Workshop 3 – Games and Tools for Programming

Session 1: Inquiry Based Learning

**Expected Learning Outcomes**

* Describe principles of Inquiry Based Learning
* Explain steps in designing IBL activity (research question, exploring, presenting).
* Analyse and compare existing examples of using Inquiry Based Learning in different school subjects

**Teaching Methods/Approaches**

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

**Sources of Training Materials**

* 4 Phases of Inquiry Based Learning - A Guide For Teachers: <https://www.teachthought.com/pedagogy/4-phases-inquiry-based-learning-guide-teachers/> (5.1.2019.)
* Inquiry Based Learning in the Science Classroom: <https://www.edutopia.org/practice/inquiry-based-learning-science-classroom> (5.1.2019.)
* What is Enquiry-Based Learning (EBL)?: <http://www.ceebl.manchester.ac.uk/ebl/> (5.1.2019.)

**Duration:** 1 hour (45 minutes)

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| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. INQUIRY BASED LEARNING** | *Participants will be able to describe and explain the principles of Inquiry Based Learning, analyse and apply concepts of Inquiry Based Learning in different school subjects.* | Learners discuss concepts of Inquiry Based Learning and describe an example of lesson (group activity). |
| 1.1. Introduction to Inquiry Based Learning | Describe principles of Inquiry Based Learning  Apply concepts of Inquiry Based Learning |
| * 1. Project Based Learning | Compare Inquiry Based Learning with Project Based Learning.  Analyse and compare existing examples of using Inquiry Based Learning in different school subjects |