



Varsaw

(from 9th to 15th October, 2016)

Teaching 2 Teach: Gamify your class

Erasmus+ KA104

Multiculturalidad y Diversidad en la Educación de Adultos

CEPA “Maestro Martín Cisneros”

Cáceres 2016-2017



Erasmus+



Teaching 2 Teach: Gamify your class



This course was developed by "Speak Europe" company.

There were two participants: María Jesús Puerto y José María Calvarro.

Next we'll go over some of the things of interest that we were taught.

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Kahoot!

Kahoot! Educación Educación

Design the game in:

<https://getkahoot.com/>

Access to it in:

<https://kahoot.it>

Join a learning game of Kahoot! - all you need is a game PIN from the host.

Kahoot! brings fun into the classroom – play, learn and unleash your secret classroom superpowers!

Kahoot! is a free game-based learning platform that makes learning awesome. The best way to play Kahoot! is in a group, like your classroom.

Questions appear on a shared screen and you answer on your own device.

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DROP OUT:

We were given instructions on how to make a paper frog. These instructions were vague and hasty which made us abandon the process.

It made us feel how a student would feel when he/she decides to leave a process.

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Flipped classroom is an instructional strategy and a type of blended learning that reverses the traditional learning environment by delivering instructional content, often online, outside of the classroom.” [Wikipedia](#)



Foto de: [flickr](#)

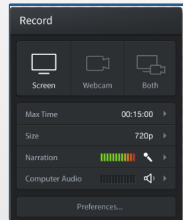
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We sort out the tools into four categories:

1. Video creation (To create a vídeo).
2. Video hosting (Platforms or online spaces to keep your videos).
3. Video interaction (Range of tools fit to adapt pre existing videos to our needs).
4. Learning management (Software applications for the administration of training programs).

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Some tools we managed (1 of 2):



Screen-cast

Video Creation



Google Drive

Video Hosting



YouTube

Video Hosting



EdPuzzle

Video Interaction

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Some tools we managed (2 of 2):



One Note

Video Interaction



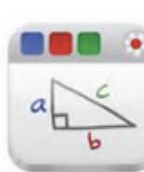
Google Form

Interaction tool



Thinklink

Video Interaction



EduCreation

Interaction tool

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JOB SHADOWING: Visit and partaking in a **Montessori** private school.



“Montessori methodology started in Italy. It is a method and also a philosophy of Education. It was developed by doctor Maria Montessori, after her experiences with children at social risk.

Her ideas were based on respect of kids and their impressive learning capacity. She regarded them as the hope of humanity, giving them the chance to use freedom from the early years of their development”. [Wikipedia](#)

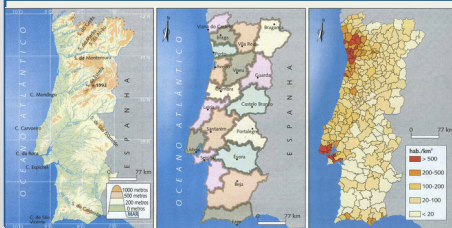
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Difference between: territory and map



Territory

It is the real thing.



Map

It is the way you use to describe the territory.

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JOB SHADOWING: Visit and partaking in a TRADITIONAL SCHOOL



It was a Primary School, what we know in Spain as a “escuela concertada” (a private school financed with public money).

We took part in a few lessons and gave the children a couple presentations:

- A Spanish class for children.
- Typical Spanish features.

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Coaching Model: GROW MODEL

- G** - Goal = Setting up the aim to reach
- R** - Reality = Be aware of the point we are starting from y all we have to do to reach our goal
- O** - Options = Means we can gather to overcome the limitations
- W** - Will = Will and commitment that define the plan of action

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NOT

YES



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JOB SHADOWING: Visit and partaking in a traditional Secondary School



NASZA GYMNASIUM

It is a Secondary school.

Explanations and a Presentation about our country.



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Thank you for your attention

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