Uma ~~*nova*~~ abordagem flexível?

Dispositivos Móveis em Projetos eTwinning

Encontro Regional - Tondela

Marco Neves

Tondela, 29 de setembro - 2018

Mobilidade + Pedagogia + Aprendizagem!

"*God meant us* to be **wireless**. The last cord we were connected to was cut at birth."

Frank Sanda, *Motorola*

Fonte: http://www.soundbeatmedia.com

http://www.japantimes.co.jp/news

“In the digital world, teaching and learning evolve at an alarming pace. Our students come to school ***equipped with amazing mobile devices and billions of resources in the palms of their hands***, and this creates a marvelous opportunity for us to show the world the wonderful things that happen in our classrooms.”

Ecossistema digitaL

Novas abordagens e dinâmicas pedagógicas

MOBILIDADE

COMUNICAÇÃO

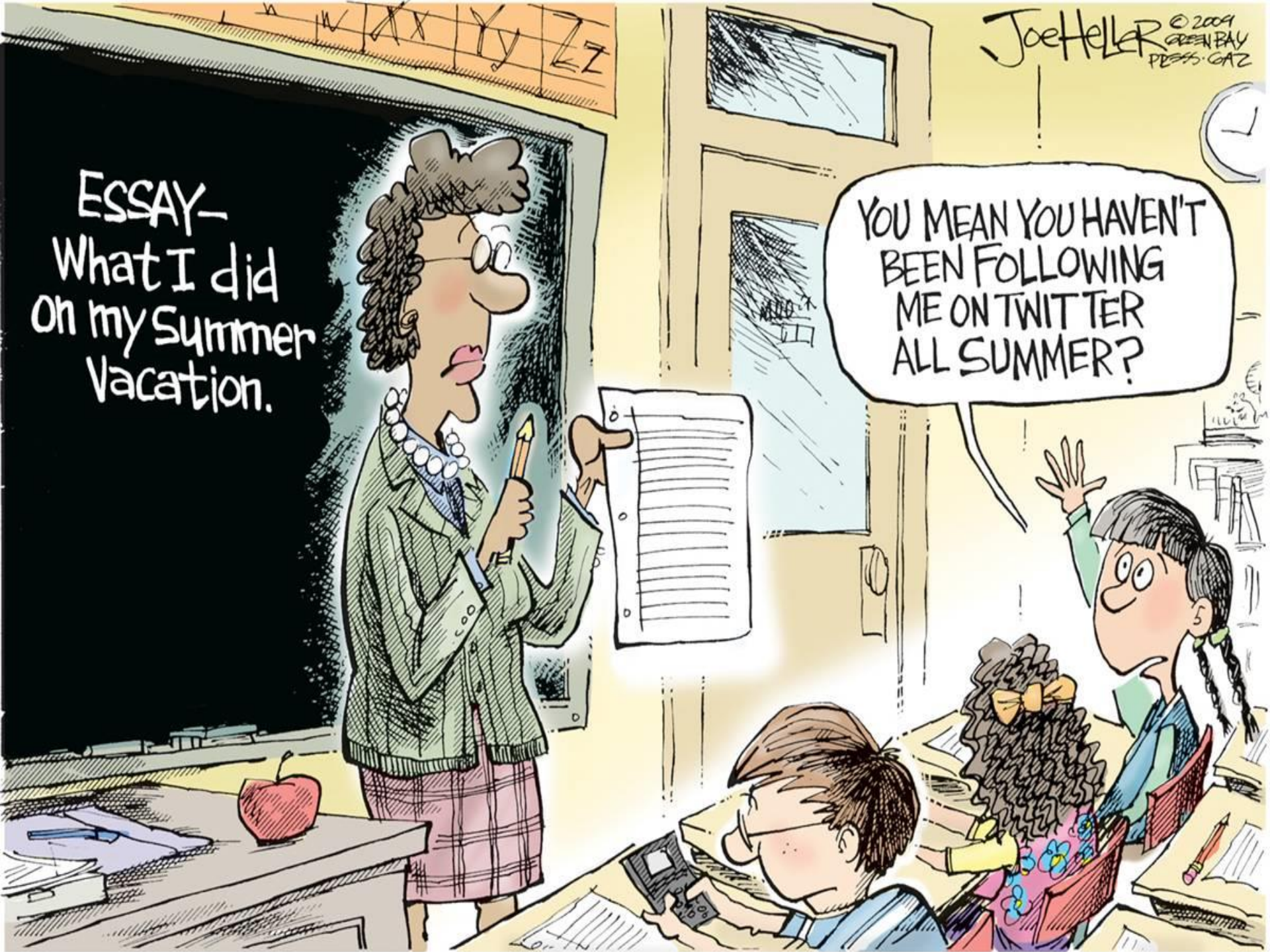
COLABORAÇÃO

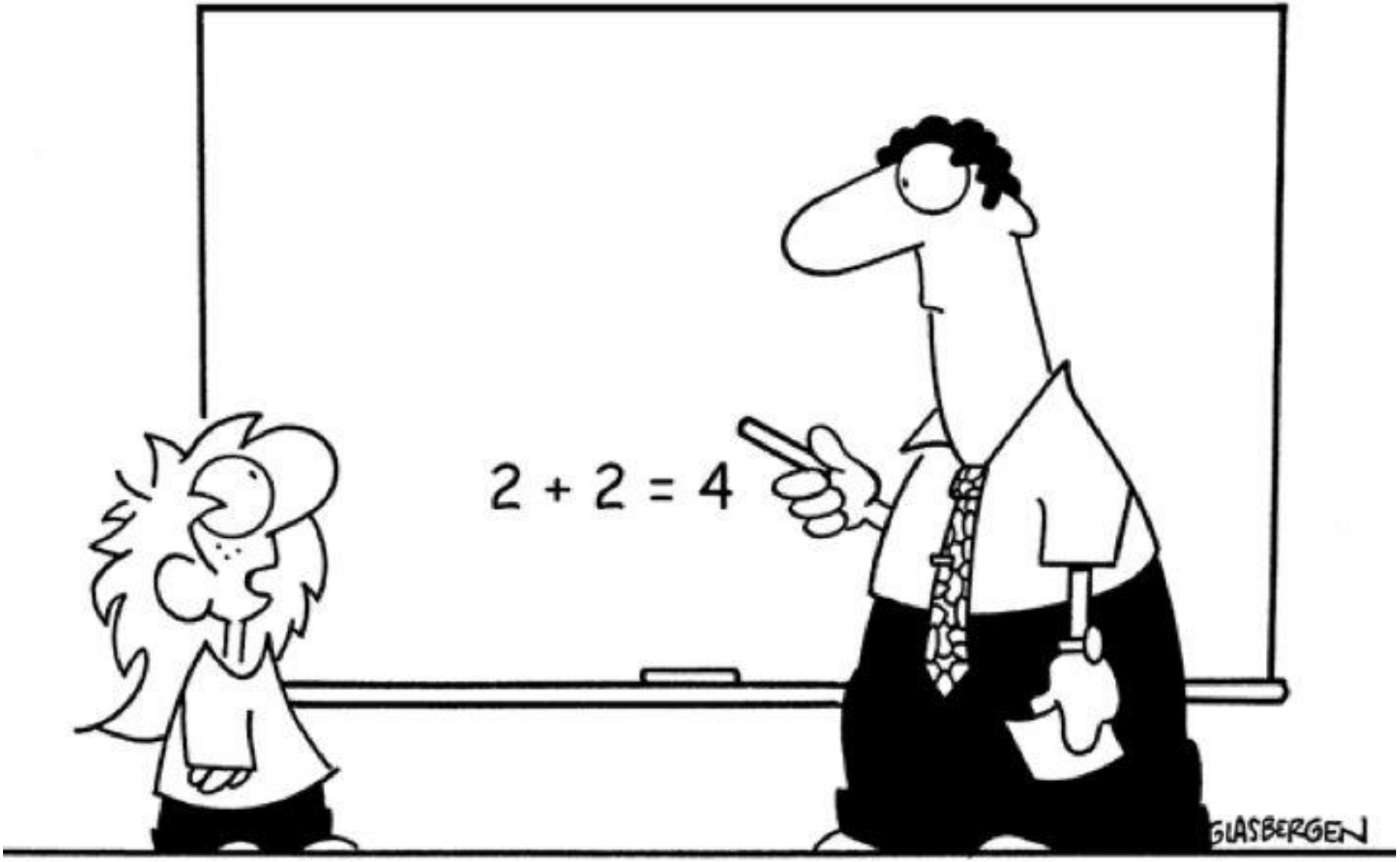
FLEXIBILIDADE

ESCOLA

Para o secretário de Estado da Educação, "antes só o professor era detentor do conhecimento ***e agora o conhecimento anda no bolso de todos*** *e está à distância de um clique",* referindo-se aos telemóveis inteligentes ("**smartphones**") com acesso à Internet.

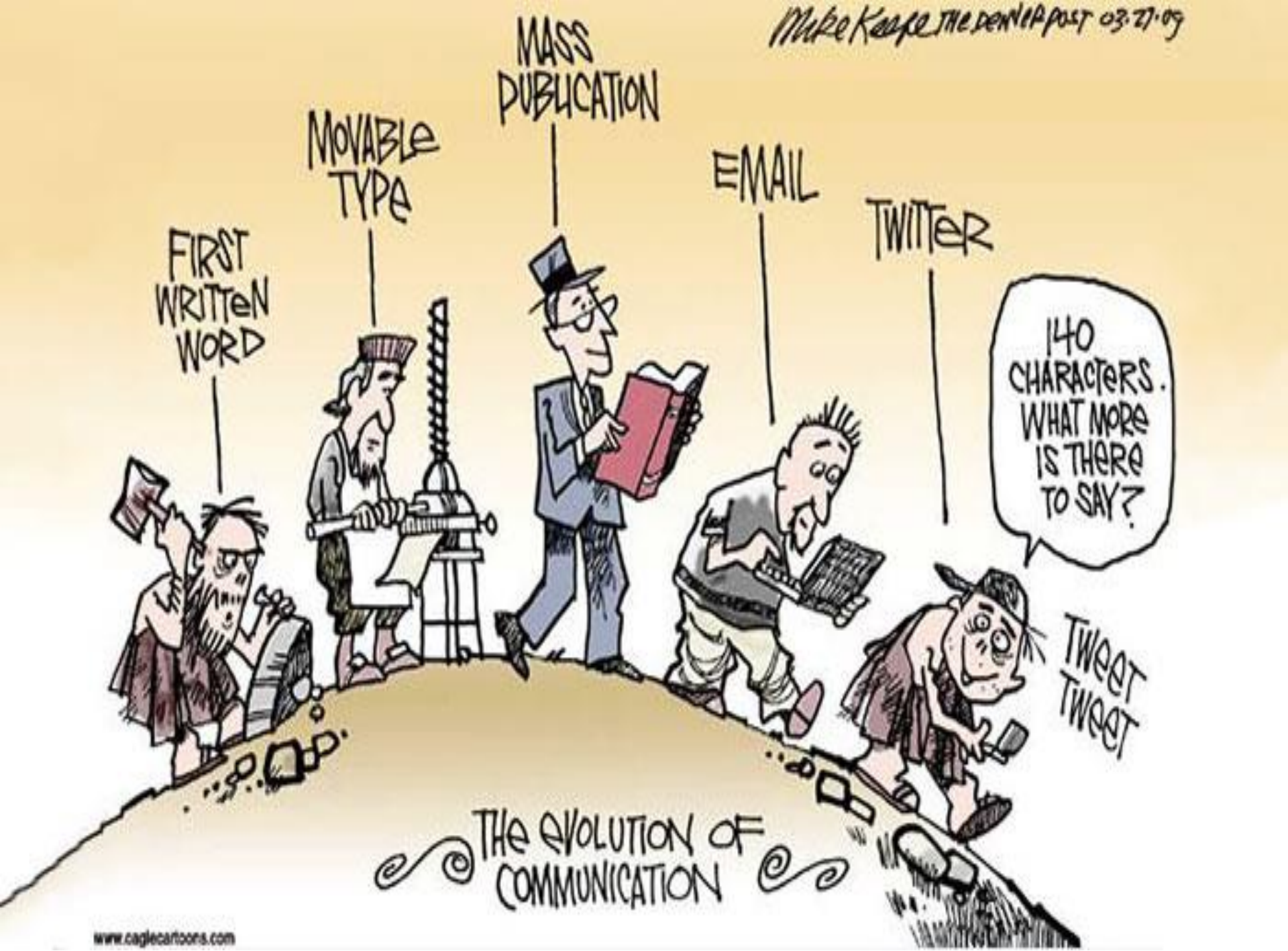
Na sessão de abertura de um colóquio sobre o currículo e práticas escolares em Portugal e na Finlândia. 14-3-2016


ESSAY–
What I did
on my Summer
Vacation.
YOU MEAN YOU HAVEN'T BEEN FOLLOWING ME ON TWITTER ALL SUMMER?
JoeHeller
© 2009 GREEN BAY PRESS-GAZ



"How can I trust your information when you're using such outdated technology?"

Analógico vs Digital!


Mike Keefe The Denver Post 03.27.09
FIRST WRITTEN WORD
MOVABLE TYPE
MASS PUBLICATION
EMAIL
TWITTER
140 CHARACTERS. WHAT MORE IS THERE TO SAY?
TWEET TWEET
THE EVOLUTION OF COMMUNICATION
www.caglecartoons.com

Reboot: Adidas to make shoes in Germany again – but using robots

Company unveils new factory in Germany that will use machines to make shoes instead of humans in Asia

Adidas said the robots would not replaces human workers in Asian factories immediately. Photograph: Christof Stache/AFP/Getty Images

Artificial intelligence will replace half of all jobs in the next decade, says widely followed technologist

Sophia Yan

Published 11:30 AM ET Thu, 27 April 2017 | Updated 8:49 PM ET Thu, 27 April 2017

CNBC

One of Europe's most influential investors gave a brutal example of how AI could wipe out white-collar jobs

Shona Ghosh

Jun. 13, 2017, 11:21 AM 1,790

Artificial Intelligence Is Likely to Make a Career in Finance, Medicine or Law a Lot Less Lucrative

First generation robots worked in factories. Second generation robots are preparing for white-collar professions. Sort of like people.

Sam McRoberts • Guest Writer

AI COLLAR

Japanese white-collar workers are already being replaced by artificial intelligence

UBER

airbnb

Alibaba.com

3,842 views | Sep 18, 2018, 08:05am

Artificial Intelligence To Create 58 Million New Jobs By 2022, Says Report

Amit Chowdhry Contributor
Consumer Tech
Tech enthusiast, born in Ann Arbor and educated at Michigan State

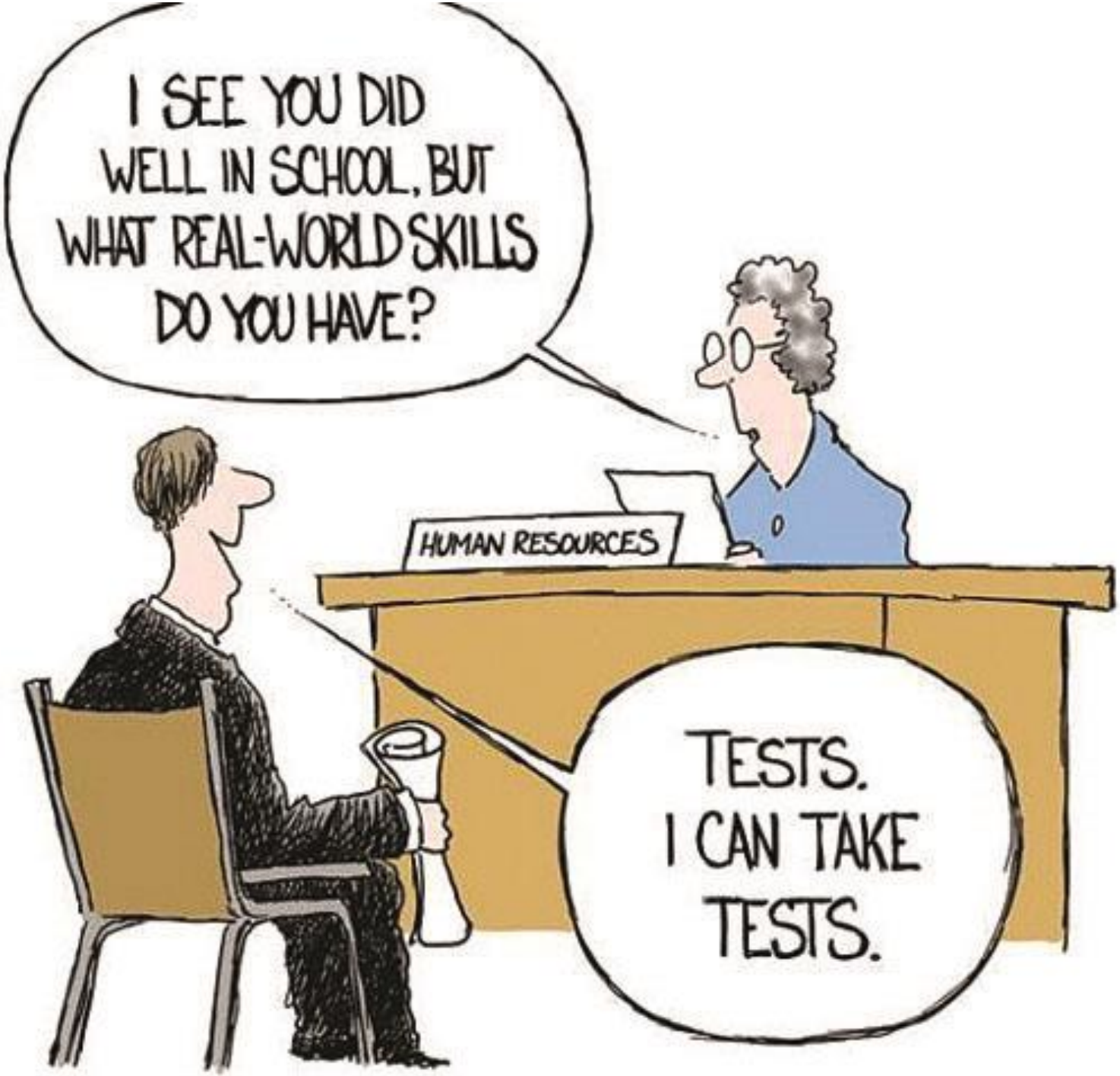
Machines and algorithms in the workplace are expected to create 133 million new roles, but cause 75 million jobs to be displaced by 2022 according to a new report from the World Economic Forum (WEF) called "The Future of Jobs 2018." This means that the growth of artificial intelligence could create 58 million net new jobs in the next few years.

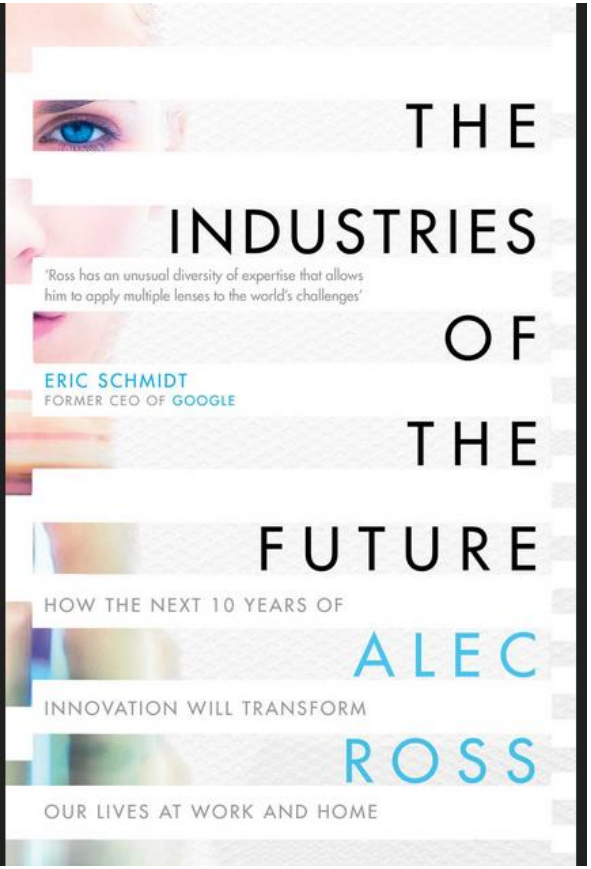
As the world hurtles into an increasingly technologically-heavy future, we are at ***risk of having a <u>skills shortage</u> for this growing workforce*** as not enough young people have the adequate training for these (***new***) industries.

hundrED

Implementing 3D Technology In Schools

https://hundred.org/news/implementing-3d-technology-in-schools


I SEE YOU DID WELL IN SCHOOL, BUT WHAT REAL-WORLD SKILLS DO YOU HAVE?
HUMAN RESOURCES
TESTS. I CAN TAKE TESTS.



40 per cent of Australian **jobs** are at a high **risk of being replaced by technology** by 2035

Of these jobs, **18.4 per cent** may be **eliminated** entirely

Unskilled or low-skilled activities will come under the greatest pressure, some predict that **92.5 per cent** of jobs in farming and forestry could be **automated** by 2035.

If we teach today the way we were taught yesterday we aren't preparing students for today or tomorrow

WHAT ARE 21ST CENTURY SKILLS? THESE 4 C'S:

C
COMMUNICATION

Sharing thoughts, questions, ideas & solutions

C
COLLABORATION

Working together to reach a goal. Putting talent, expertise, and smarts to work

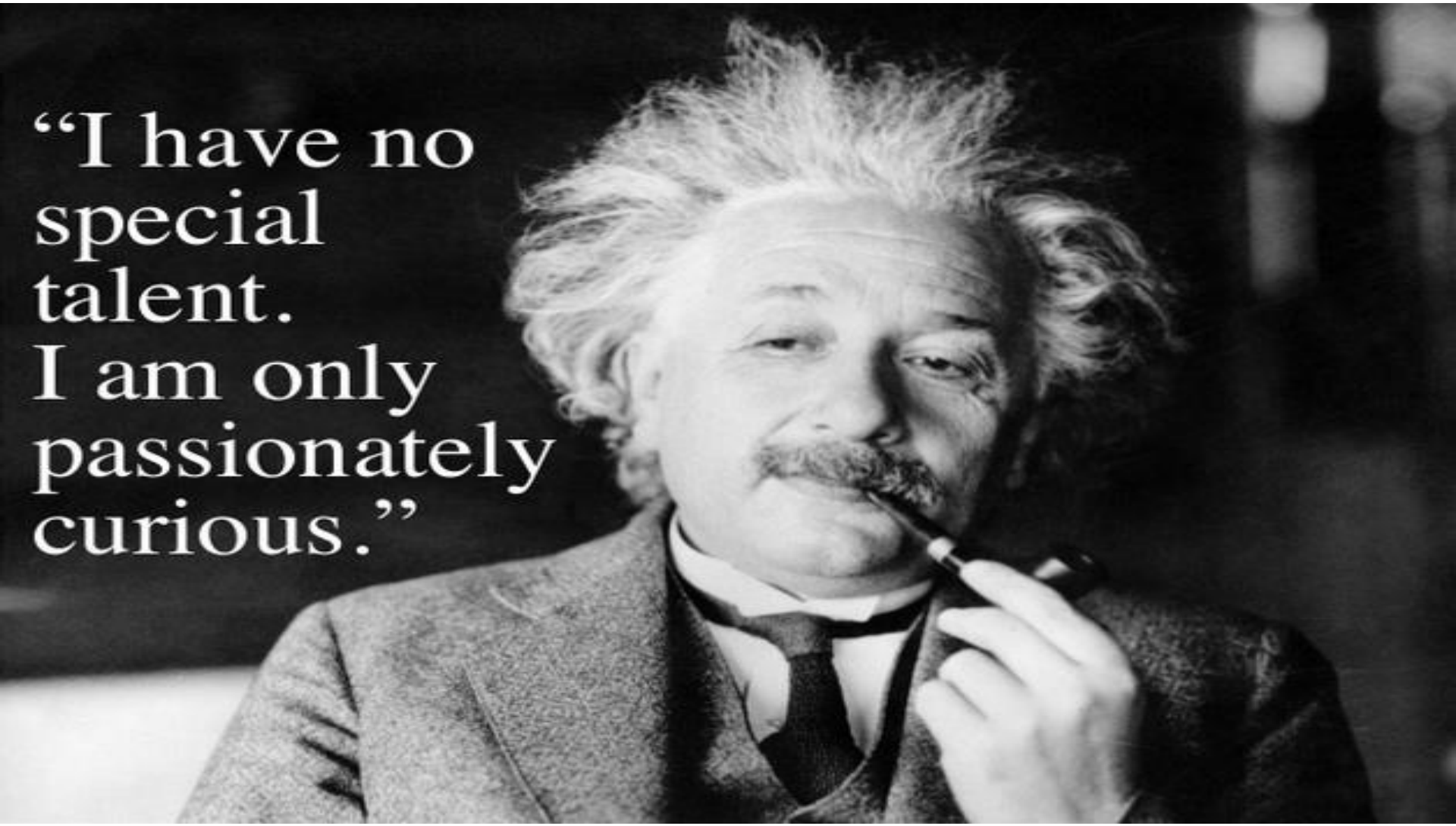
C
CRITICAL THINKING

Looking at problems in a new way and linking learning across subjects & disciplines

C
CREATIVITY

Trying new approaches to get things done equals innovation & invention

Qual é o C em falta?


"I have no special talent. I am only passionately curious."

Como desenvolver ambientes que facilitem a integração das tecnologias móveis (Ecossistema digitaL)?

("...e que permitam mais e melhores aprendizagens.")

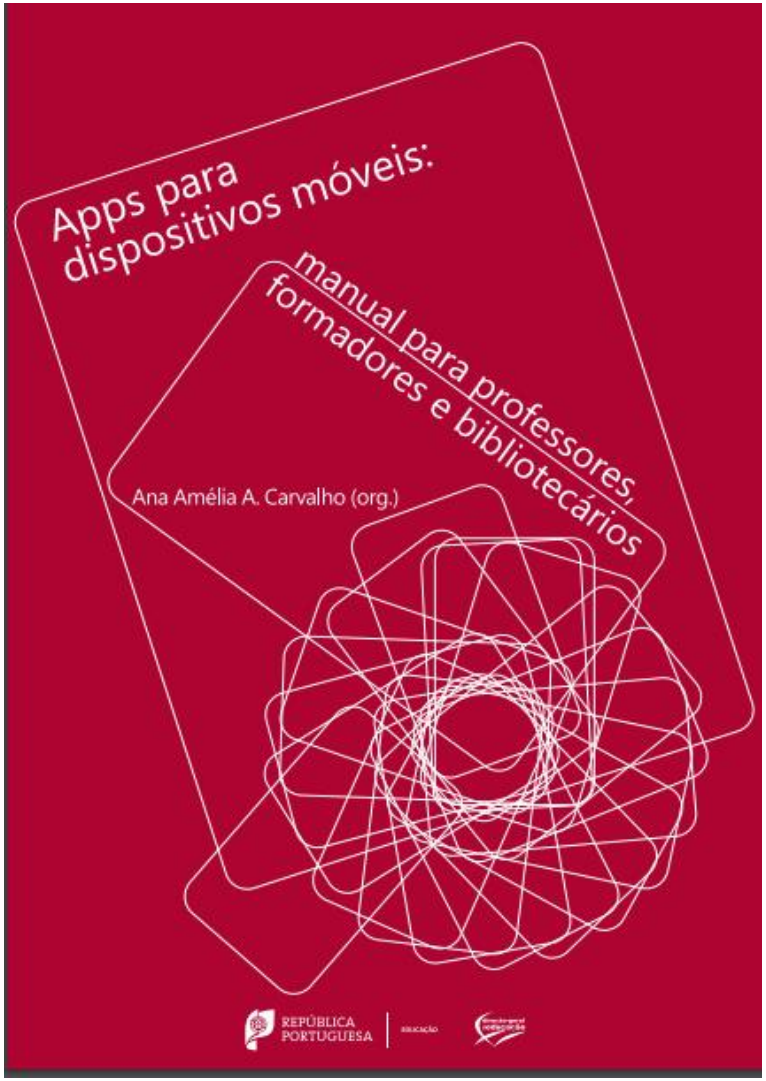
..... com o eTwinning.

Fonte: http://www.securedgenetworks.com

Planos de ação para utilização de Mobile Apps - eTwinning

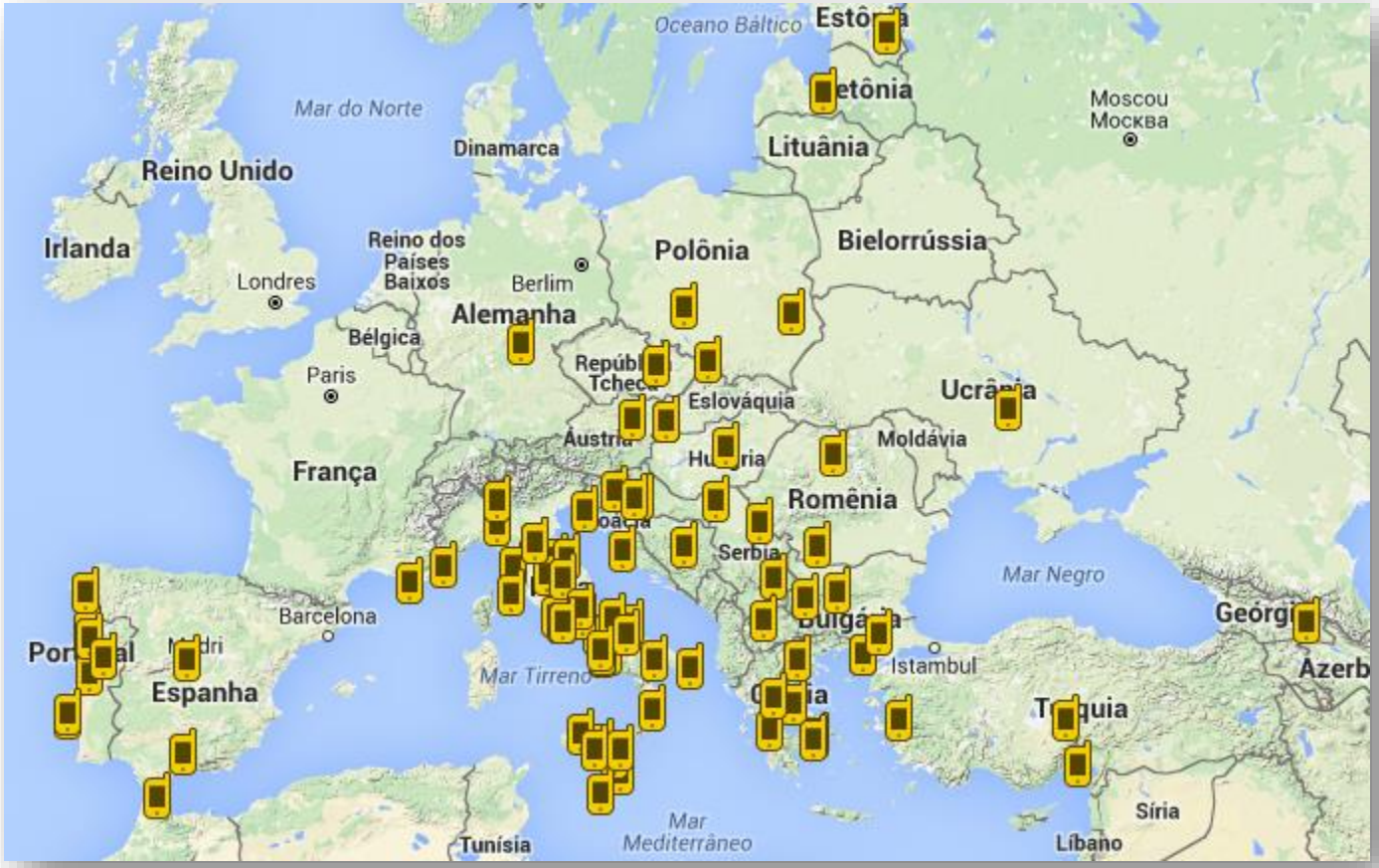
http://pt.calameo.com/read/0012535192dc7fa8acec1

Manual para professores e bibliotecários.



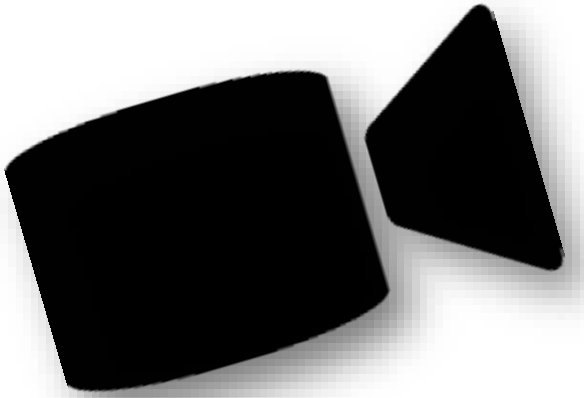
Learning Event – Creating Apps for eTwinning Projects with AppInventor

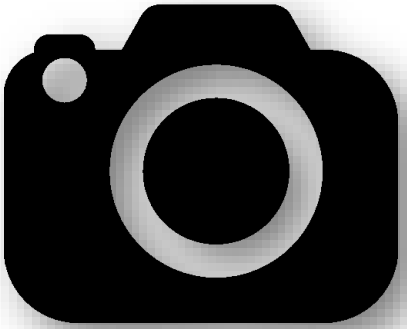
eTwinning Learning Labs



… e como podem ajudar as tecnologias móveis a dinamizar/criar/desenvolver?

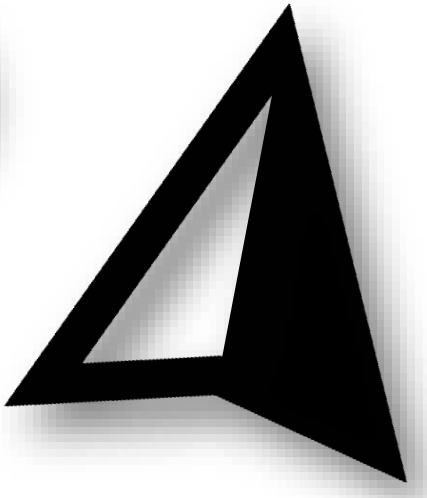
("…e o que posso fazer e exemplos em como as utilizar")





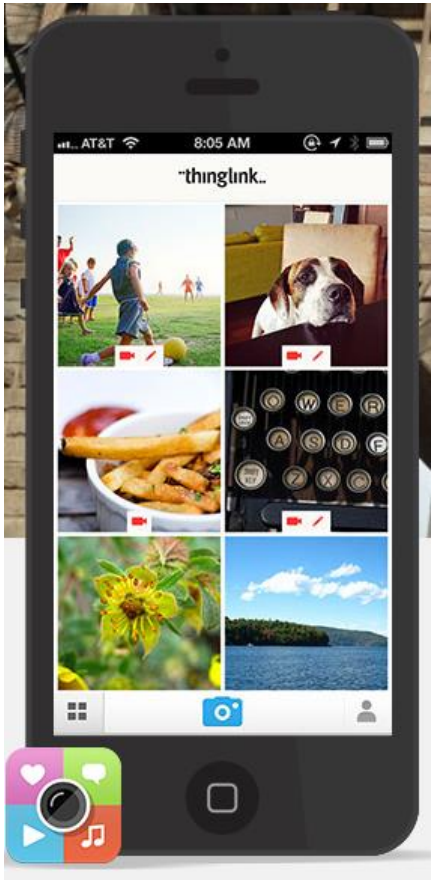
Wi Fi
TM

SMS



…e Apps?

ThingLink - Qualquer imagem pode ser interativa….



Get our new app for Android or iOS »

http://www.thinglink.com/scene/531596115032670210

Contexto:

Trabalho colaborativo com base em imagens para exploração de contextos e cenários.

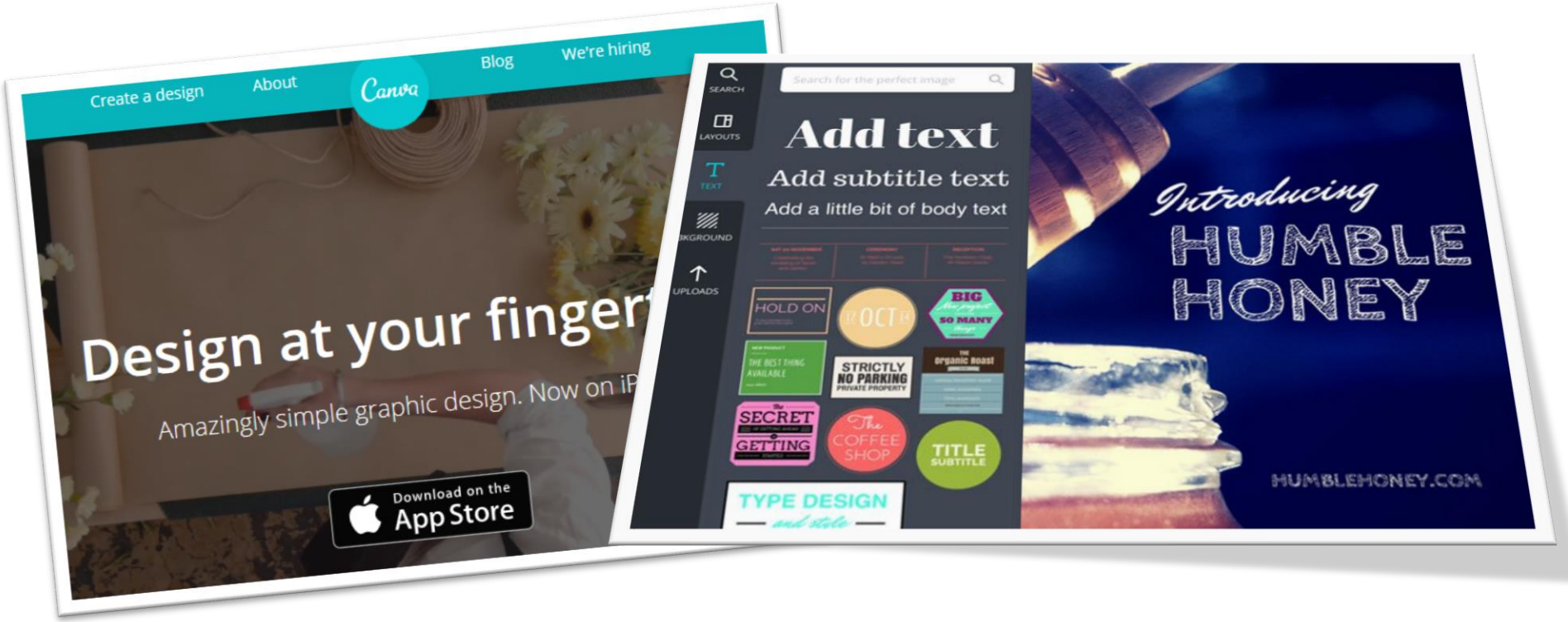
Pixrl Express e PopAGraph - Edição e partilha de imagens simplificada

PopAGraph

Contexto:

Edição e partilha de imagens num projeto eTwinning.

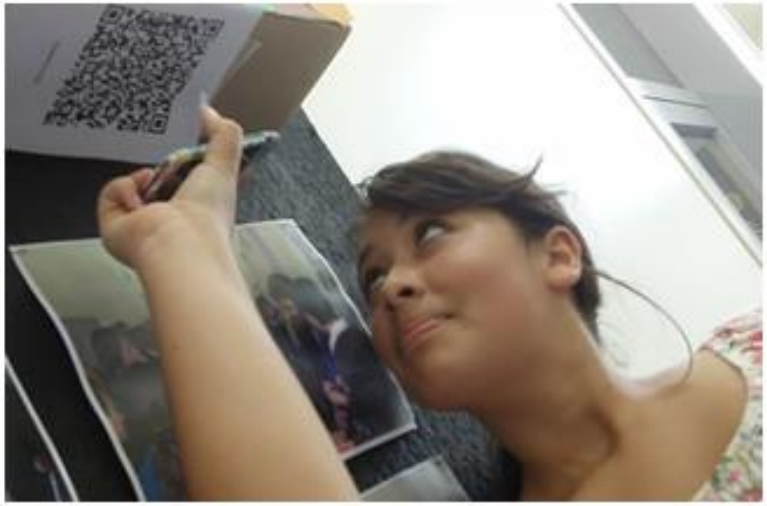
Canva – Ferramenta de construção de logos e cartazes



Contexto:

Criação de logos para um projeto eTwinning.

QR Code Stickers – Informação para integração dos QR Codes em sala de aula



Fonte: http://www.activehistory.co.uk/Miscellaneous/

Fonte: http://edudemic.com

Contexto

Caça ao tesouro partilhado entre vários parceiros de um projeto. Contar uma história com acesso aos conteúdos através de QRCodes.

http://www.qrcodestickers.org

https://www.youtube.com/watch?v=hSA3YsBy_pU

Coding – Apps para desenvolver atividades de coding

Move the Turtle. Programming for kids

ScratchJr

Lightbot - Programming Puzzles

Codecademy: Code Hour

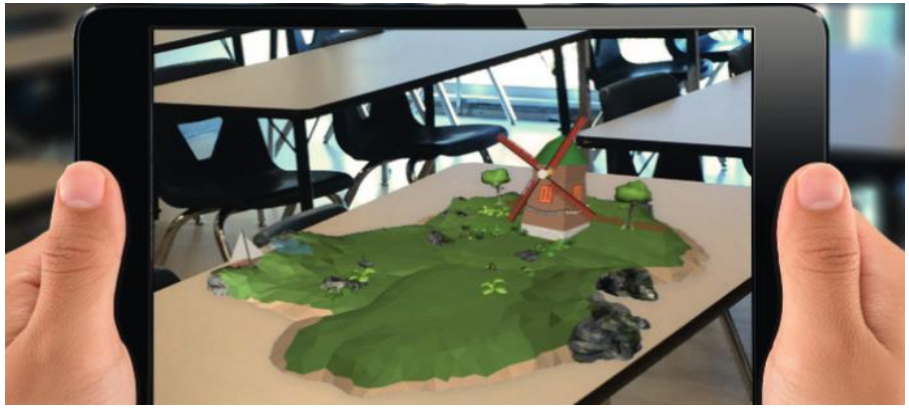
Tickle

Blockly for Dash & Dot Robots

Contexto:

Projetos eTwinning que enquadrem a dinamização de atividades relacionadas com *Coding*.

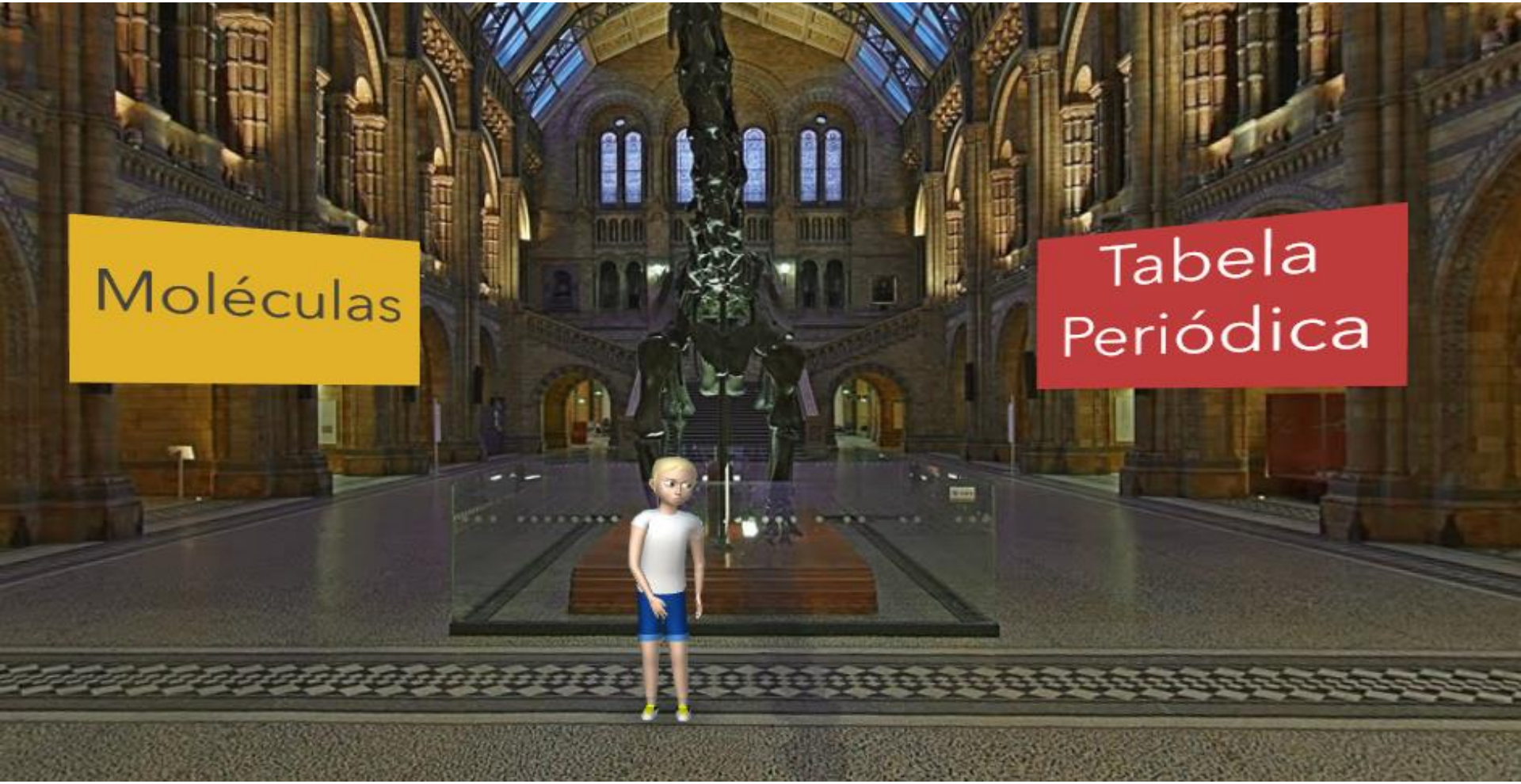
Realidade Virtual – Criação e exploração em em VR e AR



Contexto:

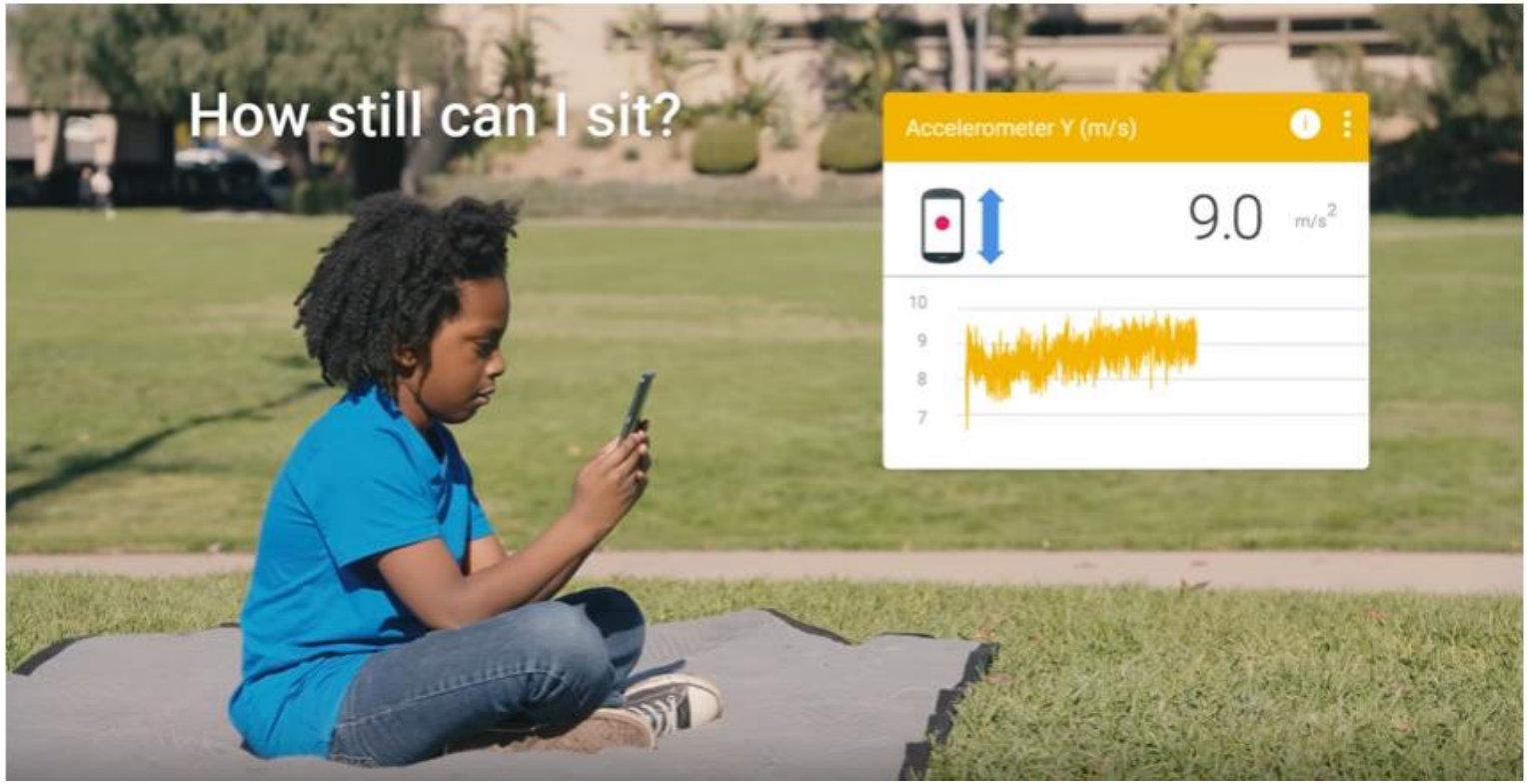
Apresentação de parceiros, construção de ambientes virtuais de acordo com a temática dos projetos.

https://cospac.es/nSYw



https://cospac.es/Zble

Science Journal



Document science experiments

Students can measure their experiment results, take quality photos, and jot down important notes.

Supports multiple platforms

Science Journal is a free app, and is fully compatible with Android, iOS and most Chromebooks.

Free activities

Students can explore over 70 hands-on science activities from education experts.

GOOGLE EXPEDITIONS

EXPLORE THE WORLD

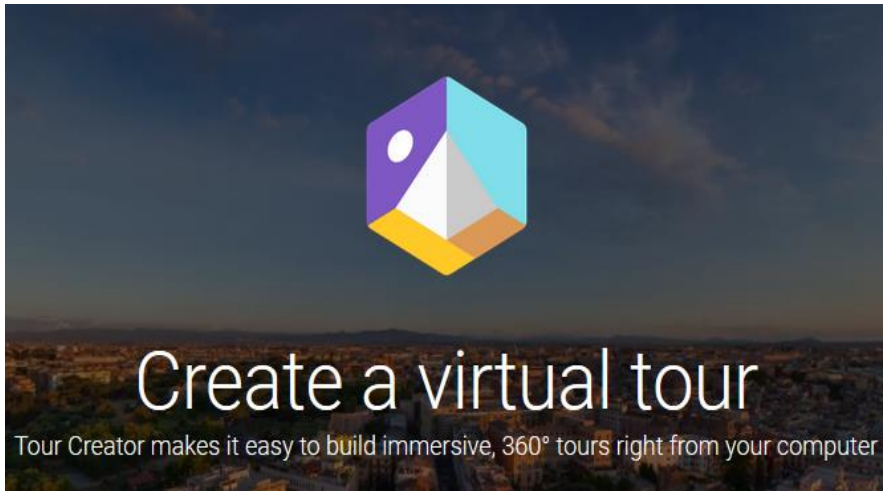
Knowledge Quest Blog

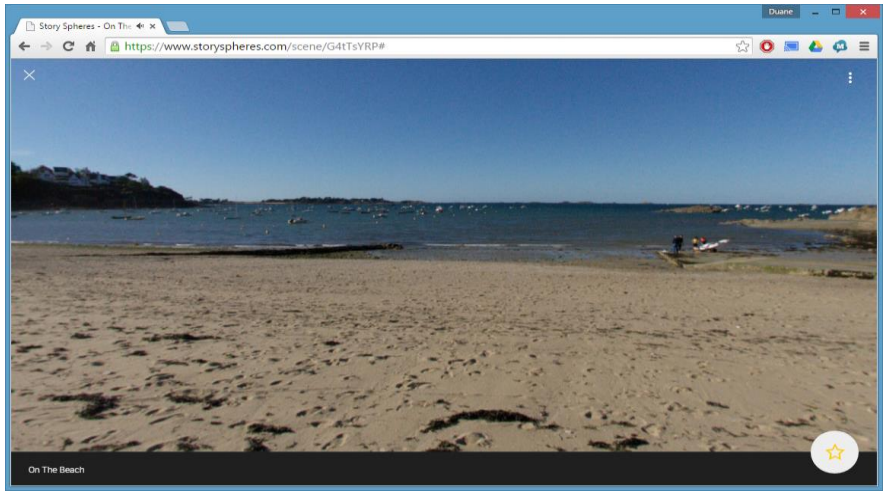
Bring Your Lessons To Life

Imagine swimming amongst coral reefs or staring into the eye of a miniature Category 5 hurricane. With Expeditions, teachers can take students on immersive journeys both with AR and VR.

TourCreator

StorySpheres



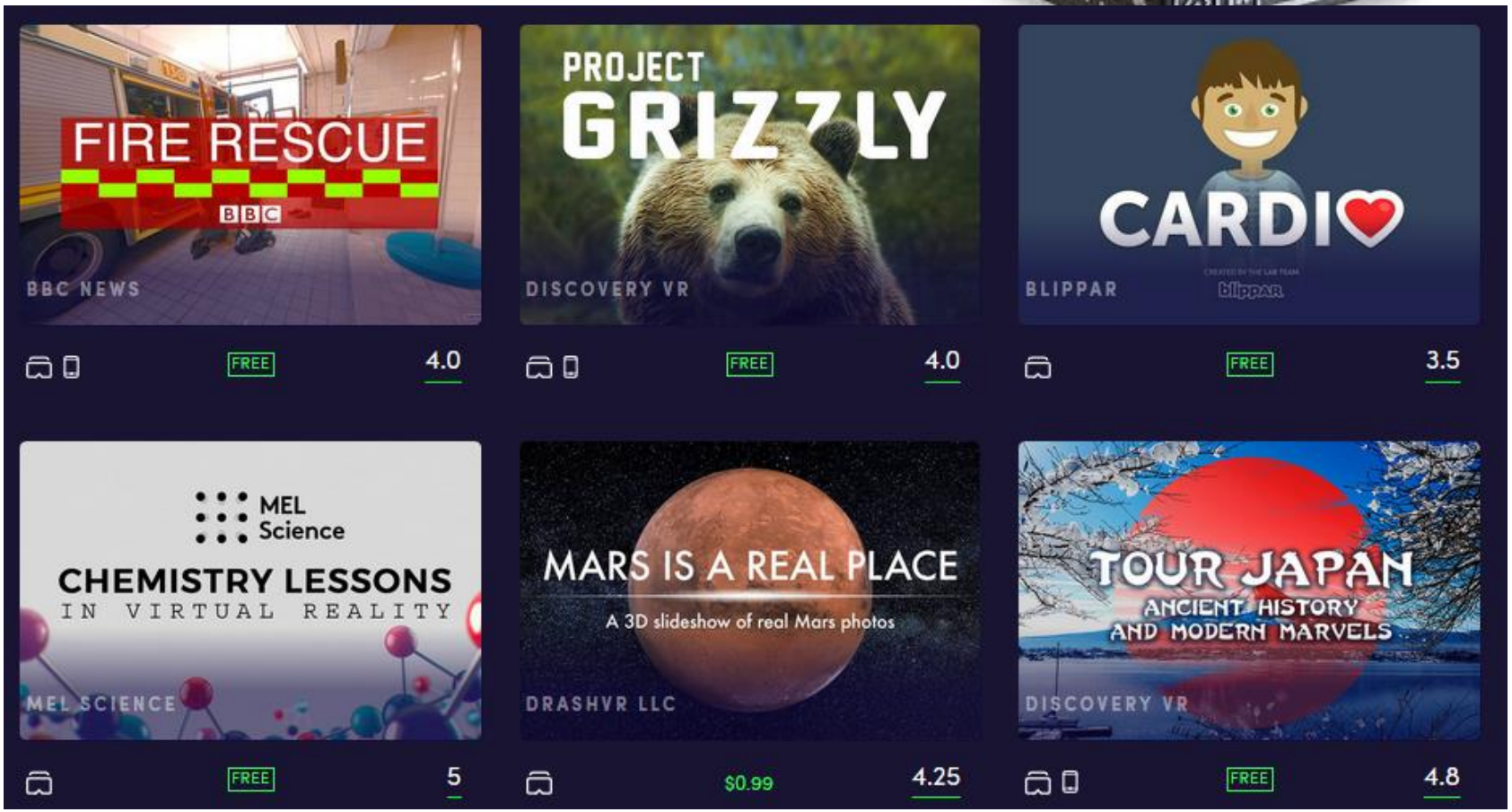


vr.google.com/tourcreator/

storyspheres.com

MERGE CUBE

MERGE


FIRE RESCUE
BBC
BBC NEWS
FREE
4.0
PROJECT
GRIZZLY
DISCOVERY VR
FREE
4.0
CARDI
BLIPPAR
FREE
3.5
MEL
Science
CHEMISTRY LESSONS
IN VIRTUAL REALITY
MEL SCIENCE
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MARS IS A REAL PLACE
A 3D slideshow of real Mars photos
DRASHVR LLC
$0.99
4.25
TOUR JAPAN
ANCIENT HISTORY
AND MODERN MARVELS
DISCOVERY VR
FREE
4.8

THE PERIODIC TABLE OF STEAM iPAD APPS

COMPUTING · ART & DESIGN · VR · SCIENCE · MAKING · PHOTOGRAPHY · MATHS · AR

CREATED & COMPILED BY
@ICTEVANGELIST MARK ANDERSON

Bloxels · Elements 4D · Tickle · Hopscotch · The Elements · Clinometer HD · NASA · Virtual Heart · Science Glossary · Pettson's Inventions · Sketch Nation · Pythonista 3 · Wolfram Alpha · Explain Everything · Timeline · Monster Physics · iLab: Timer HD · Star Walk

micro:bit · Swifty · Myscript Calculator · Khan Academy · Desmos Calculator · Blokify · MathBoard · Waterlogue · Brushstroke · Graphic · Typedrawing · Matter · Grafio 3 · Tayusai Sketches Pro · Sketchbook Pro · Art Set

TinyTap · Udacity · Cargobot · 123D Sculpt+ · DIY App · LaunchPad · PhotoMath · Fragment · Enlight · Concepts · Paper by 53 · Adobe Capture · Adobe Illustrator Draw · Adobe Photoshop Mix · Procreate · Aurasma

Code Master · Lightbot · Codea · Assembly · AudioCopy · Figure · MyScript MathPad · Tangent · Camera+ · Bloodhound SSC AR · Quiver · BlippAR · Augment · Anatomy 4D · Spacecraft 3D · Heartcam

Kodable · Infinite Arcade · Everything Machine · Verto Studio 3D · Makerbot · Foldify · Numbers · Snapseed · Union · Google Street View · Look Around · Cardboard · Discovery VR · VR Lessons · YouTube · Within

THE NEW PERIODIC TABLE OF iPAD APPS FOR PRIMARY AGED PUPILS

CREATED AND COMPILED BY MARK ANDERSON @ICTEVANGELIST

CREATIVITY | DEMONSTRATING | LEARNING | WORKFLOW
TEACHING | COLLABORATION | NUMERACY | LITERACY

Balloon Stickies +, Quik, TinyTap, Tellagami, Annotable, WordFoto, iMotion, Minecraft, Photos, TouchCast, Toontastic 3D, Paper by 53, Show Me, Pic Collage, Puppet EDU, iMovie, Splice, Popplet

Puppet Pals HD, Swift Playgrounds, Myscript Calculator, Math Duel, Pettson's Inventions, Questimate!, Little Digits, Keynote, Padlet, Google Expeditions, Seesaw, iTunes U, Recap!, Google Classroom, Showbie, Microsoft Classroom

YaGT Kids, Bloxels Builder, Decide Now!, Adobe Spark Post, iDoceo, Adobe Spark Video, Geoboard, Google Sheets, Google Docs, Google Search, Comic Life 3, Quizlet, BrainPOP, ThingLink, iBooks, Kahoot

Typorama, Tickle, ClassDojo, Post-it Plus, Apple Classroom, Office Lens, Squeebles, Notes, Explain Everything, PingPong, Plickers, Socrative, EdPuzzle, Quiver, Kikuklu, LifeLeje

Everything Machine, GarageBand, Nearpod, QR Reader, AirPlay, CoSpaces, Numbers, Pages, Doink GreenScreen, Adobe Spark Page, Phoetic, Plotagon, Kindle, Epic, The Adventure Creator, Book Creator

Respect to @sjunkins for his idea of putting apps on a periodic table

for more information or to work with me visit ictevangelist.com

WHAT'S THAT?
IT'S AN OLD PHONE.
WEIRD. HOW DOES IT TAKE PICTURES?
-brian.
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Obrigado!