



## 1<sup>st</sup> workshop – Game Based Learning (GBL) and unplugged activities

### Session 4: Using Web 2.0 tools for creating content for unplugged activities

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#### Expected Learning Outcomes

1. Identify the advantages of Web 2.0 tools for unplugged activities.
2. Create content for unplugged activity using Web 2.0 tools.
3. Create new examples for unplugged activities.

#### Teaching Methods/Approaches

1. Teacher presentation and demonstration
2. Group activity
3. Individual activity

#### Sources of training materials

Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju”, Pogled kroz prozor, 2010. Available:

<https://pogledkrozprozor.wordpress.com/2010/11/27/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju/> (Accessed: 2.12.2017.)

Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju - II. dio”, Pogled kroz prozor, 2010. Available:

<https://pogledkrozprozor.wordpress.com/2010/12/20/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju-ii-dio/> (Accessed: 2.12.2017.)

Portals with tools and resources for teachers:

- Tools for Educators. Available: <http://www.toolsforeducators.com/> (Accessed: 11.12.2017.)
- The Teacher's Corner. Available: <https://worksheets.theteacherscorner.net/> (Accessed: 11.12.2017.)
- Education World. Available: [http://www.educationworld.com/tools\\_templates/index.shtml](http://www.educationworld.com/tools_templates/index.shtml) (Accessed: 11.12.2017.)

Web 2.0 tools:

- Canva. Available: <https://www.canva.com> (Accessed: 1.12.2017.)
- Sketchpad. Available: <https://sketch.io/sketchpad/> (Accessed: 1.12.2017.)





**Duration:** 150 minutes

Topic/Sub-topics	Learning Objectives	Evaluation
<b>1. WEB 2.0 TOOLS FOR CREATING CONTENT FOR UNPLUGGED ACTIVITIES</b>	<i>Participants will be able to identify advantages of using Web 2.0 tools for unplugged activities.</i>	1. Learners explore examples and resources in order to discuss potentials of Web 2.0 tools for unplugged activities.
<b>1.1</b> Introduction to the Web 2.0	1. Identify the advantages of using Web 2.0 tools.	
<b>1.2</b> Investigate examples of Web 2.0 tools	2. Use the preselected Web 2.0 tools to create drawings, posters, leaflets, etc.	
<b>2. CREATING CONTENT FOR UNPLUGGED ACTIVITIES</b>	<i>Participants will be able to create content for chosen unplugged activity.</i>	1. Learners create content for unplugged activities (individual activity) which will be evaluated by teacher.
<b>2.1</b> Worksheet template	1. Create a worksheet (using prepared template) and other content for the preselected task of unplugged activity.	
<b>2.2</b> Creating content		
<b>3. DEVELOPMENT OF EXAMPLES OF UNPLUGGED ACTIVITIES</b>	<i>Participants will be able to create examples of unplugged activities appropriate for different school subjects.</i>	1. Learners discuss potentials of Web 2.0 tools and other resources and create new examples for unplugged activities (group activity).
<b>3.1</b> Modification and adaptation of examples for another school subject.	1. Create new examples of unplugged activities based on given examples. 2. Give new examples of unplugged activities for algorithmic thinking from tales, everyday life, etc.	
<b>3.2</b> Development of examples of unplugged activities		