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Best Practices
Spain

MULTIPLIER EVENT
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Erasmus+

- **Ministry of Education, Culture and Sport of Spain**

Is the department of the Spanish General State Administration responsible for the proposal and execution of the Government's' policy on education, vocational training and universities.
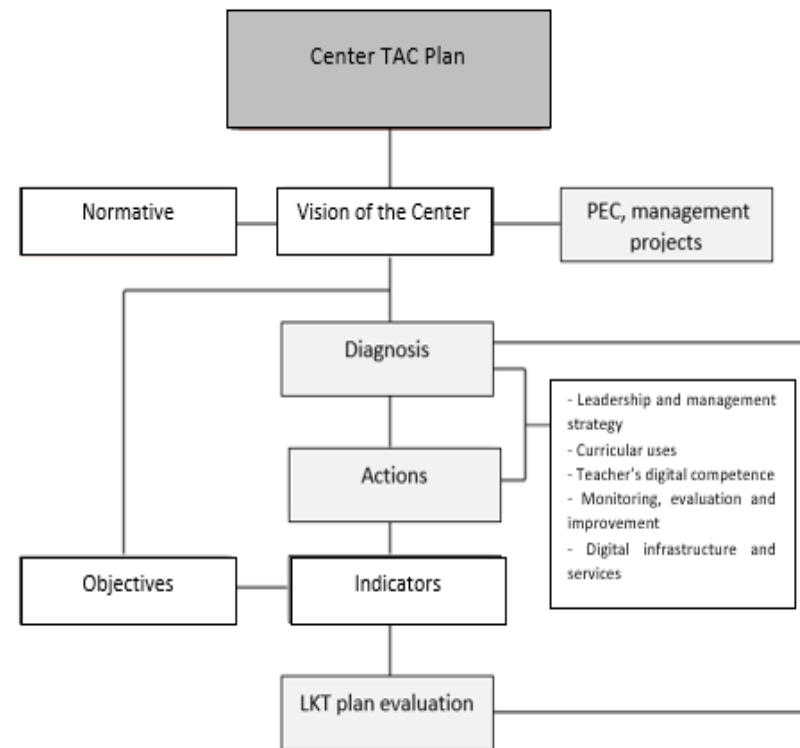
- **Department of Education of Catalonia**

Is the public organism of Catalonia in charge of educational policy in the field of non-university education.

Institutional and organisational processes for the adoption and the development of ICT in education:

- *Catalan context*

    a) Defining and deploying basic digital competences
    b) The TAC Plan

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Funding programs for the adoption and the development of ICTs in education :

1 laptop per child program: School 2.0 (2009-2012)

Educat 1x1 (2009–2011) and Educat 2.0 (2012)

mSchools (World Mobile Capital) (2013-present)

Teacher's Digital Competence:

Spain: The Common Framework for Teacher Digital Competence	Catalonia: The Project of Digital Teaching Competence
"Common Framework of Digital Competence for Teachers 2017" a standardized proposal that specifies the digital competence with five areas: **1 Information & information literacy.** **2 Communication and collaboration.** **3 Creation of digital content.** **4 Security.** **5 Problem solving.**	Project of Digital Teaching Competence identifying the digital competences of non-university teachers for the training & accreditation. Five dimensions> **1 Design, planning and didactic implementation.** **2 Organization and management of educational spaces and resources.** **3 Communication and collaboration.** **4 Ethics and digital citizenship.** **5 Professional development.**

2. GOOD PRACTICES IDENTIFIED

World Mobile City Project	*Mobilitzem la Informàtica (Mobilise computing)*	*TECNO 12-18*	*Summem.cat*	*Project School*	*School project*
70 educational centers in Catalonia	**mSchools**	Saganet Multimedia	Escuela Pia de Catalunya	Escola projecte	Escola Arenal de Llevant
A collaborative project of georeferencing and mobile technology that consists of an activity to know how to locate any point in the city by combining the classic media (cards, maps) using technologies (Internet mobile, geolocation, QR codes, augmented reality ...).	**Experience, for the optative course in "Informatics" of 4 of ESO. The project consists on the design and programming of an APP for mobile devices.**	Digital textbook that allows users to configure the books of each course by independent chapters. The book allows to work the contents with animations "and allows the students to carry out activities of self-evaluation on the knowledge of each subject".	A project for interdisciplinarity in the classroom, promoting teaching / learning from interdisciplinary learning paths, with active methodologies based on work by projects, problem-based learning, investigation and service learning.	A program that through the use of technologies from a playful vision as a methodology to promote learning, presents a series of workshops with videogames as the main axis.	An educational project based on the double axis of science and technology. Students do not have individualized textbooks and the main t methodology of the centers is work by projects, in which students have to learnt to answer their own questions.
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World Mobile City Project
discover your city on your own

Started in 2013, project managed by an online network of teachers such as LaceNet, 1Entretants and Novadors., it involved 70 educational centers in Catalonia

A collaborative project of georeferencing and mobile technology that consists of an activity to know how to locate any point in the city by combining the classic media (cards, maps) using technologies (Internet mobile, geolocation, QR codes, augmented reality ...).

Based on Bring Your Own Device (BYOD) philosophy

Co-funded by the
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World Mobile City Project
discover your city on your own

During a whole week, students, in groups of 4, discover by themselves their cities using their mobile devices, selfie sticks, power banks and paper maps.

They all share their discoverings (photos and videos) in a virtual shared map through Instagram.
It is a good opportunity for the acquisition of digital competence (among other competences) and for knowing about their city both digitally and physically (using the public transport services).
Is a very transferable initiative that can be replicated in any city.

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m Schools *Mobilitzem la Informàtica (Mobilise computing)*

It consists on an experience, for the optative course in Computer Science of 4th course of the compulsory secondary education.

The project consists of the design and programming of an APP for mobile devices. The students work in groups of 5, and throughout the course the use of different tools and applications is considered.

The course is structured with the following parts:

- Multimedia Creations

- Publication and dissemination of contents

- Tools for communication.

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mSchools *Mobilitzem la Informàtica (Mobilise computing)*

Project based learning methodology in groups, focused on the design and programming of an app for mobile devices.

Different tools and applications are used, in a well contextualized and guided way, until reaching the final product.

The integration of ICT in this proposal is quite relevant, and it allow students, in addition, to acquire a very wide range of skills

A very complete experience because it implies learning the use of necessary tools such as audio and video processing, website creation, Apps programming language, economics and marketing concepts, Cinematographic script, security and digital attitude, and ethical code in the use of the ICT
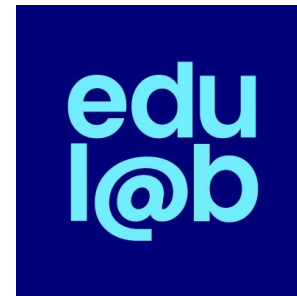

of the European Union

Thanks for your attention!!!

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