

Module 5: TOOLS / APPLICATIONS

Main objective:

The main objective of the Module 5 is to prepare primary school teachers for searching, selection, valuation and practical use of ICT tools and internet applications in the teaching and learning process, adequately to the assumed learning outcomes and in accordance with the pupils' educational needs.

General Description:

The Module 5 relates directly to ICT tools and internet applications that can be used in the teaching and learning process, in the context of primary school. These tools are presented in relation to selected didactic methods, ex.: educational project, digital storytelling, social learning, analytical and evaluation methods, but most of all it is biased around the content curation method. The teachers will develop both a theoretical orientation in the range of available tools and applications demonstrating the potential for education (getting tips on specific proposals for such computer programs), as well as practical skills related to their sourcing and use in the teaching process. In the Module 5 the emphasis is on shaping teachers' skills regarding to the independent search of tools and applications, critical evaluation of their educational potential and ability to properly design educational tasks and activities with their use. This Module focuses also on the issue of "content curation" - as a didactic method and its selected tools supporting responsible, systematic and critical collection, aggregation, classification and use of internet content and data – both by the teacher and by the learners (pupils). The teachers will be prepared both theoretically and practically to use the method and tools of "content curation" in their own didactic work (as methods of sharing Internet content to pupils and creating common educational workspaces in the Internet environment) and in the context of developing pupils' information and media skills (as methods of independent pupil's actions with the use of internet content).

Each application presented in this Module will be described in terms of:

- learning outcomes obtained through its use,
- advantages and disadvantages for the educational process,
- the possibility of using during the lesson and independent pupil's work.

Topic 1: Content curation method

Short description: The first part of the Module 5 focuses on the issue of "content curation" as a method of teaching and learning, referring to pedagogical theories of constructivism and connectivism. "Content curation" involves searching, filtering, then grouping and organizing, and then providing relevant content on a given topic. The educational potential of this method of work lies in the fact that the "content curator" independently decides on the selection of the material, the manner of its organization and the form and purpose of sharing it with users. In addition to presenting the "content curation" method and its main assumptions, teachers will also learn the most popular tools used in this process, easy to adopt also in school environment. The content that is included in this section of the Module 5 contains:

- "Content curation" as a method used in education (assumptions, developed competences, the possibility of using in a teacher's and pupil's work at school);
- Selected tools for "content curation":
 - Scribble (www.scribble.com) - gathering, organizing content
 - Scoop It (www.scoop.it) - organizing and sharing content
 - Getpocket (www.getpocket.com) – collecting content from web pages
 - Voki (www.vokic.com) – web based educational environment.

Topic 2: Tools and applications that support development of media and creative competences

Short description: This section of the Module 5 presents the tools and applications that support development of pupils' media competences (searching, selection, organizing, creative processing of media content) and creativity (creating and sharing original media content). Hence, this part of the Module 5 will promote among teachers the use of tools and applications for digital storytelling method (simple programs for image and sound processing, comic book creation tools, multimedia books and posters making), creation of photomontages, collages, graphics. The content that is included in this section of the Module 5 contains presentation of the following tools and programs:

- PowerPoint (www.microsoft.com) – creating presentations
- Prezi (www.prezi.com) – creating presentations
- GIMP (www.gimp.org) - editing and processing of photos
- Lightworks (www.lwks.com) - video editing and processing
- Easelly (www.easel.ly) – Creating infographics
- Storybird (storybird.com) – creating multimedia stories and e-books

Topic 3: Tools and applications facilitating pupils group and project work

Short description: In this part of the Module 5 there are particularly presented the tools and applications that support pupils group work (tools supporting group communication, real-time interactive collaboration tools) and facilitate the implementation of group educational projects (simple task management tools, virtual boards, applications used in design thinking). The content that is included in this section of the Module 5 contains presentation of the following tools and programs:

- Easyclass (www.easyclass.com) – complete classwork environment
- Trello (trello.com) - organizing class and project work

Topic 4: Tools and applications used in educational analytical and evaluation methods

Short description: In this part of the Module 5, teachers will learn about the most popular internet tools used in developing pupils' analytical skills but also skills related to processing and presenting of data and information. They will have the opportunity to learn on simple tools and applications for creating mind maps, infographics, information materials. Useful tools in the teacher's work can also be simple programs allowing to prepare tests, quizzes and interactive tasks for pupils. Therefore, this section of the Module 5 contains examples of applications that facilitate not only interesting and engaging learning, but also evaluation of its effects. The content of this section includes presentation of the following tools and programs:

- Mindmeister (www.mindmeister.com) - creating mind maps, simultaneous work
- Mindomo (www.mindomo.com) - creating mind maps
- Quizizz (www.quizizz.com) - creating learning games



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General knowledge:	Information on the methodical use of selected tools and internet applications in order to effectively achieve the assumed learning outcomes and develop pupils' competences.
General skills:	The practical use of selected applications and online tools in the teaching and learning process. Independent preparation of multimedia teaching materials using web tools.
General competences:	Attitude of openness to educational innovations that increase the effectiveness and attractiveness of teaching and learning processes. Independent search of applications with educational use.
Topics:	Learning Outcomes:
5.1 "Content curation" as a method of using ICT tools and web applications in education	<p>5.1.1. To use the "content curation" method as an effective way to organize own work, expand own professional knowledge and collect educational materials</p> <p>5.1.2. To use "content curation" as a method of developing pupils' competences related to the collection, selection, classification, organization and sharing of information retrieved online</p> <p>5.1.3. To use selected "content curation" tools as a way to individualize the teaching process and self-study activities of pupils</p>
5.2 Tools and applications that support development of media and creative competences	<p>5.2.1. To search, select and practically apply tools and applications in the educational process</p> <p>5.2.2. To develop pupils' media competences and creativity with use of selected internet tools</p> <p>5.2.3. To create multimedia stories / comics, posters and use them in the teaching process</p> <p>5.2.4. To develop pupils' creative attitude and motivate them to express their opinions and ideas through various means (film, image, music, graphics)</p> <p>5.2.5. To prepare multimedia didactic materials of various character (video materials, graphics, images)</p>

<p>5.2 Tools and applications facilitating group and project work of pupils</p>	<p>5.3.1. To choose and select the right tools and applications adequately to the designed didactic methods and learning outcomes</p> <p>5.3.2. To use tools and applications to develop pupils' communication, organizational and managerial skills</p> <p>5.3.3. To organize group work in a virtual environment</p> <p>5.3.4. To monitor and coordinate pupils' work using online tools</p> <p>5.3.5. To develop own information and media competences and to broaden knowledge about the use of ICT applications and tools in self-education and class management</p>
<p>5.4 Tools and applications used in educational analytical and evaluation methods</p>	<p>5.4.1. To know and develop information on the possibilities of using analytical and evaluation tools in the teaching and learning process</p> <p>5.4.2. To use selected applications in the design of educational activities focused on the development of pupils' analytical competence</p> <p>5.4.3. To use selected web applications in the evaluation of pupils' school achievements</p>