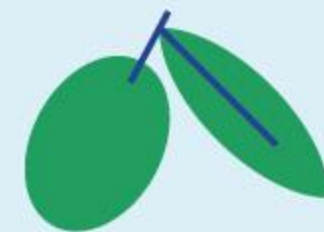


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20
24



CODEtheNATURE

LA NATURA E LA TECNOLOGIA
A PORTATA DI BAMBINO

a

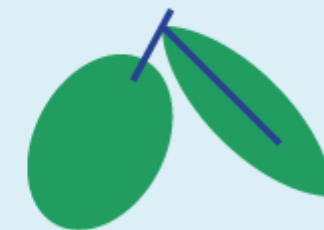


Istituto Comprensivo Montalto Uffugo Taverna-Scalo (CS)

Gemma Faraco - Dirigente Scolastico
Silvia Mazzeo - Animatore digitale
Sonia De Rose - Docente Scuola Primaria



 **Firenze fiera**
Congress and Exhibition Center



Esperienza e conoscenza





Percorsi attivati

4 gruppi eterogenei
120 ore di formazione
(30h per gruppo)

Personale

8 docenti:
4 formatori
+
4 tutor

Classi

5 classi di II Primaria

Partecipanti

90 bambini

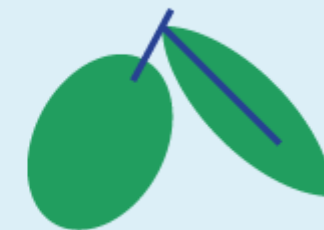
Strumenti

tecnologici - analogici

Luoghi

Aule e giardino



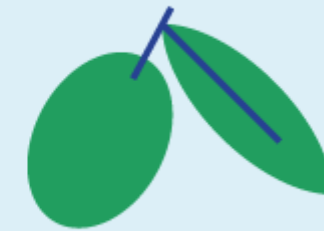


Let's CODE
The NATURE

GEOMETRIA FRATTALE



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PUGLIA



Let's CODE The NATURE OUTDOOR LEARNING



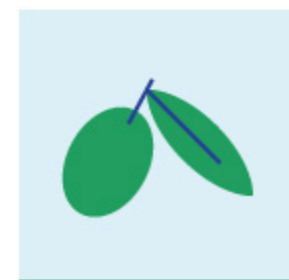
16-18 OTTOBRE 2024 NUOVA FIERA DEL LEVANTE, BARI



Perché siamo qui?

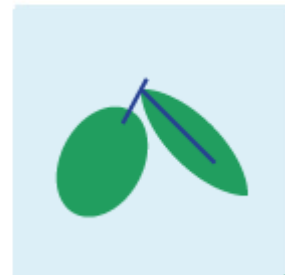
Confrontarci su...

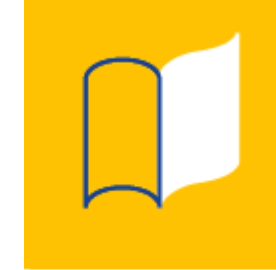
- ruolo dello ST(H)E(A)M educator
- co-progettare percorsi interdisciplinari
- la tecnologia a portata di bambino



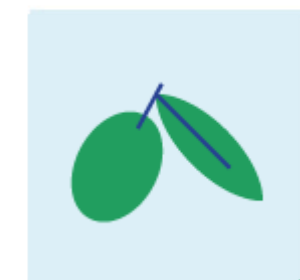


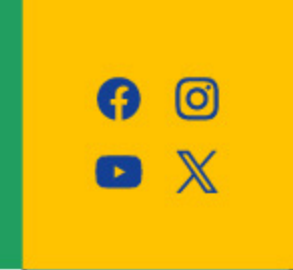
Tecnologia a portata di bambino



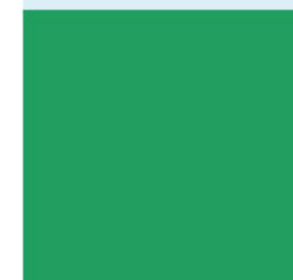
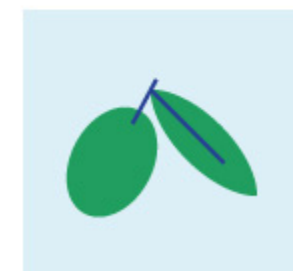


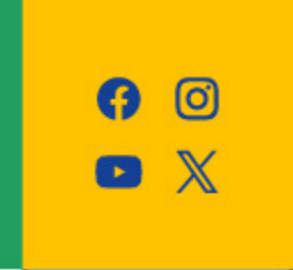
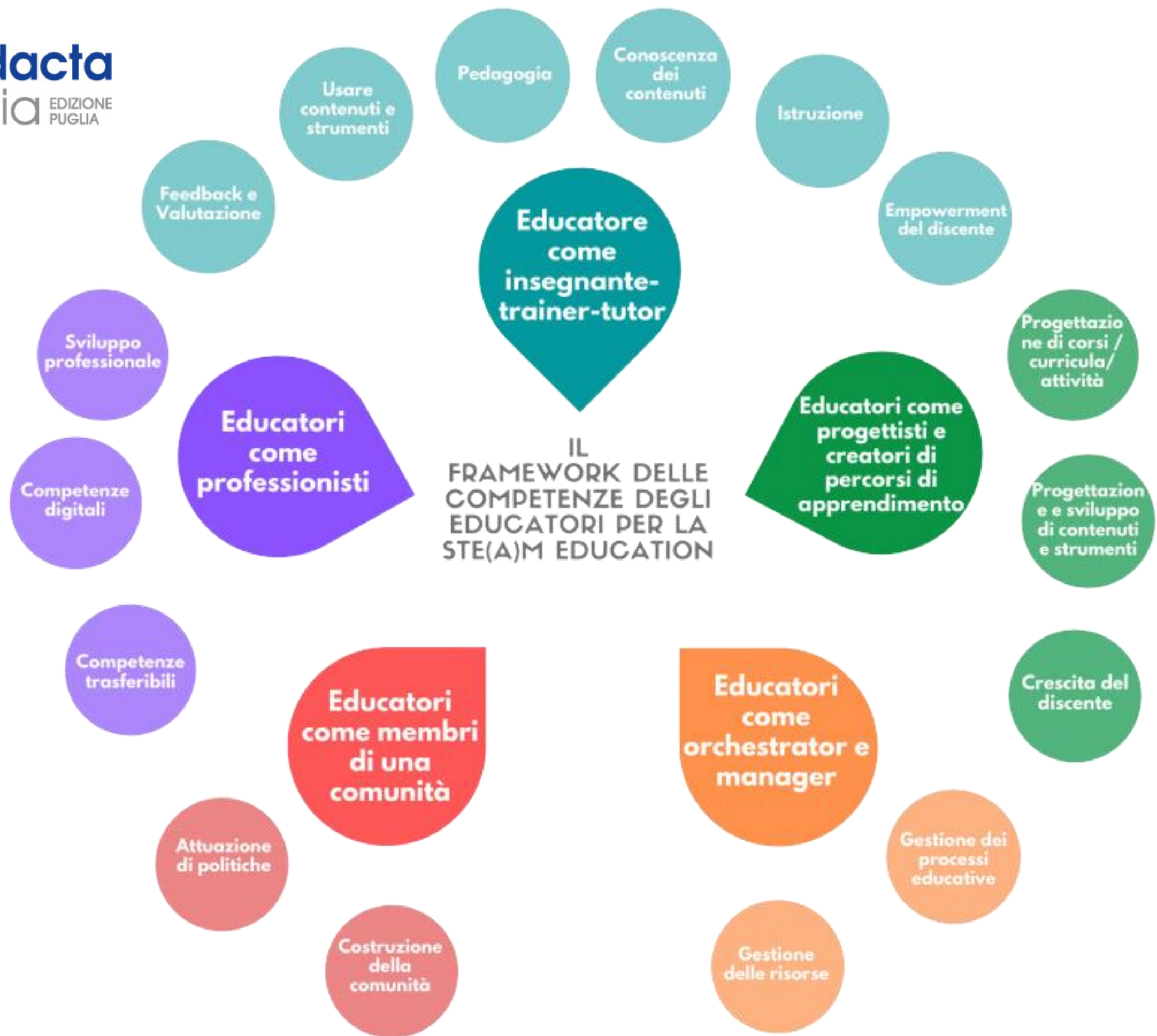
Tecnologia a portata di bambino





Ruolo dello STE(A)M EDUCATOR

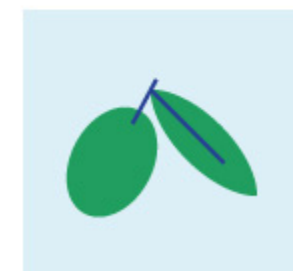




STE(A)M EDUCATORS

Il framework dell'educatore STE(A)M è declinabile attraverso **5 competenze chiave**

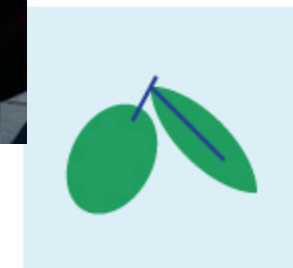
STEAM
on Edu





STE(A)M EDUCATOR

- attuatore delle **politiche educative** nazionali ed europee
- coordinatore e organizzatore di **ambienti di apprendimento**
- membro attivo della **comunità di ricerca e di pratica**
- **progettista e creatore** di percorsi di apprendimento
- **trainer - tutor** che implementa processi educativi





STEM TO STHEAM

Arts contributions

- Creatività e innovazione
- Problem Solving
- Pensiero non convenzionale
- Design, funzionalità, usabilità
- Rappresentazione di concetti complessi





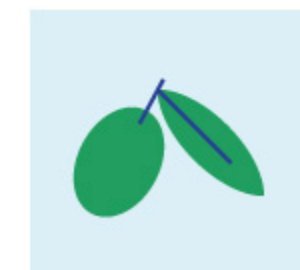
STEM TO STHEAM

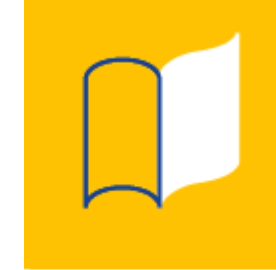
Da studi e ricerche emergono alcuni contributi chiave delle discipline umanistiche e dell'arte nell'ambito dell'educazione scientifica:



Humanities contributions

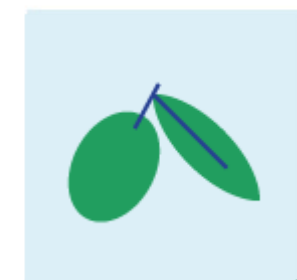
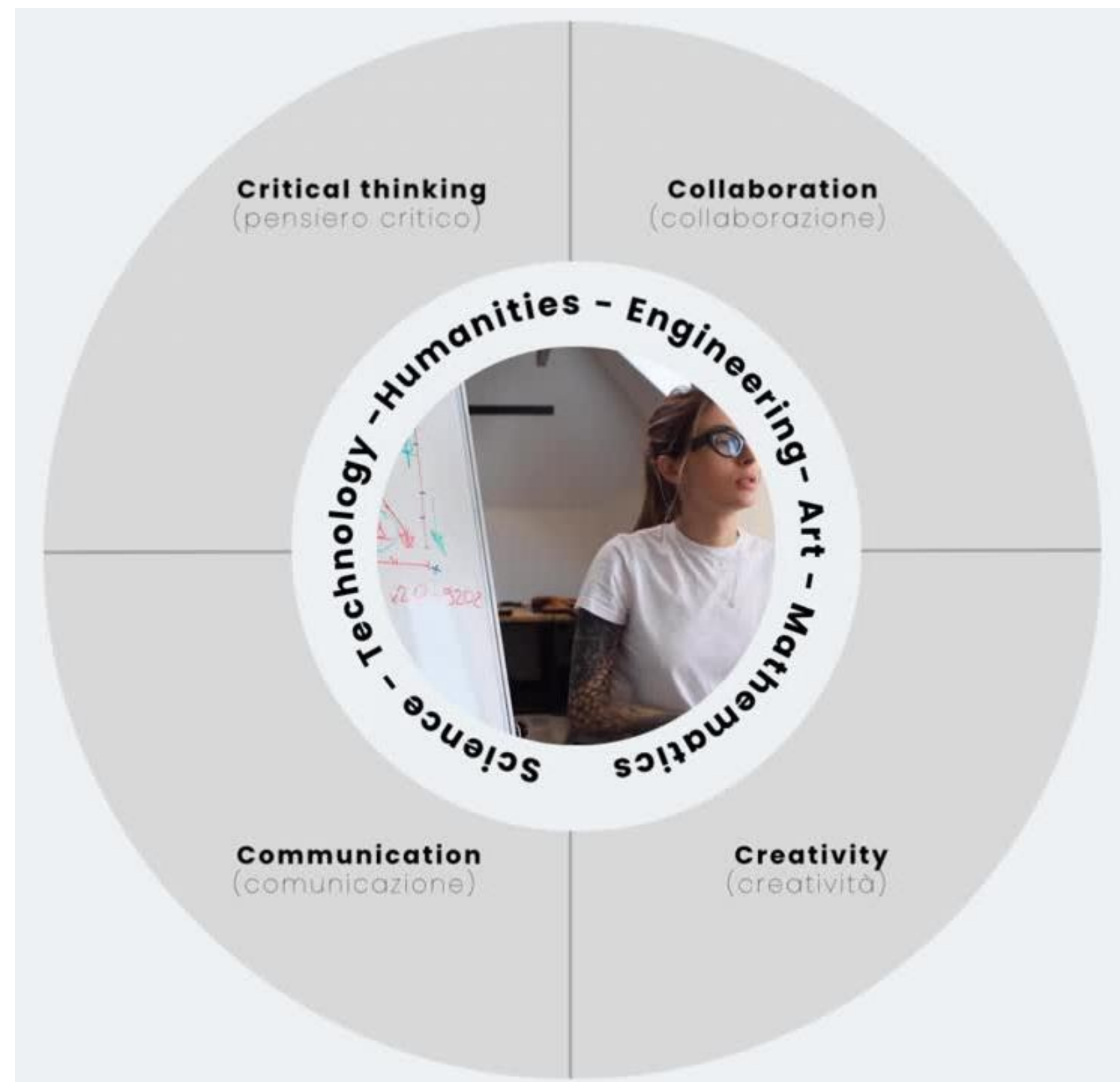
- Capacità comunicative
- Pensiero critico
- Analisi etica
- Contesto storico e sociale
- Empatia e comprensione umana
- Interdisciplinarietà

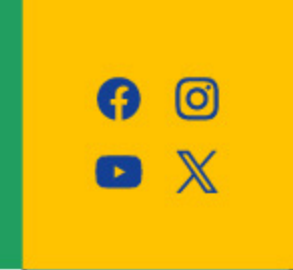




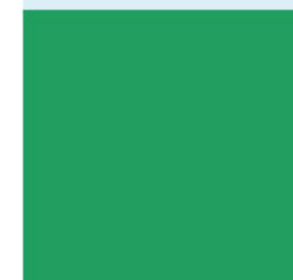
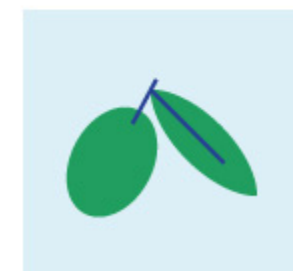
Il ruolo dello studente

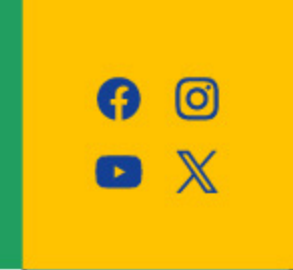
- Attore attivo
- Ricercatori
- Creatori
- Problem solver
- Auto-riflessivi





Co-progettare percorsi interdisciplinari







THE STEM PROCESS

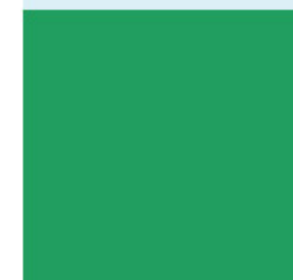
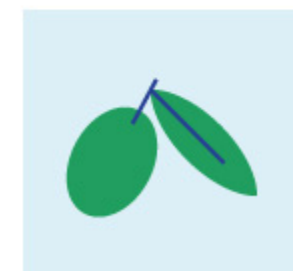
 **ASK**
What is the problem? What are the constraints?

 **IMAGINE**
Brainstorm ideas and choose the best one.

 **PLAN**
Draw a diagram and gather materials.

 **CREATE**
Follow the plan. Build and **TEST** your design.

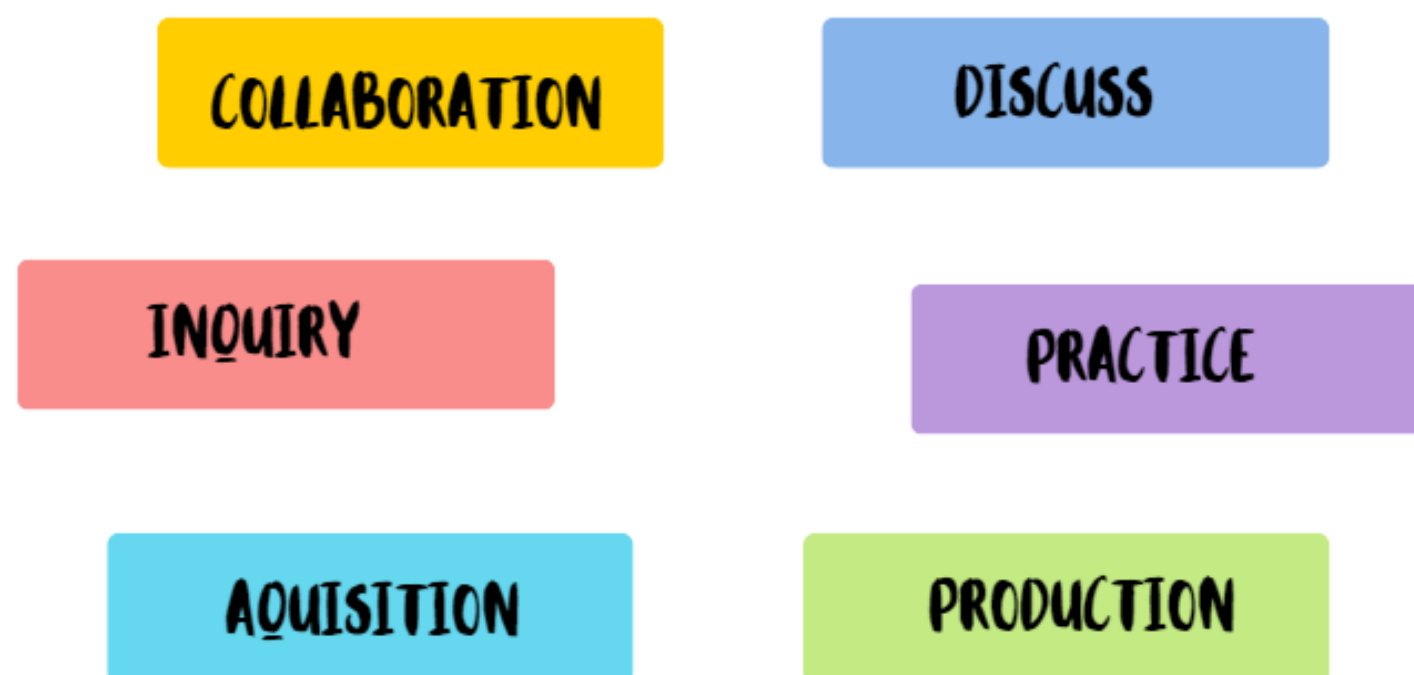
 **IMPROVE**
Discuss what can work better. Repeat the steps to make changes.





Co-Progettiamo

Per la progettazione ci vengono in aiuto alcune piattaforme onweb.



Learning Designer (ucl.ac.uk)

A visually structured approach to learning design to think through and support your students' learning

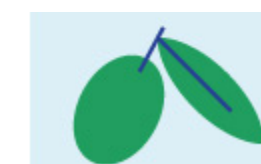
<p>Express the details of your pedagogy</p> <p>using research-based pedagogic properties</p>	<p>Create designs from scratch or adapt those of others</p> <p>in a library where every teacher can publish to and share with colleagues.</p>
<p>As you design each step of the session you can specify the type of learning activity, duration, group size, teacher presence/or not, online/or not, synchronous/or not, and any resources to be attached.</p>	<p>The Browser screen categorises existing designs according to pedagogic approach, education sector, topic area, and project needs. You can also search by keyword.</p>
<p>The 'designed time' is tracked, along with pie charts and bar charts showing the nature of the learning experience you're designing, in the Analysis tab.</p>	<p>When you select a design and "turn editing on" it becomes yours to edit and adapt, stored in "My designs".</p>
<p>This helps you review and revise your design.</p>	<p>Once drafted, you can share your design by sending its url to a colleague, or publish it by placing it in 'My designs public space', or export it to Word to share it with colleagues and students.</p>



● Acquisition ● Collaboration ● Discussion ● Inquiry ● Practice ● Production

Analyse the student's learning experience
see feedback on the students' learning experience you've designed.

CODEtheNATURE





Learning Designer

STEAM
on Edu

[Learning Designer \(ucl.ac.uk\)](https://www.learningdesigner.org/)

<https://steamonedu.eu/it/>

LINEE GUIDA PER LE DISCIPLINE STEM

LINEE GUIDA PER LE
DISCIPLINE STEM

<https://www.miur.gov.it/web/guest/-/nota-prot-4588-del-24-ottobre-2023>

ISTITUTO COMPRENSIVO
MONTALTO UFFUGO
TAVERNA-SCALO

<https://www.icmontaltotaverna.edu.it>





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24

didacta italia

EDIZIONE
PUGLIA



16-18 OTTOBRE
NUOVA FIERA DEL LEVANTE
BARI



Organizzatore



Partner Scientifico



Partner



Presenza istituzionale



Comitato organizzatore

