



2nd workshop – PBL, online quizzes and logical tasks

Workshop schedule

Day 1 (28th August 2018, 9:00-17:00)

Introduction to Workshop 2 (Nataša Hoić-Božić, UNIRI, Jasminka Mezak, UF)

Time: 9:00-9:30

Review of the Module 1 (1st Workshop - follow-up activities),
Introduction to the 2nd workshop

Session 1: Problem Based Learning (PBL)

Time: 9:30-10:30

Lecture: Definition of PBL. Types and difficulty levels of learning problems, scaffolding and fading in the context of teaching coding in primary education (Mart Laanpere, TU)

Demonstration: Learning scenarios illustrating scaffolding and fading in PBL in coding lessons

Group work: Design a PBL scenario with 3 coding problems (increasing difficulty level, scaffolding)

10:30-11:00 Coffee break

Session 2: Online quizzes and logical tasks

Time: 11:00-12:30

Lecture: Logical tasks and quizzes in classroom (Daniela Tuparova, SWU)

Demonstration: Examples of logical tasks and quizzes for different school subjects, providing propaedeutic for algorithms and programming

Group work: Exploring examples and resources

12:30-13:30 Lunch

Session 3: Using Web 2.0 tools for creating quizzes and logical tasks

Time: 13:30-15:00

Presentation: Advantages of using Web 2.0 tools for creating quizzes and logical tasks (Jasminka Mezak, UF)

Group work: Exploring examples and resources

Demonstration: Creating quizzes and logical tasks using Web 2.0 tools (e.g. Kahoot, Wizer, Match the memory)

Individual work: Creating quizzes and logical tasks using Web 2.0 tools

15:00-15:15 Short break

Session 3 (continued)

Time: 15:15-17:00

Group work: Creating examples of quizzes and logical tasks for different school subjects (Daniela Tuparova, SWU and Jasminka Mezak, UF)



Day 2 (29th August 2018, 9:00-17:00)

Session 4: Games in lessons

Time: 9:00-10:30

Presentation: Digital tools within the process of problem solving (Ana Madevska Bogdanova, UKIM)

Demonstration: How to use problem solving process in logical games

Presentation: Methodology – Role playing and knowledge gathering (Katerina Zdravkova, UKIM)

Group work: Role playing and knowledge gathering

10:30-11:00 Coffee break

Session 4 (continued)

Time: 11:00-12:30

Lecture: Integration of games into lecturing process (Vladimir Trajkovik, UKIM)

Demonstration: Finding an appropriate place for games in the lessons

Group work: Exploring existing games

Practical part: evaluation of existing games - serious games evaluation framework

12:30-13:30 Lunch

Session 5: Designing learning scenarios for logical tasks

Time: 14:00-15:30

Group work: Developing learning scenarios for logical tasks (UF, UKIM, SWU)

Practical part: Visualising learning scenarios with LePlanner (James Sunney Quicoe, TU)

15:30-15:45 Short break

Session 5 (continued)

Time: 15:45-17:00

Group work: Developing learning scenarios for logical tasks

Individual work: Preparing learning scenarios using written form

Whole-group activity: Debriefing

Closing talk: Introducing and explaining the follow-up activities (developing the first version of the 2nd learning scenario for logical tasks)