

DECODE



IO3 – THE DIGITAL COMPETENCE IN A CROSS-CURRICULAR PERSPECTIVE

Ligia Sarivan, IES



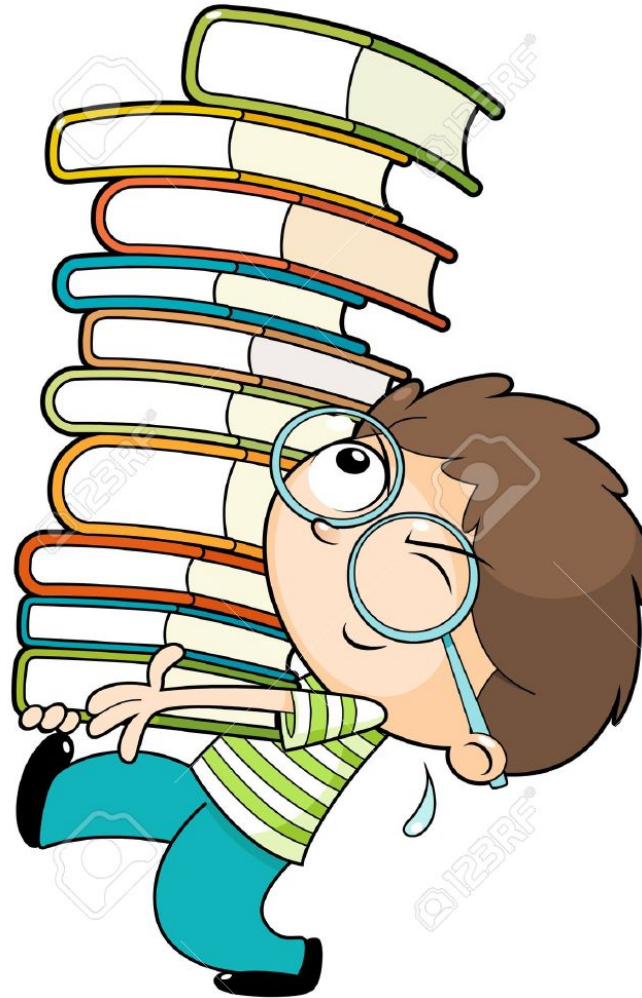
KNOWLEDGE ABOUT /vs/ KNOWLEDGE THROUGH & KNOWLEDGE FOR

DECODE



Opportunity for:

- more meaningful school ,
i.e. better learning
- friendlier school, i.e. more
motivation
- use of acquisition in
informal/ non formal



Co-funded by the
Erasmus+ Programme
of the European Union

THE 8 KEY COMPETENCES OVERLAP AND INTERLOCK



Formal/non formal acquisition in one competence sustains and expands learning in another competence:

- Literacy and languages use digital channels
- Civic, Social, personal and learning use social networks
- Math, science, technology and engineering make use of virtual labs and simulations
- ... and examples can multiply

MOREOVER The digital competence is more than the mere focus of a school subject (ICT, Computer Science, Coding etc.)

If it permeates the fabric of school learning:

- It can reinforce learning in various subject matters
- It stimulates school participation



Co-funded by the
Erasmus+ Programme
of the European Union

In different contexts and a variety of combinations (text, image, diagram aso):

- Case studies in History
- Reports in Science
- Biographies of famous people in language arts
- Project work in Civics, Technology etc.

It helps discovery learning and engage students in filtering, processing information



Kids, youth use social networks extensively and they love it = good foundation for collaborative learning with all its benefits

Projects without frontiers – when students from various schools come together for a common topic

Interaction on the 6A Mother Tongue blog:

- helps students with their home assignment
- Supports promotion of project work, teaches them functional writing
- Reinforce their communication competences



ENTRY POINT AND PRESENTATION

DECODE



An engaging entry point supports kids with effortless acquisition of new concepts.

Digital channels are great to help with a good (even impressive!) presentation of good work.



Co-funded by the
Erasmus+ Programme
of the European Union



The real-time connection (the „real time plugin” updates school and curriculum): the current events become an entry point for the students’ learning. The connected class is (a-)LIVE!



THE VIRTUAL TOUR

DECODE



- Visit Versailles, the Holocaust memorial Museum etc.
- Come and see what is there in a black hole
- Let us have a look in the human eye
- 360 great hammerhead shark encounter!
- Angel Falls – biggest waterfall

https://www.youtube.com/watch?v=L_tgK4eqelA

- The galactic center.

https://www.youtube.com/watch?time_continue=1&v=YKzxmeABbkU



Cofunded by the
Erasmus+ Programme
of the European Union

DATA BASES AND THE WORLD OF APPS

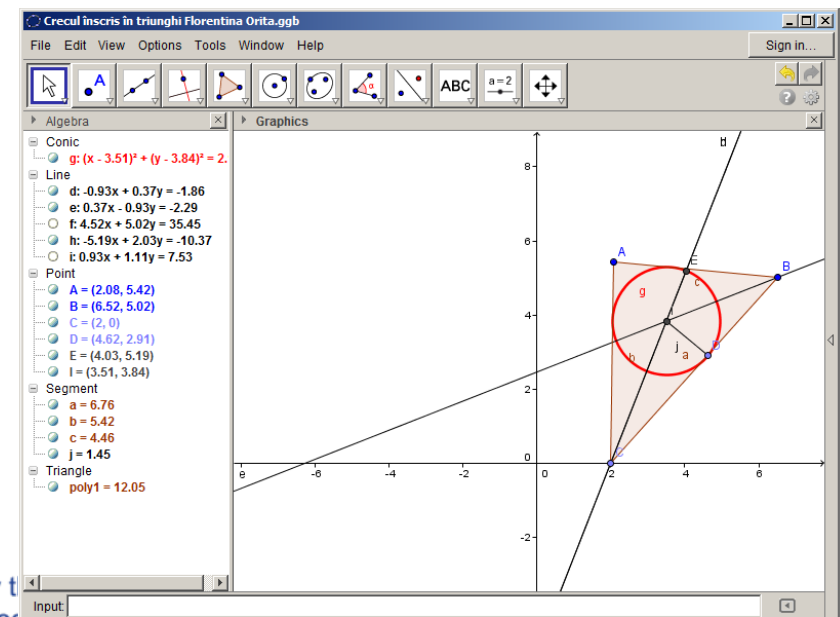


- From very simple data bases
 - favourite film stars (in the English class)
- To more complex
 - school surveys (Math class)
 - daily school plot observations (Science)

www.shepardsoftware.com/math



<http://www.geogebra.org>



Co-funded by the
Erasmus+ Program
of the European Union

- **What do I do with/ for/ through the digital competence in order to better do my job (i.e. teach communication competence)?**
 - Search and download materials for my students
 - Invent home assignments that require digital channels
 - Communicate with students by means of whatsapp
 - Post on the various class blogs
 - Encourage students to design neat presentations
 - Extensively use youtube for entry points or upload project results
 - Never use Apps just because!
 - I do not have a Facebook account, though I use some professional ones 😊

