Proyecto Aplicado

Educador del Año - 2019

This project will show how, through a flipped class approach, students can cooperate with their younger mates at school. Older Primary students put their IT knowledge at the service of a Junior 1 Group, facilitating both the socio-spatial adaptation to Primary School and the acquisition and practice of English Language.

FRAMEWORK

In today's world, making effective use of IT while teaching is a constant challenge. We face a very strict audience that demands high-quality lesson designs, short-term results, minimum effort, instant satisfaction and usually has very little tolerance to frustration. Our duty embraces much more than teaching a language, or using IT. It includes a well designed and detailed objective, with fun and variety in every step and social-emotional containment.

WHAT'S APP?: is a project-based workshop where 5th formers (10 and 11 year old students) learn to use APP INVENTOR, an online program developed by MIT, and create different types of apps. As they already have a base in programming with blocks (they have been working with SCRATCH in previous years) the learning process is quite easy and flows almost naturally.

The target of the workshop is to be able to create an app that someone actually needs. This process involves observation of the surrounding environment, awareness of others' difficulties, creativity in designing, proactivity in taking action, empathy and patience in understanding others' needs and being tenacious when proposing or finding a solution to a problem.

Once the problem/difficulty is located, 5th formers develop apps (usually) for 1st formers, which will help them have a pleasant stay during their first days in primary school. They study the case and decide upon the needs, develop the app, test it and teach how to use it. These type of apps aim at scaffolding the little ones until they gain security in their routines, daily assignments, subjects or activities performed at school. It's a digital way of patronising the little ones and, as a collateral effect, they get involved in the bilingual atmosphere acquiring useful vocabulary and expressions.

This year the apps designed were different types of calculators which were not used for adding or resting ordinary numbers, but for learning their schedules, calculating money for the kiosk, adding/resting odds and even numbers, fingers, etc.

Once they teach the app, there comes a period of client testing, and a sort of satisfaction poll, where the little ones are expected to give feedback on the app provided. The group evaluates results and the workshop ends with a conclusion on the changes needed to improve the experience.

I’m Valeria Serres

I work at Northfield School since 2012. I am currently teacher from the IT department for Primary School and Professor of Travel & Tourism for Secondary School. I also develop and work on projects related to Ecology, technology and innovative education, in *clubs* that usually take time during lunch break.

I graduated from Universidad del Salvador in Travel and Tourism Career, and I am finishing the English Teacher Training College this year. I also dedicated myself to studying NLP because I’m curious on how the brain works and learns. I lived in El Calafate for almost ten years, and guided people from all over the world on top of the Perito Moreno Glacier. As a tour guide, I like to combine travelling and education. And as a citizen, I believe technology is at the service of all humans.

The project Apps on Demand was presented last summer at Lycee Francais in New York in Mobille Convention of Language and Technology, where I was invited. I am glad of having the chance to present it again, but in my country. This project is still on at school and students are amazed at the massive possibilities it offers.

I hope you enjoy this presentation.

To be able to listen to the audio explanation, please scan the QR code placed in slide 5 and as you listen to it scroll the slides to accompany the audio with the different pictures.

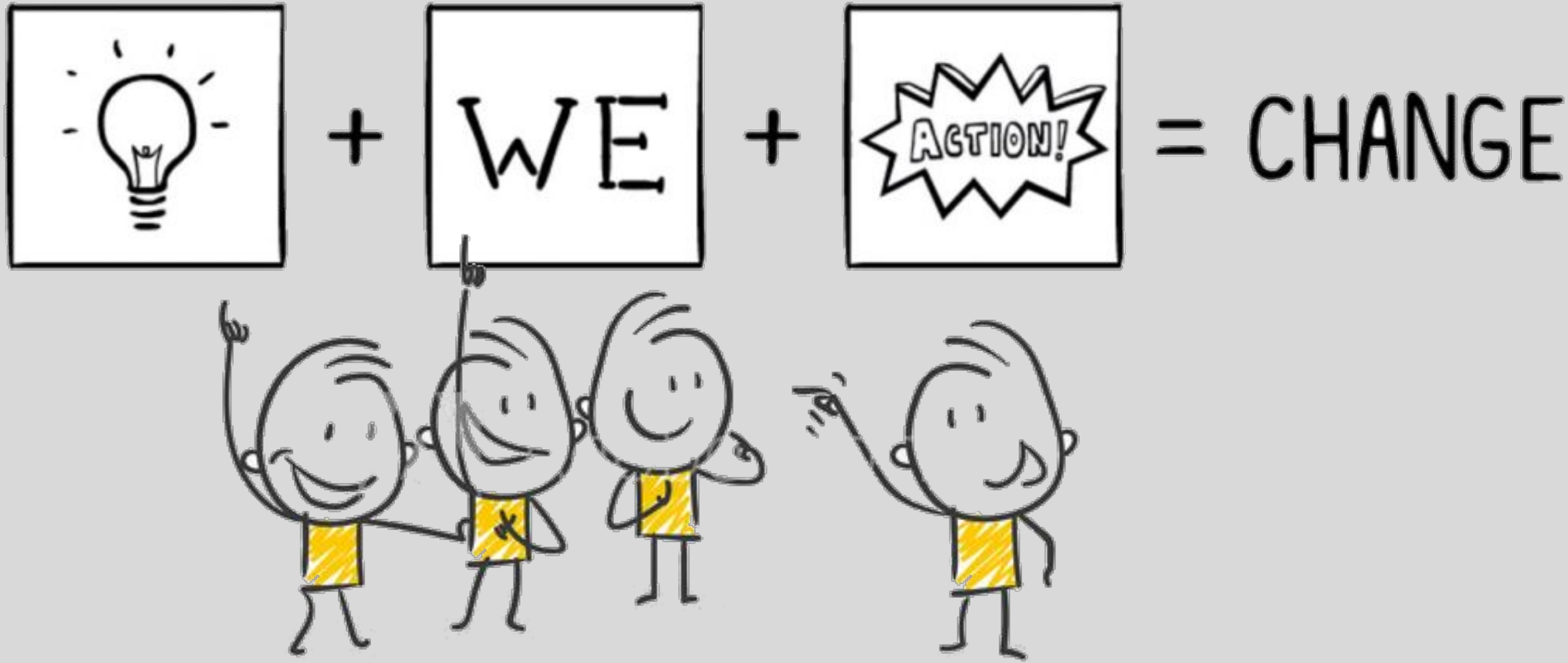
You will find 3 short videos within the presentation. You may either pause the audio and watch the videos, or keep on scrolling the slides with the audio and watch the videos at the end of the presentation.

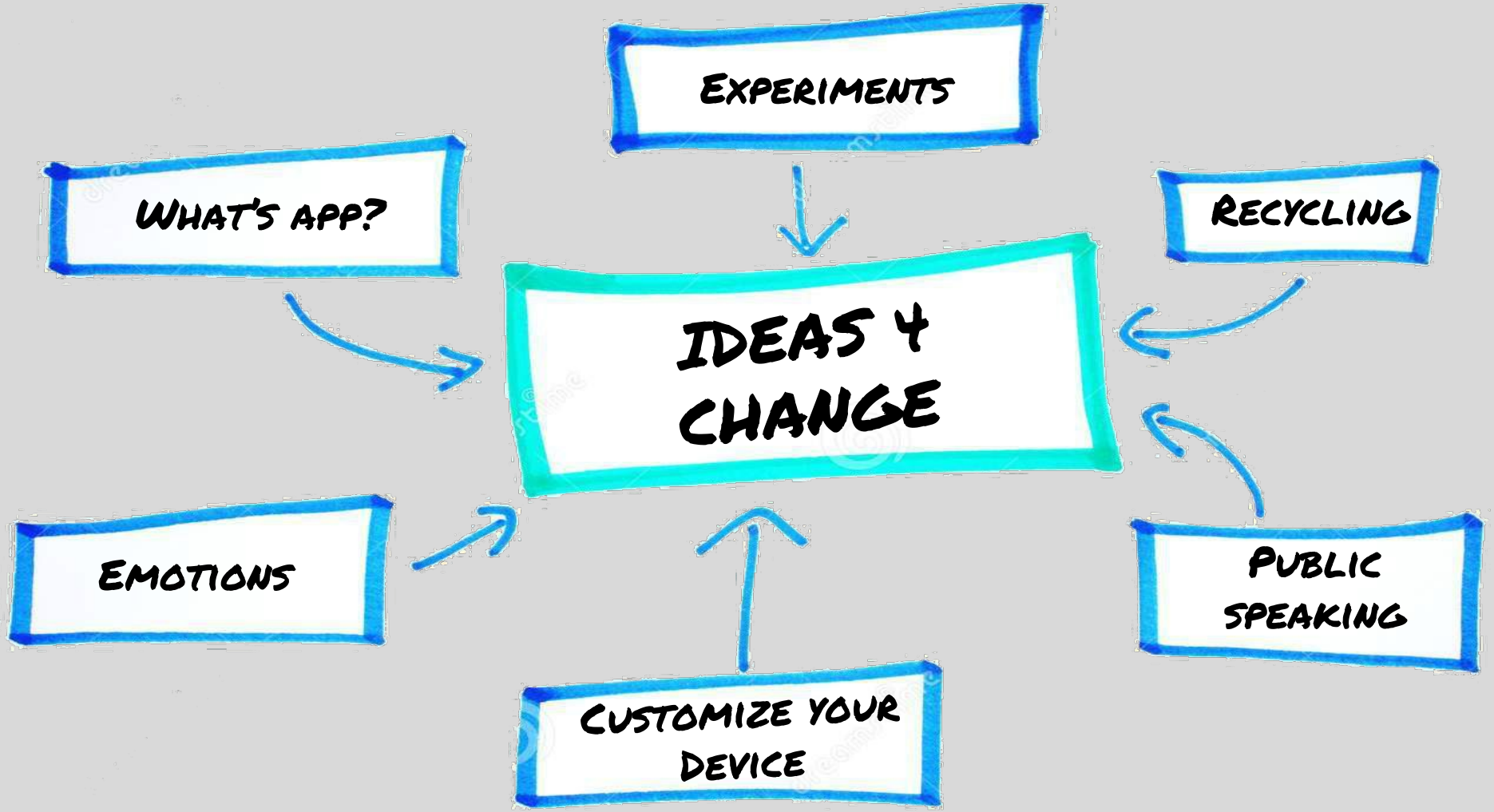
Apps on Demand

Guiding Digital Natives

AUDIO

Promoting a Change




EXPERIMENTS
WHAT'S APP?
RECYCLING
IDEAS 4 CHANGE
EMOTIONS
PUBLIC SPEAKING
CUSTOMIZE YOUR DEVICE

What’s app?

Workshop Organization

DEBATE & INPUT

BRAINSTORM & FIELDWORK

DESIGN & PROGRAM

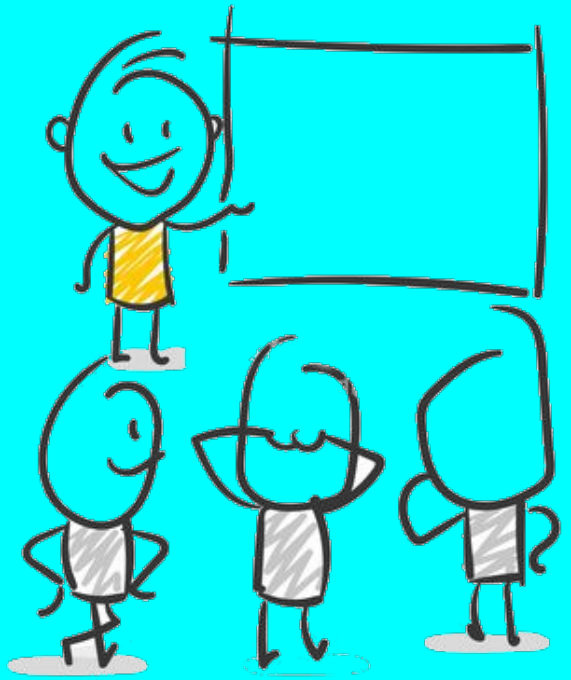
TEST & CORRECT

WHO, better than students,

knows what students need?

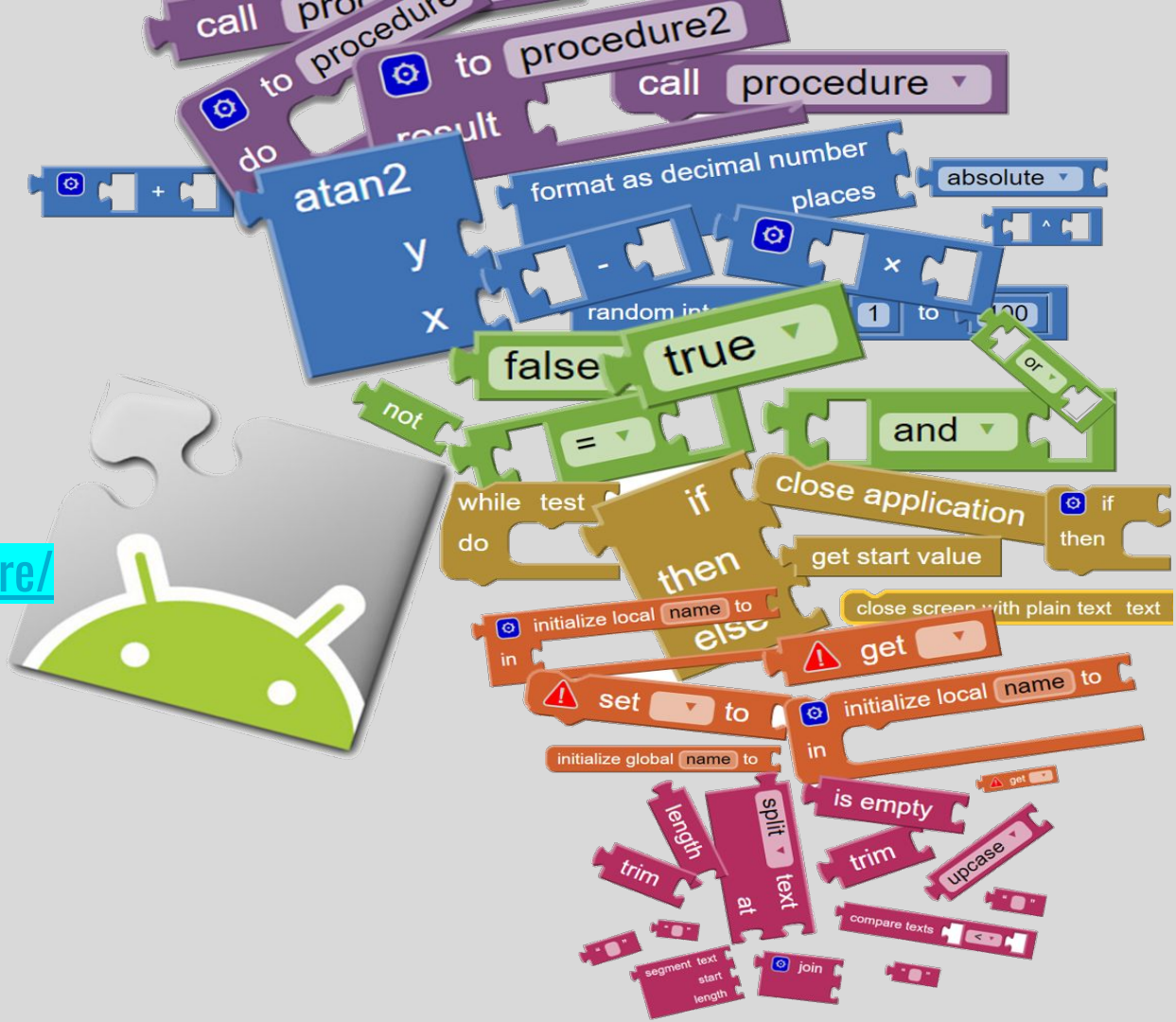
Debate & Input

- APP INVENTOR



MIT APP INVENTOR

http://appinventor.mit.edu/explore/



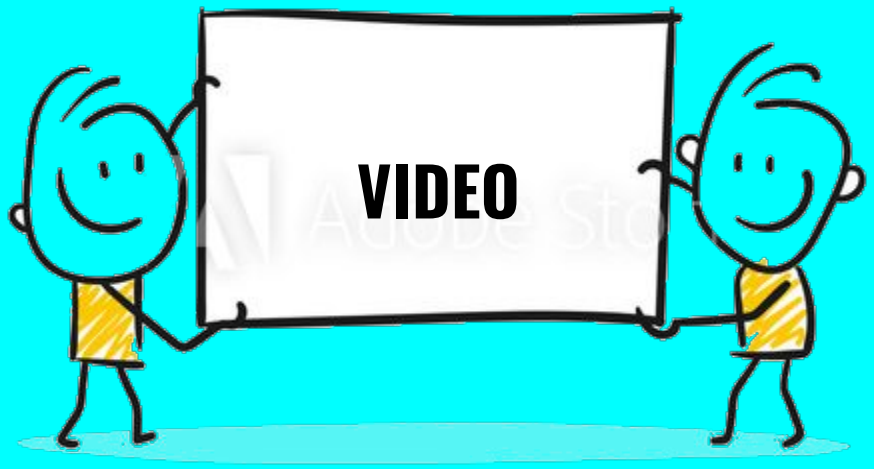

HelloPurr
Save
Save As
Checkpoint
Blocks Editor is open
Package for Phone
Palette
Basic
Button
Canvas
CheckBox
Clock
Image
Label
ListPicker
PasswordTextBox
TextBox
TinyDB
Media
Animation
Social
Sensors
Screen Arrangement
LEGO® MINDSTORMS®
Other stuff
Not ready for prime time
Old stuff
For internal use only
Viewer
5:09 PM
Screen1
Components
Screen1
Button1
Rename...
Delete...
Media
kitty.png
Add...
Properties
Button
Alignment
center
BackgroundColor
Default
Enabled
FontBold
FontItalic
when Web1 .GotText
url responseCode responseType responseContent
do set global log to get responseContent
set global log to segment text get global log
start 1
length 9
if get global log = " log in ok "
then call Notifier1 .ShowAlert
notice get global log
open another screen screenName " Main "
else if get global log = " Log in Er "
then call Notifier1 .ShowAlert
notice " Password and User i
call Notifier1 .ShowAlert
notice get global log
Screen1
Pet the Kitty!

WiFi

Build your project on your computer

Test it in real-time on your device

Let’s watch part of the Process!



Learn to Observe

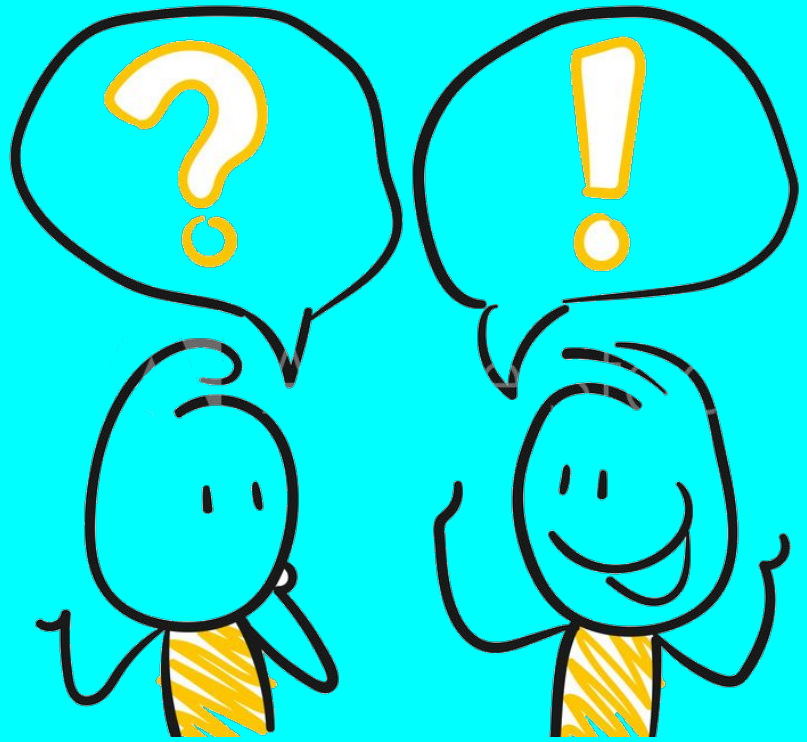
- WHO?

Think of Something Useful

- WHAT?

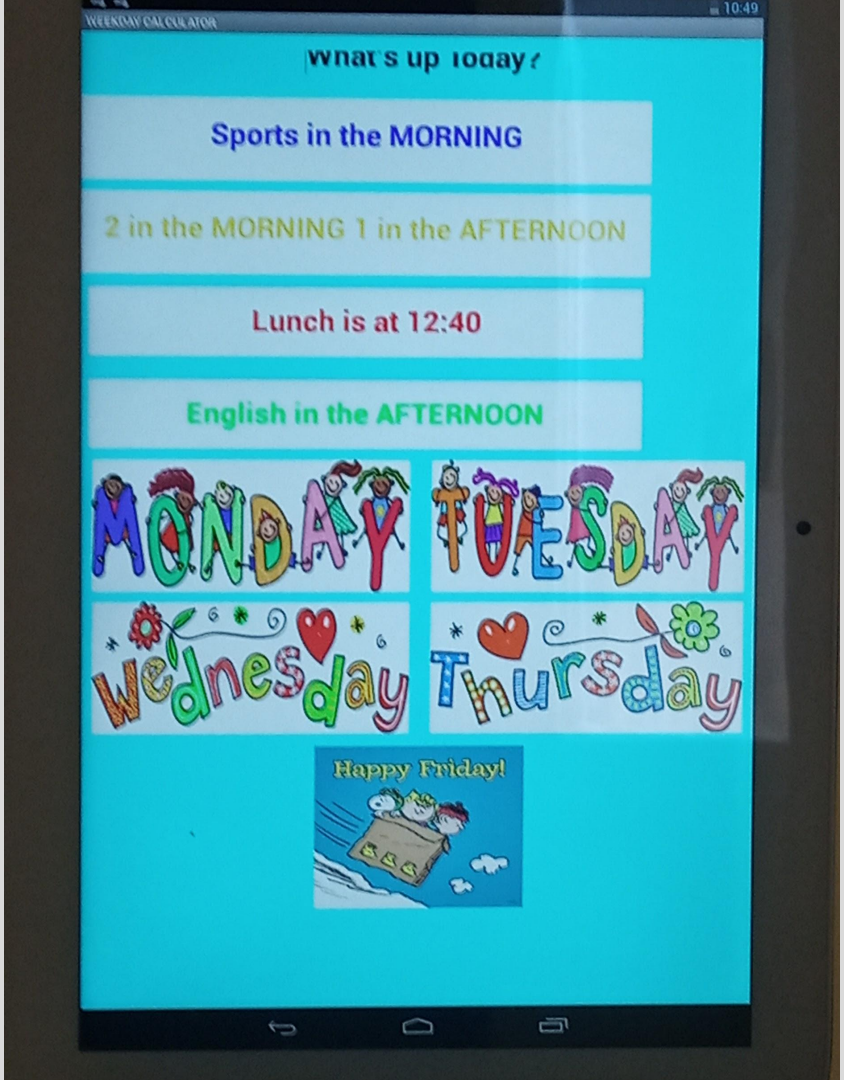
Find a Problem to Solve

- FOCUS
- TEAM WORK



Brainstorm Solutions

- VARIETY


WEEKDAY CALCULATOR
10:49
What's up Today?
Sports in the MORNING
2 in the MORNING 1 in the AFTERNOON
Lunch is at 12:40
English in the AFTERNOON
MONDAY
TUESDAY
Wednesday
Thursday
Happy Friday!

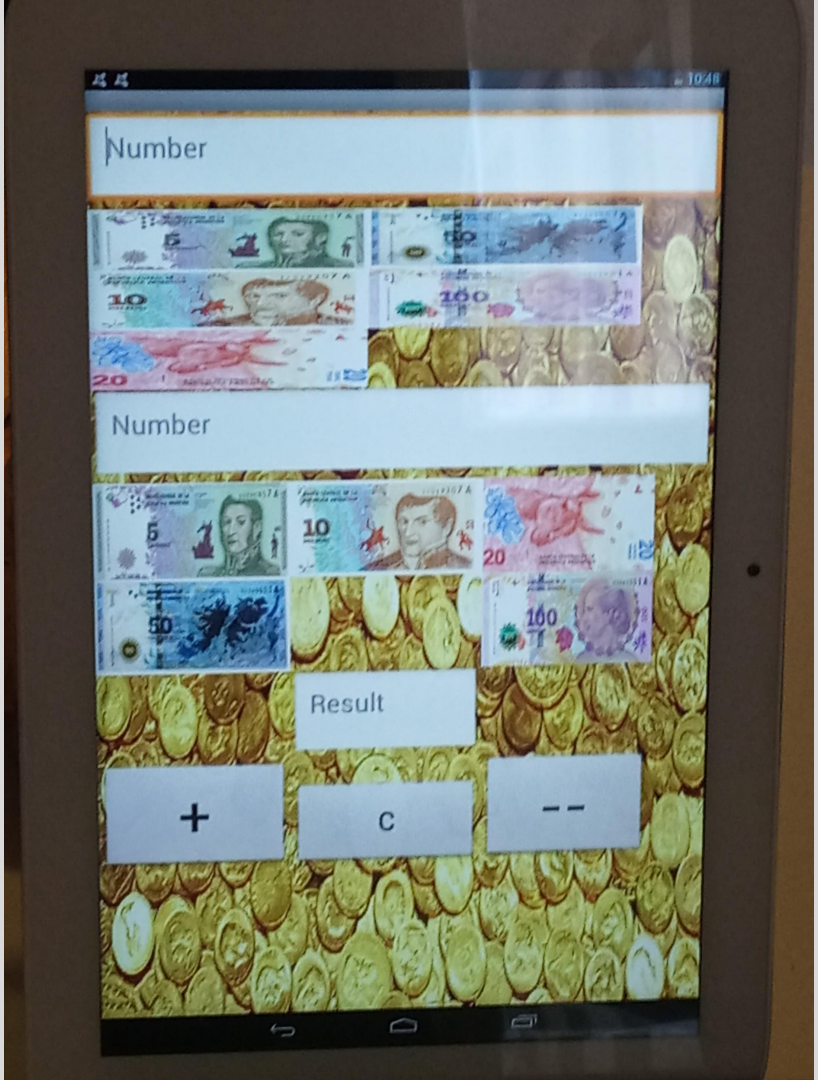
- Calendar

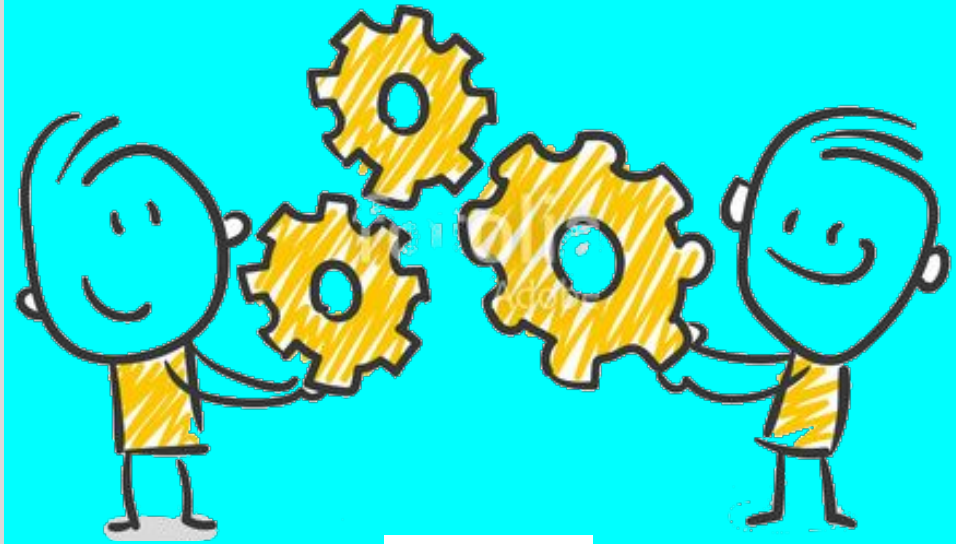

SCHOOL OBJECT CALCULATOR
IF YOU LOST IT, WE FIND IT
HELP
HEL
HELP
HELP
HELP
HEL
HELP
HELP
HELP
HEL
HELP
HELP

- Pencil Box


shop helper
Lay's
Cheetos
Es imposible
Cofler
Kinder Joy
BULL DOG
Sabritas

- Kiosk

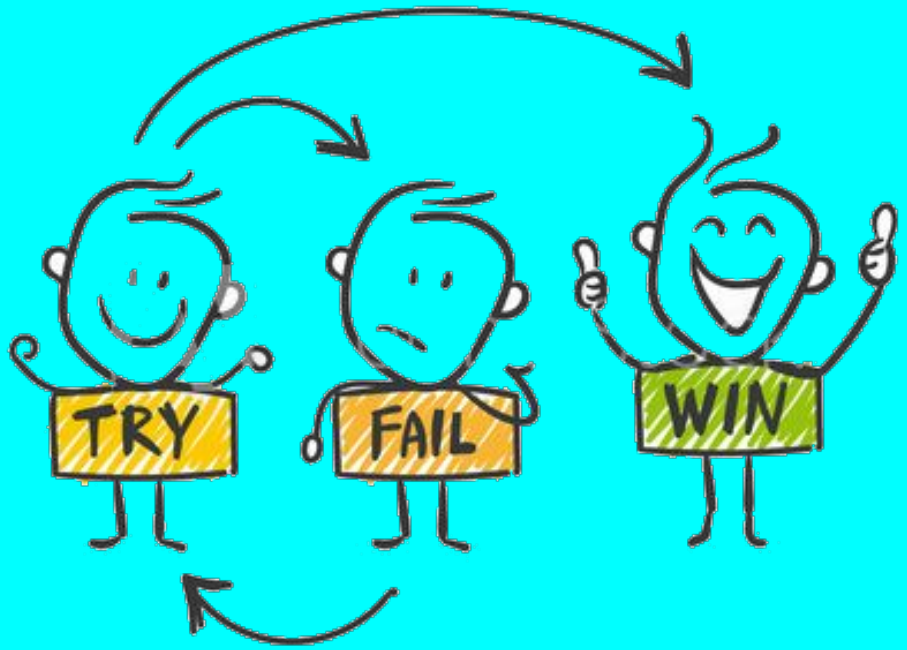




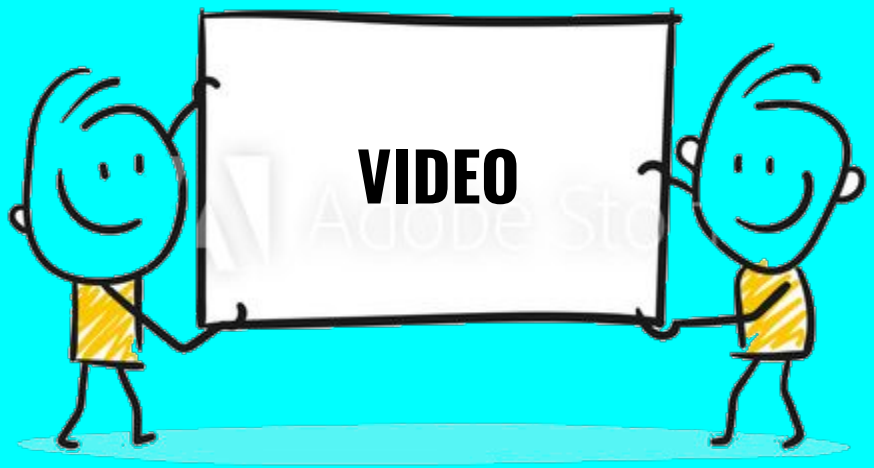
- Kiosk

Time to Test the Apps

- TESTING PERIOD

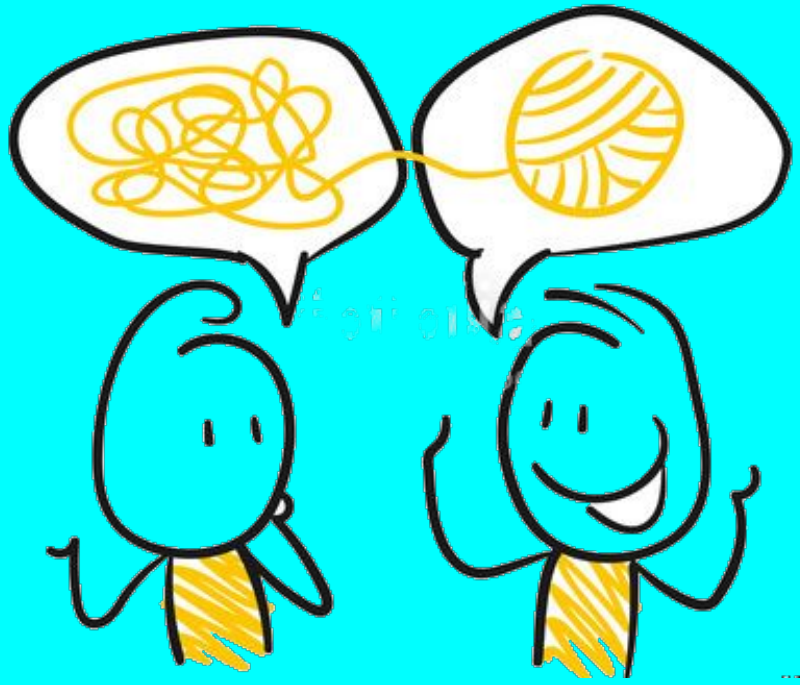


This is how Apps were tested...



Work on Corrections

- DESIGN
- PROGRAM

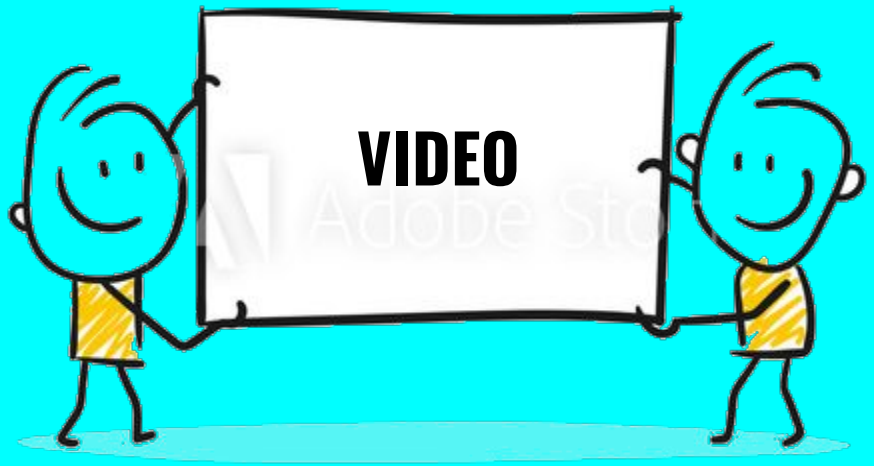


Analyse Feedback

- FUNCTION
- TEST RESULTS

Share the Project

Presenting the project to school mates...




Earth
Earth
Earth

Thanks!