

Erasmus +KA101 2019 Innovar para educar mejor

"Multimedia learning environment.

How to use new technologies to strengthen teaching and learning processes"



**Curso realizado por
Rufino Delgado Resino
Agosto 2019**

Course. "Multimedia learning environment: how to use new technologies to strengthen teaching and learning processes"

TIMETABLE

Starting date 19/08/2019

Ending date 24/08/2019

Time	Mon	Tue	Wed	Thu	Fri	Sat
09:00-13:30	Multimedia Educational Environments	3D Virtual reality and labs	Coding for computational thinking	Educational Robotics and robotics tools	Mobile Learning and Serious Games	A classroom without borders through technology + Test (1hr)
13:30-15:00	Free Time	Free Time	Free Time	Free Time	Free Time	Free Time
15:00-16:00		Guided Tour around Terracina, the ancient city		Free Time		
16:00-17:00						
17:00-18:00						
18:00-19:00	Welcome appetizer					
19:00-20:00						

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19/08/2019 Monday

- Eu-Track Presentation
- Presentation of the participants: two polish teachers and two spanish teachers
- Description about the education system in these countries.
- Discuss about ICT, multimedia and robotics as an important resources for the teachers and students
- Examples using Google: Drive, Classroom, Maps, Calendar..



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19/08/2019 Monday

Welcome appetizer in the afternoon



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20/08/2019 Tuesday

Multimedia and 3D virtual reality and labs

- IMAGES: pixabay, shutterstock, getshareX
- SOUND EFFECTS: Audacityteam, Bensound
- ANIMATIONS, VIDEO PRODUCTION: google earth, icecreamapps, filehippo, thinglink

- Virtual reality 3D: App Sites in VR
- LEAP MOTION SENSOR
- Argumented Reality:
octagonstudio.com (cards)



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21/08/2019 Wednesday Coding for computacinal meeting

- › Unplugged activities: code.org...
- › Blockly games
- › Scratch: many type of activities. Scratch + lego WeDo (this day, the most of the time learning scratch)
- › Micro-bit:
Link makecode.microbit.org



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22/08/2019 Thursday

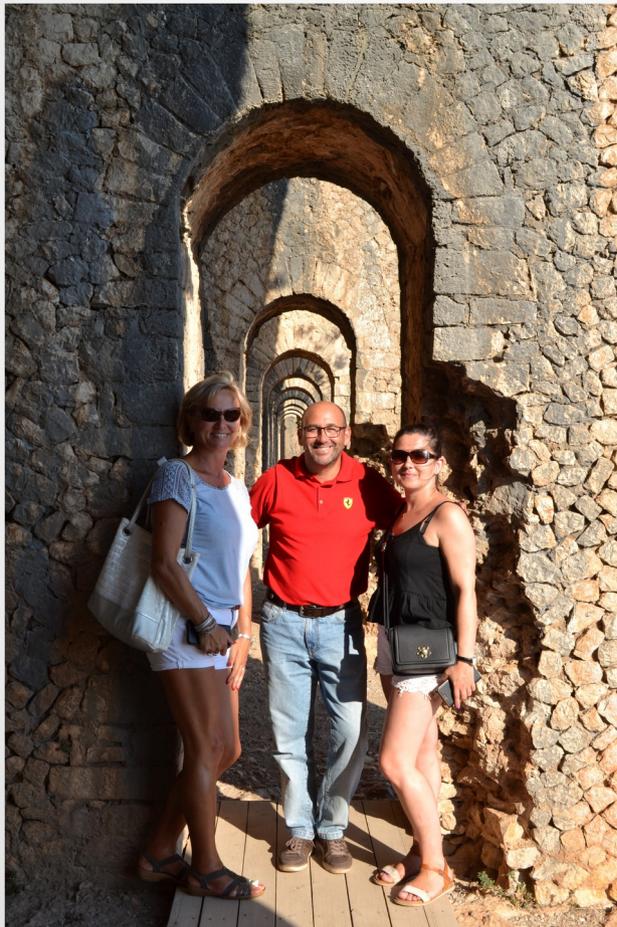
Educational Robots and Robotic tools

- × Fischer T, Meccano → BODY KITS
- × Microsoft Robotic Studio, Gazebo → SOFTWARE
- × Examples: Bee- bot, Blue-bot, cubelets, dash an dots, makey makey

- × Arduino: Software IDE and Arduino Board
 - Robots: without Arduino. L293, L298N
 - Sensors: LDR, potenciómeter, bluetooth
 - Arduino bluetooth APP,

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22/08/2019 Thursday
Visit to Amxur Temple in the afternoon



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23/08/2019 Friday

Serious Games and Gamification techniques

Serious games:

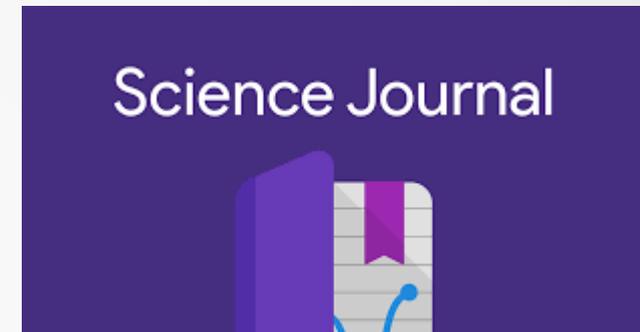
Silang project, Parmenide project
Alice.org, freeciv.org, Oregon trail
Scratch for creating games

Gamification:

Healthmonth.com, BBVA game, library game

Mobile learning (APPS):

Science Journal, Phyphox, Beaker (for Chemistry), Memrise, google arts and culture, google lens, ...



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24/08/2019 Saturday

A classroom without borders through technology

Knowledge building Community

Blended learning

DDD – E Model

Final test by Kahoot.it

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