

PROIECT ERASMUS+, Număr de referință: 2023-1-RO01-KA121-SCH-000122077
ACȚIUNEA CHEIE1- DOMENIUL EDUCAȚIE ȘCOLARĂ

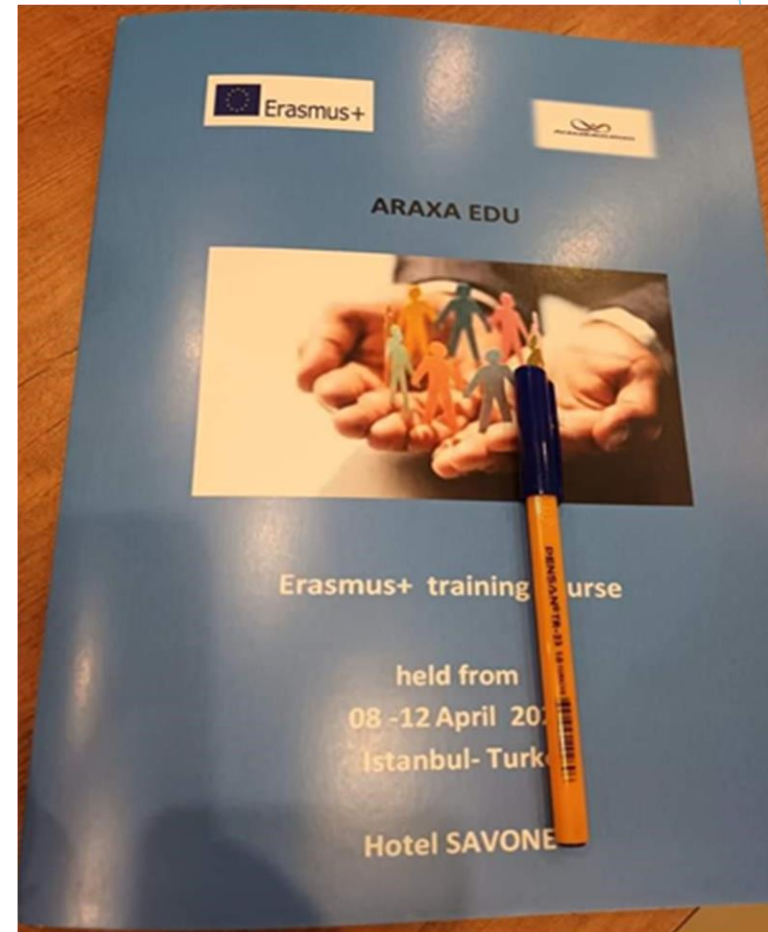
Curs structurat

***Designing Inclusive Learning
Environments***

Istanbul, 8-12 Aprilie 2024

Profesori participanți:

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- Ghețiu Ramona
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LEARNING OUTCOMES

Outcome 1: Developing knowledge of best practices and the latest research in teaching in an inclusive classroom

Outcome 2: Competencies of the 21st century

Outcome 3: Good practices in building an inclusive ecosystem

Outcome 4: Cooperative and discovery learning method

LEARNING PROGRAMME AND TASKS

DAY 1

DESCRIPTION:

- Ice-Breaker Activity
- Introduction to inclusive education terminology
- Rationale for inclusive education
- Examples of inclusive education from European countries

DAY 2

DESCRIPTION:

- Disadvantaged students and their characteristics
- The importance of the environment while providing education to students with special needs
- Integration of students with special needs in the classroom

DAY 3	
DESCRIPTION:	<ul style="list-style-type: none">• Ways to improve language and communication skills for individuals with special needs• How should we approach and interact with individuals with special needs?• Ways to support the social skills of individuals with special needs in the classroom?
DAY 4	
DESCRIPTION:	<ul style="list-style-type: none">• The importance of parent and environmental involvement• Helping students improve their performance in the classroom• Creating lesson plans for inclusive education
DAY 5	
DESCRIPTION:	<ul style="list-style-type: none">• Discussion about inclusive education• Final evaluation• Certification



21st Century skills for students

Life skills:

- ✓ Flexibility
- ✓ Leadership
- ✓ Initiative
- ✓ Productivity -Social skills

Learning skills:

- ✓ Critical thinking
- ✓ Creativity
- ✓ Collaboration
- ✓ Communication

Literacy skills:

- ✓ Information
- ✓ Media -Technology



Prezentarea unor site-uri utile proiectării unor planuri de lecție/Proiecte

- ❑ Ted-ED
- ❑ Gem Player
- ❑ Word Art
- ❑ Mentimeter
- ❑ Comica





Educația STEM-STEAM-STREAM

(Procesul de integrare a științelor exacte, a artei, pentru o imagine de ansamblu a cunoașterii)

- ❑ S: Science
- ❑ T: Technology
- ❑ R: Reading, Religion, Relax
- ❑ E: Engineering
- ❑ A: Art
- ❑ M: Mathematics



THINK OUTSIDE THE BOX!

CROSSING BORDERS, CONNECTING CULTURES



Let`s Grow Together! Who is wise? - One who learns from all.



Diversity is having a seat at the table, inclusion is having a voice, that be heard and accepted.



MULȚUMIM PENTRU ATENȚIE!