There's an APP for that

STRUCTURED COURSE: Dublin - 30/09/2019 – 05/10/2019

How to integrate EDUCATIONAL APPS into TEACHING PRACTICE

Docenti: Simona Gianello, Milena Ronzoni e Anna Vitolo

LEARNING OUTCOMES

- How to use **educational APPS** in class, providing students with the best learning experience;

- Acquiring a general overview about the many **educational possibilities** of using educational apps and the **motivational** dimension brought to the class when using them

The project

TOPIC

THE VICTORIAN AGE

TARGET GROUP

STUDENTS 4th YEAR   (about 17/18 years old)

DEPARTMENTS INVOLVED

ENGLISH

ICT

LEARNING OUTPUTS

LEARNING AND DEVELOPING LINGUISTIC, CULTURAL, TECHNICAL SKILLS

SUBJECTS INVOLVED AND EXPECTED LEARNING GOALS

ENGLISH ≫ 1. learning vocabulary for specific purposes

2. improving integrated language skills

3. understanding a different cultural and historical background

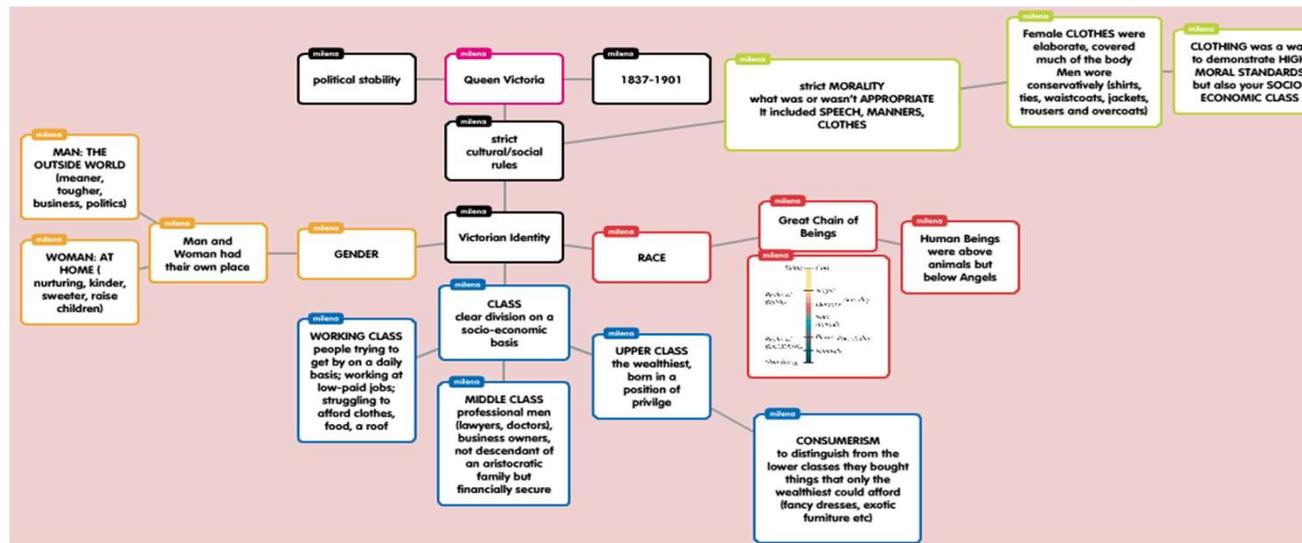ICT ≫   4. creating, developing and managing learning apps

The Steps

INTRODUCING THE TOPIC

POWER POINT PRESENTATION

(basic information from)

https://www.britannica.com/event/Victorian-era

1. **FLIPPED LESSON (TED ED VIDEO – AT HOME)**
2. **COOPERATIVE LEARNING – IN CLASS**

https://ed.ted.com/on/YDDXxsCF

STEP 3

CREATING MIND MAP USING POPPLET

http://popplet.com/app/#/5560291

CREATION AND PRESENTATION OF FLASHCARDS FOR STUDY AND REVISION USING QUIZLET

https://quizlet.com/_7bzxdq

TRAINING TESTS USING QUIZZES CREATED WITH QUIZZIZ and KAHOOT

https://quizizz.com/admin/quiz/5dadd39c31c224001ed34fe2

https://create.kahoot.it/share/the-victorian-age/3455605b-7c37-46d8-a9be-7bcfb68a02a8

LEARNING UNIT SCHEDULE

3 1-hour- lessons for presentation of the topic and creation mental map

2 2-hour-lessons to check Flipped activity and for Cooperative Learning activities

1 1-hour-lesson to create map with Popplet

1 1-hour-lesson to introduce and use Flashcards

1 1-hour lesson for training tests with Kahoot and Quizziz