/details?id=com.wallwisher.Padlet&hl=ro&gl=US>



Edpuzzle

<https://edpuzzle.com/>

Top 10 aplicații educaționale digitale



Canva

<https://www.canva.com/ro>



Mentimeter

<https://www.mentimeter.com/>



Kahoot

<https://kahoot.com/schools-u/>

Top 10 aplicații educaționale digitale



Flipgrid

<https://info.flip.com/en-us.html>



Quizlet

<https://quizlet.com/>



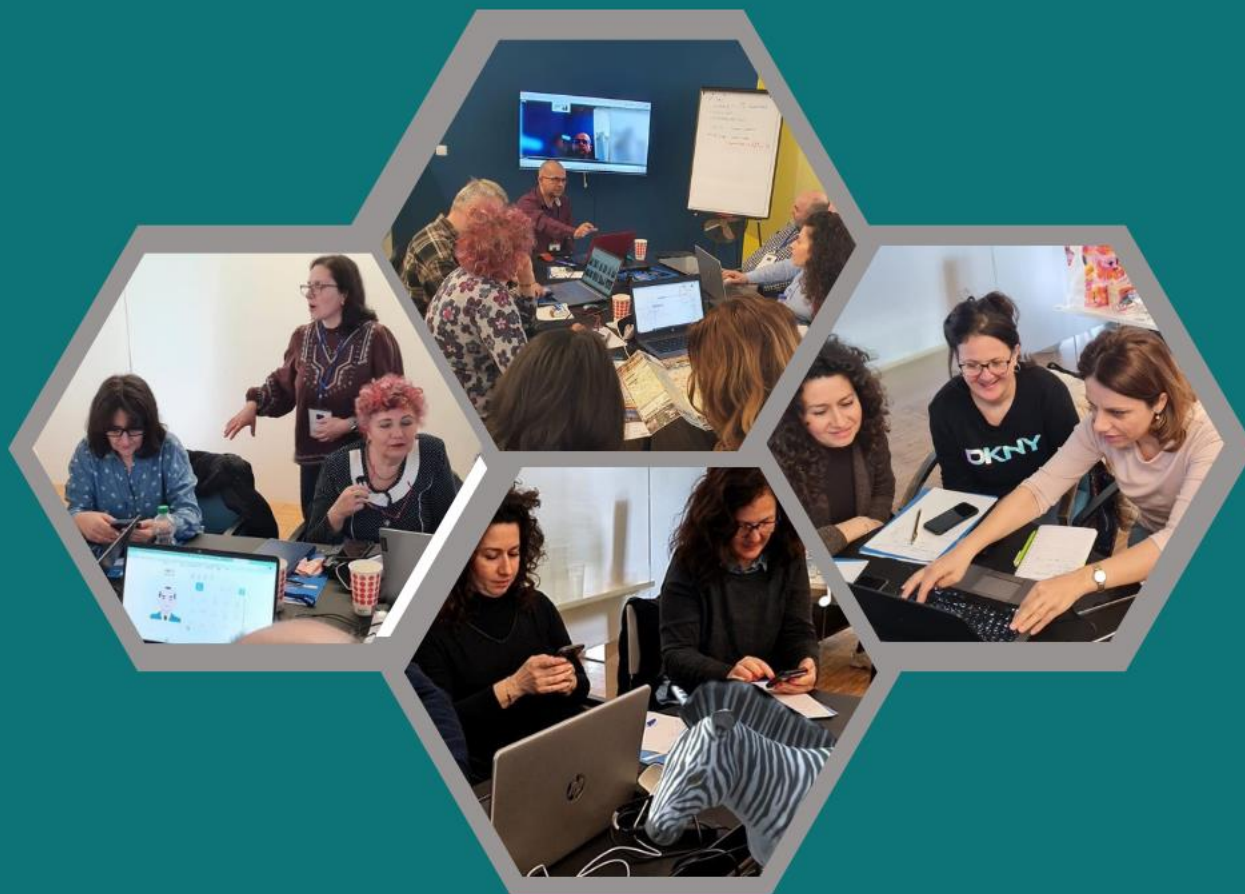
Augmented reality apps

<https://play.google.com/store/apps/details?id=com.t11.skyviewfree&hl=ro&gl=US>



Chat GPT

<https://chat.openai.com/auth/login>



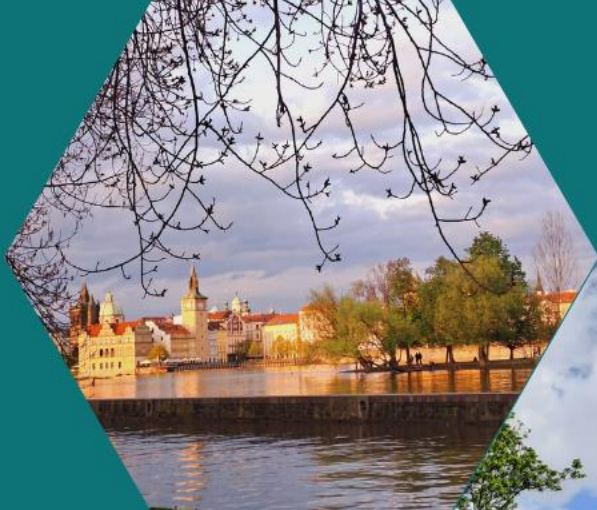
ACTIVITATE LA CURS



Erasmus+

ACTIVITATE LA CURS





Activități culturale

- 👑 Castelul Praga
- 👑 Klementinum
- 👑 Biblioteca Strahov
- 👑 Loreto
- 👑 Ceasul astronomic
- 👑 Centrul Vechi
- 👑 Muzeul Kafka
- 👑 Muzeul iluziilor





"In the digital world, we learn by doing, watching and experiencing."





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**VĂ
MULȚUMIM!**