

Szablon scenariusza



Organising institution: Esenler District Education Authority

Country: Turkey

Age: liczba

Key question: pytanie

Objectives:

- raz
- dwa
- trzy

Time:czas

Software and apps to be used:

- raz
- dwa
- trzy

Brief presentation: opis tutaj

Topics covered:

- raz
- dwa
- trzy

Preparation of space for the Atelier: opis tutaj

Materials needed:

- raz
- dwa
- trzy

Main inspirations taken from personal research:

- raz
- dwa

- trzy

Mass media and social media connections: opis tutaj

How do you plan to give voice to students to present or show their personal skills and knowledge? opis tutaj

How do you collect information as the starting point of a Digital Atelier? opis tutaj

Introducing students to the key question – the research begins: opis tutaj

Experimental phase

1. Action that unfolds the practical activity to clarify the question (experimental phase): opis tutaj
2. Active work of the students: opis tutaj
3. Presentation of findings and results (visualisation of information): opis tutaj
4. Analysis of results: opis tutaj

Project/design phase – part 1

1. Second action that unfolds the practical activity (project/design phase): opis tutaj
2. Active work of the students: opis tutaj
3. Presentation of findings and results (visualisation of information): opis tutaj
4. Analysis of results: opis tutaj

Project/design phase – part 2

1. Third action that unfolds the practical activity (project/design phase): opis tutaj
2. Active work of the students: opis tutaj
3. Presentation of findings and results (visualisation of information): opis tutaj
4. Analysis of results: opis tutaj

Approach to a new software or a new app: opis tutaj

Links between the Digital Atelier and real life of the students: opis tutaj

How do you plan to evaluate knowledge and skills? opis tutaj

Conclusion: opis tutaj

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