

EDB Professional Development Programme

e-Learning Series: Effective Use of e-Resources for Communication

Tapping into Secondary Students' Creativity, Critical Thinking and Problem-solving Abilities

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Icebreaker

Discuss in your group:

1. Which areas of your school curriculum (including after-school activities) help your students to be creative?
2. How do you promote critical thinking in your classes?
3. In what kind of tasks do your students need to solve a problem?

Aims

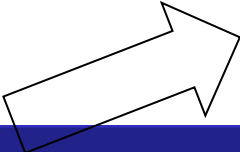
- To introduce a range of activities to stimulate holistic thinking skills focusing on creativity, critical thinking and collaborative problem-solving
- To take part in hands-on practical demonstrations to explore the e-resources, lesson methodology and staging
- To consider how to design activities and tasks to engage students' thinking skills using diverse approaches
- To reflect on the effective use of e-resources in supporting and developing communication

Workshop Schedule

- Introduction
- Practical Demonstration 1 – Junior Secondary Focus
- Break
- Practical Demonstration 2 – Senior Secondary Focus
- Final Reflection

Generic Skills

Holistic

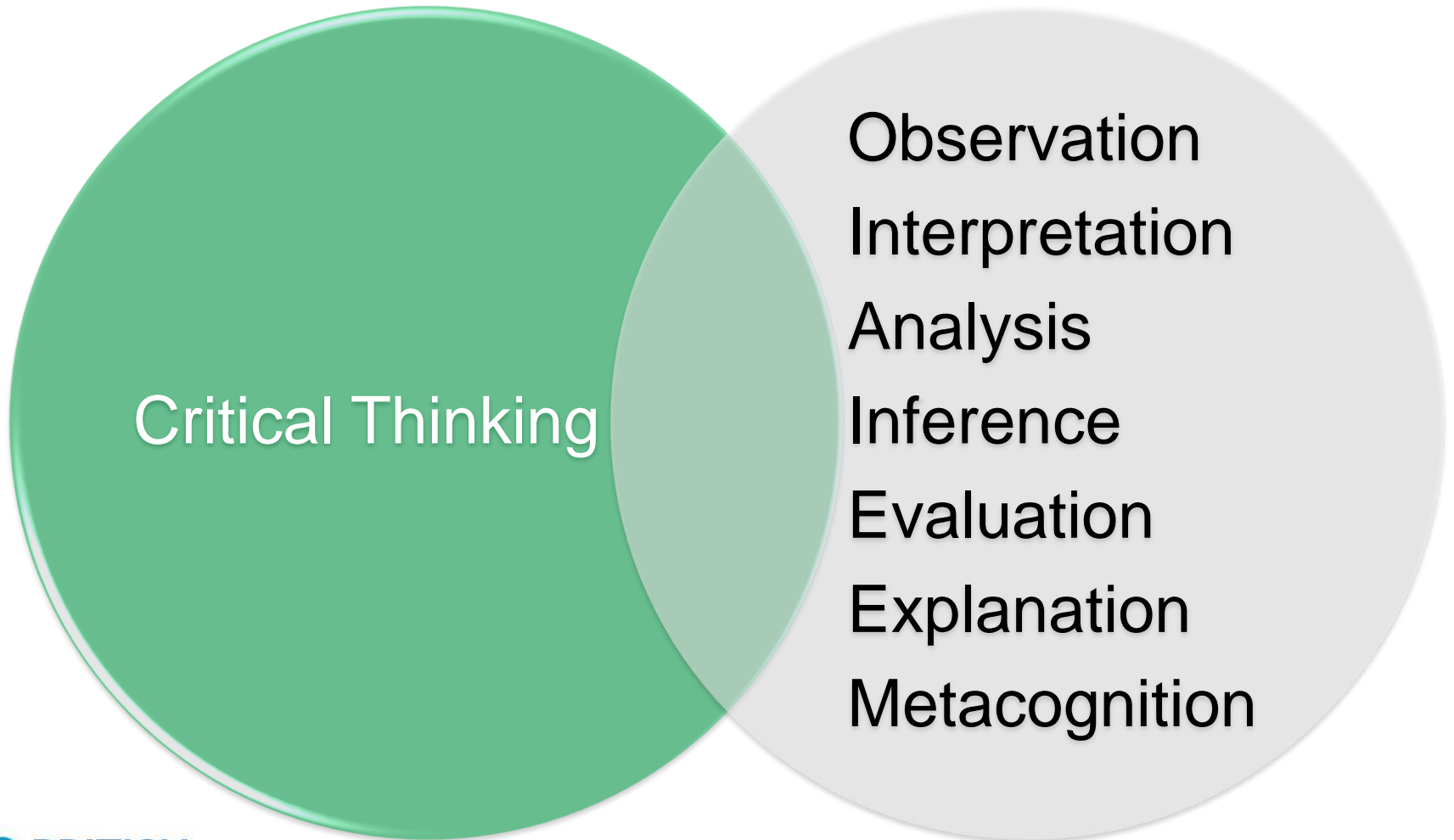


Basic Skills	Thinking Skills	Personal & Social Skills
Communication Skills	Critical Thinking Skills	Self-management Skills
Mathematical Skills*	Creativity	Self-learning Skills*
Information Technology Skills	Problem Solving Skills	Collaboration Skills

Collaborative

**"Mathematical Skills" and "Self-learning Skills" have been referred to as "Numeracy Skills" and "Study Skills" respectively in earlier curriculum documents.*

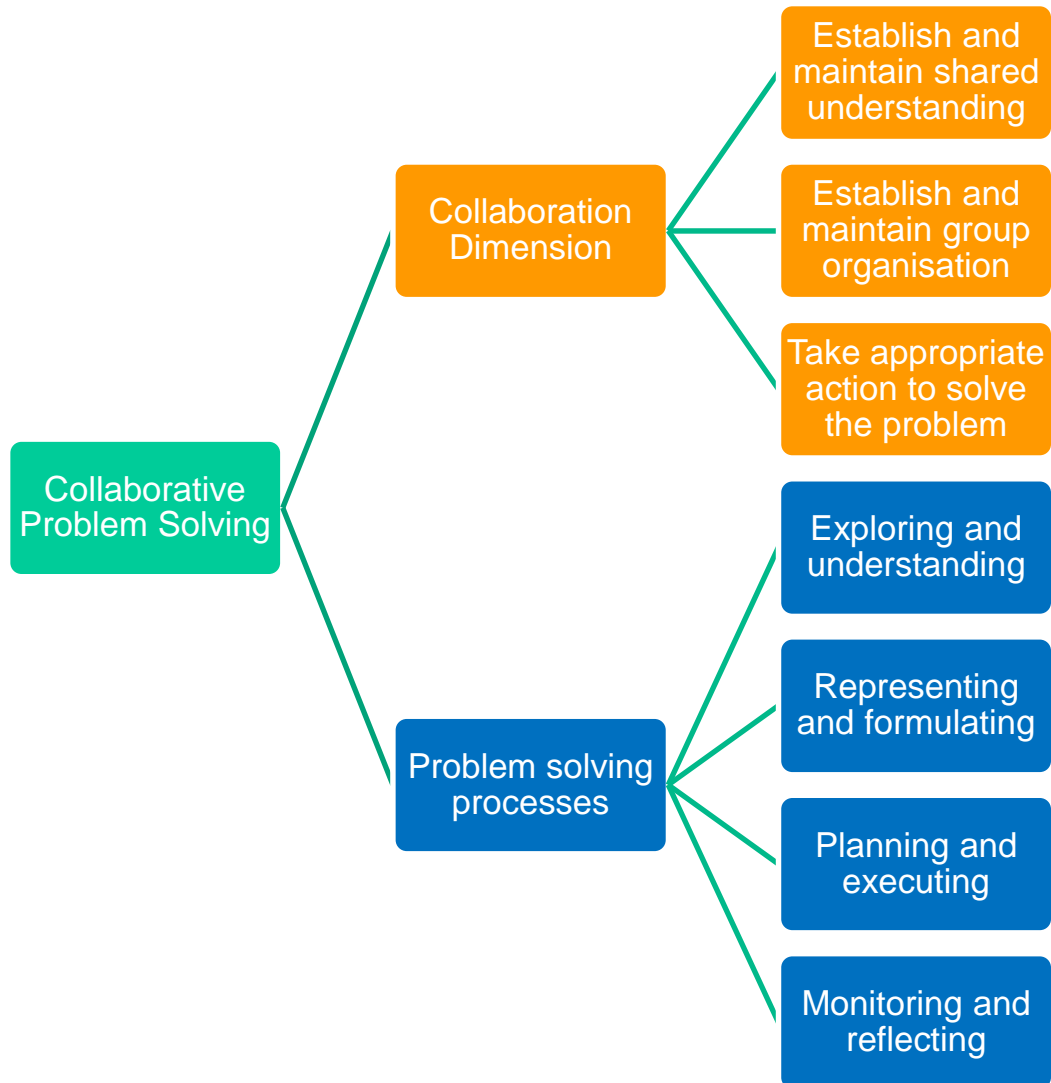
Holistic Thinking Skills



Holistic Thinking Skills

- Language
- Lack of language
- Genuine communication and co-operation
- Self-esteem

Holistic Thinking Skills



Learning technologies

Tellagami

Popplet

Padlet

Educreations

SonicPics

QR Code Reader

Learning technologies

<https://www.kiddle.co/>

Learning technologies



something funny



All

Images

Videos

Maps

News

More

Settings

Tools

Size ▾

Color ▾

Labeled for reuse ▾

Type ▾

Time ▾

More tools ▾

Clear

Demonstration 1 – Creating an Animation

Aims

- To develop students' understanding of a global issue
- To develop a story structure based around visual content and statistics
- To explore and create content using **Educreations**

Demonstration 1 – Creating an Animation

Context and Purpose

You want to raise awareness of a global problem with your classmates and refer them to a charity or a helpful resource. You are going to create an animation to engage them with your research.

Task

Research and plan your video using the worksheet provided.

Product

Use the **Educreations** or **SonicPics** app to create your video. You can use **Skitch** to annotate images before uploading them to Educreations/SonicPics.

Save it to your photo library for assessment later.

Assessment

How effectively did you use your IT skills to research your area?

How was your research organised in the video?

How creative and interesting was your video?

Demonstration 1 – Lesson Planning in Action

Plan a lesson in your group:

- Getting to know the Apps
- Topic
- Group formation
- Gathering facts/statistics
- Finding/creating/offering solutions
- Presenting
- Assessment
- Further use of completed work

- Vocabulary
- Grammar
- Genre
- Skills
- e-Resources

Demonstration 2 - Social Enterprise

Aims

- To understand 'social enterprise'
- To explore an issue and propose some ideas/solutions
- To develop a concept for a social enterprise
- To do an elevator pitch to receive funding for a social enterprise

Demonstration 2 - Social Enterprise

What is social enterprise?

Businesses that tackle and environmental problems.

They create and like other businesses, but instead of channeling their profits to owners they them to create impact and help to create more sustainable societies.

<https://www.youtube.com/watch?v=G8fjvjrnVml>

Demonstration 2 - Social Enterprise

Context and Purpose

You are thinking about starting a social enterprise to help people in your area. There is a competition to allocate funding. You need to create a short video sales pitch for your idea.

Task

Plan your enterprise using the **Popplet** app.

Product

Use the **Tellagami** app to create your pitch.

Assessment

Usefulness

Originality

Language

Delivery

Demonstration 2 - Social Enterprise

Using Popplet

Your audience

Who is it for?

Your issue

**Your concept
or product**

What is your idea?

Is it a product, a
service or an event?

What will you call it?

What makes it different from similar products?

Demonstration 2 - Social Enterprise

You have to do a short presentation to get funding for your project.

You are going up in an elevator and you need to complete your pitch before you reach the top floor!

Use **Tellagami** to record a short pitch of 30 seconds.

Demonstration 2 - Social Enterprise

Assessment Criteria

Watch another group's pitch and assess it using the worksheet provided.

- Usefulness (How useful is the product/service?)
- Originality (What makes it different from similar products?)
- Language (Are there a variety of structures and vocabulary?)
- Delivery (Can you understand the pitch? Is it clear?)

Demonstration 2 - Social Enterprise

Plan a lesson in your group:

- Getting to know the Apps
- Understanding 'Social Enterprise'
- Group formation
- Brainstorming
- Creating the text
- Creating the pitch
- Assessment
- Further use of completed work

- Vocabulary
- Grammar
- Genre
- Skills
- e-Resources

Recap

- Holistic thinking skills
- Exploring and creating content with e-resources

Key references

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