Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 3: Using Web 2.0 tools for creating content for unplugged activities

**Expected Learning Outcomes**

* Identify the advantages of Web 2.0 tools for unplugged activities
* Create content for unplugged activity using Web 2.0 tools
* Create new examples for unplugged activities

**Teaching Methods/Approaches**

* Teacher presentation and demonstration
* Discussion
* Individual activity
* Group activity - collaboration

**Sources of Training Materials**

## Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju”, Pogled kroz prozor, 2010.: <https://pogledkrozprozor.wordpress.com/2010/11/27/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju/> (2.12.2017.)

* Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju - II. dio”, Pogled kroz prozor, 2010.: <https://pogledkrozprozor.wordpress.com/2010/12/20/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju-ii-dio/> (2.12.2017.)

Portals with tools and resources for teachers:

* Tools for Educators: <http://www.toolsforeducators.com/> (11.12.2017.)
* The Teacher's Corner: <https://worksheets.theteacherscorner.net/> (11.12.2017.)
* Education World: <http://www.educationworld.com/tools_templates/index.shtml> (11.12.2017.)

Web 2.0 tools:

* Canva: <https://www.canva.com> (1.12.2017.)
* Sketchpad: <https://sketch.io/sketchpad/> (1.12.2017.)

**Duration:** 3 hours (135 minutes)

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| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. WEB 2.0 TOOLS FOR CREATING CONTENT FOR UNPLUGGED ACTIVITIES** | *Participants will be able to identify the advantages of using Web 2.0 tools for unplugged activities.* | Learners explore examples and resources in order to discuss the potentials of Web 2.0 tools for unplugged activities (group activity). |
| 1.1. Introduction to the Web 2.0  | Identify theadvantages of using Web 2.0 tools  |
| 1.2. Investigate examples of Web 2.0 tools  | Use the preselected Web 2.0 tools to create drawings, posters, leaflets, etc.  |
| **2. CREATING CONTENT FOR UNPLUGGED ACTIVITIES** | *Participants will be able to create content for chosen unplugged activity.* | Learners create content for unplugged activities (individual activity) which will be evaluated by the teacher.  |
| 2.1. Presenting worksheet template  | Create a worksheet (using the prepared template) and other content for the preselected task of unplugged activity |
| 2.2. Creating content  |  |
| **3. DEVELOPMENT OF EXAMPLES OF UNPLUGGED ACTIVITIES** | *Participants will be able to create examples of unplugged activities appropriate for different school subjects.*  | Learners discuss potentials of Web 2.0 tools and other resources and create new examples for unplugged activities (group activity). |
| 3.1. Modification and adaptation of examples for another school subject | Create new examples of unplugged activities based on given examplesGive new examples of unplugged activities for algorithmic thinking from tales, everyday life, etc. |
| 3.2. Development of examples of unplugged activities |