

FRAMEWORK FOR METHODS

1. Information about teacher/worker in school.

#makepersonal

Teachers/worker name, surname:	Aljaž Gec
Position:	Secondary school teacher of computer engineering
2-3 about teacher:	Aljaž passions are modern technologies, software, hardware, data mining and machine learning.
Check X if you add picture of teacher.	

2. Description for method.

#makeinteresting #makeflaxable

Method name :	Learning by using innovative computer applications.
In what subject you can adapt this method:	Informatics, geography, history, etc. where you can find articles on Wikipedia about topics you discuss.
Description in few sentences:	This method is using innovative computer applications at school lessons. As a fundamental is used Wikipedia, where students can find article about the topic which is given by the teacher. Then they work on this topic in four groups. First group make presentation using the Prezi tool, second group present this topic using Coggle, third group make the Fakebook profile and last group make quiz in Kahoot!.
Description of process :	Our school is technical and practical oriented, so this method is based on working on computers and practical thinking. Millenials are good on using IT technology and this method depends on it.
1.	In first step, teacher split students in four groups. Then he introduce the topic in this lesson and show the article about it on Wikipedia.
2.	First group make presentation about the article, using Prezi tool. Second group present this topic using Coggle, third group make the Fakebook profile and the last group make quiz in Kahoot!.
3.	Work in groups and presentations of team work.



Read



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4.	Evaluations of their work and feedback of other groups. Analysis of each presentation, discussion about bonuses and deficiencies of each computer application. Students publish their work on moodle course set by teacher.
Example:	Using different IT tools, lesson is attractive for students and more practical oriented. We will use five different tools: Wikipedia, Prezi, Coggle, Fakebook and Kahoot!. Wikipedia is a free online encyclopedia, created and edited by volunteers around the world and hosted by the Wikimedia Foundation. Prezi is presentation software that uses motion, zoom, and spatial relationships to bring your ideas to life and make you a great presenter. Coggle is a collaborative mind-mapping tool that helps you make sense of complex things. Fakebook is a service that offers the ability to create imaginary profiles. Kahoot! is a game-based platform that makes learning awesome for millions of people all over the world. The topic of our lesson will be Von Neumann computer arhitecture. First group make presentation of the topic in Prezi, second group second group present this topic using Coggle, third group make the Fakebook profile and last group make quiz in Kahoot!. On the beginning, students work in their applications, in second hour they have presentations of their work. At the final point are evaluations and discussions of each computer application, advantages and disadvantages. This metod takes set of 2 school hours.