

Comments about the teaching ideas

The webinar programme on ICT IN PEDAGOGY

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In dia 4: Ганс-Крістіан Андерсен. «Снігова королева». Перешкоди на шляху Герди, її помічники. Чарівний світ твору. Nice task which can be used in various learning situations. How to continue from this - commenting etc.? Note: Padlet is not social media.

In dia 6: Прислів'я та приказки – перлини народної мудрості (Are they?) Important topic which helps children to talk about friendship and its importance, it also helps to express the loneliness and lost of friends.

In dia 8: Моделювання фрагменту уроку «Я досліджую світ» з використанням інтегрованих методик викладання діяльнісного підходу. I had difficult to understand this (Google translator!) Please explain more? Do students work alone?

In dia 10: Культура оцінювання в НУШ: A very important topic (for learning the learning skills), also the aims are good. Nicely used digital tools! I understood that this is for teachers? This is connected to the webinar about Assessment, let's have it here, too.

In dia 12: Гра як драйвер розвитку учнів початкової школи. Is this to teacher students? A relevant topic - games are one type of learning materials.

In dia 3: Правила внутрішнього розпорядку в навчальній майстерні. Nice idea that students collaborate in making a presentation. Canva is a useful tool to learn for the students. Was the example Canva a template that everybody used?

In dia 5: Підсумок за темою “Я живу в Україні”. Good task if it gives students some freedom to choose what they want to produce. Great that there is self- and peer-evaluation.

In dia 7: Навчання через гру. Обговорення власного досвіду. Створення порівняльної таблиці “Ігри мого дитинства/сучасні ігри”. Good task for teachers to compare their own and present-day games and game practices - digitalisation has really change the role of games in the lives of people of different ages.

In dia 9: Механічний рух. It is great that teachers get training about an interesting tool for teaching physics. Could the task include reflection about how they could use it with students?

In dia 11: Гра як драйвер розвитку учнів початкової школи. Relevant basic task for teachers to learn a gaming application for teaching. Do the teachers share the games that they create?