







# SERENI TRAINING UNIT

# 1.4 TEACHER INNOVATORS

- 1.4.1 New teacher's role to get the educational success
- 1.4.2 Elements of innovation
- 1.4.3 Materials
- 1.4.4 Use of ICT
- 1.4.5 Conclusion
- 1.4.6 Multiple choice questions









# 1.4.1 New teacher's role to get the educational success

1.4.1.1



# Teacher's role has changed



Create dynamics and confront with students



1.4.1.2







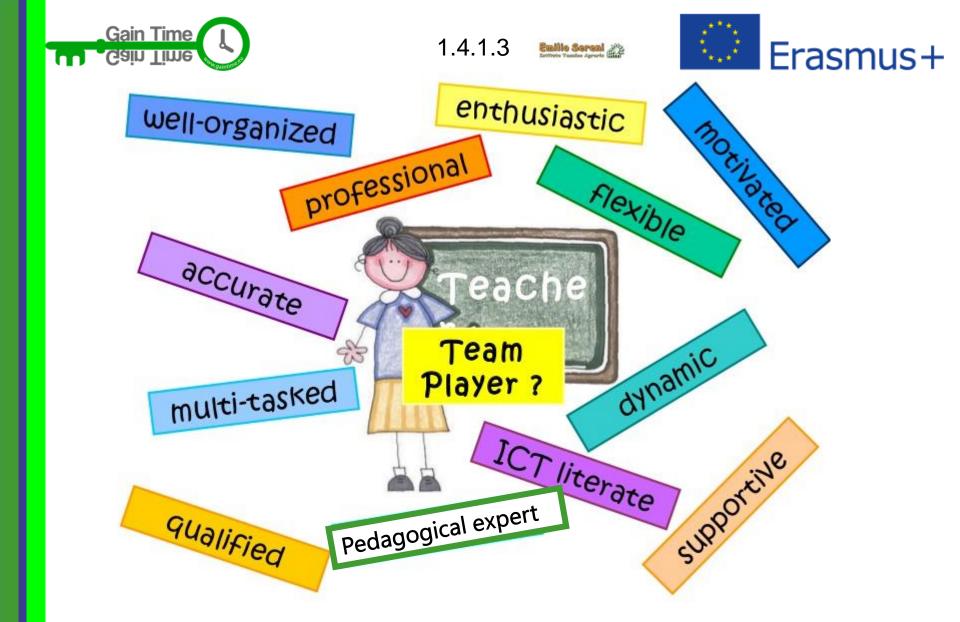
undestandanding

- > student needs
- Social context

adapting curriculum

Inclusive paractice

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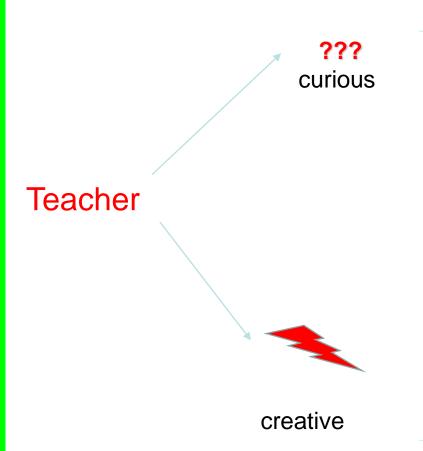
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1.4.1.4









Research new and useful strategies



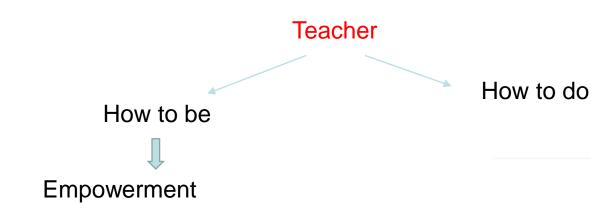
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#### 1.4.2 Elements of innovation



- > Selfesteem
- Motivation
- Qualification
- A valid institution framework



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How to be



How to do

Planning the lesson



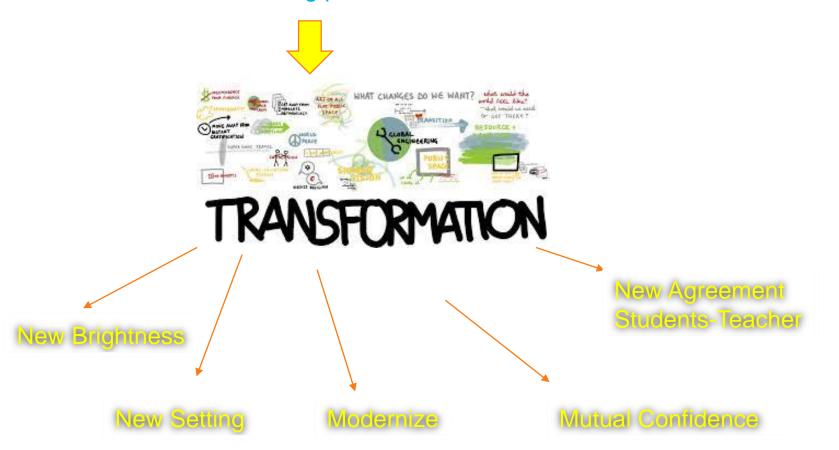
- > Preparation
- > First experimentation
- Making arrangements
- Dissemination







# Traditional learning pratices



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# Teacher = Responsible for the learning.

# Key questions:

- ➤ What do you want to achieve?
- ➤ How do you want to achieve it?
- ➤ How can you evaluate it?



- ✓ Production of materials
- ✓ Use of ICT
- ✓ Leading group-discussion

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1.4.3.1





1.4.3 : Materials

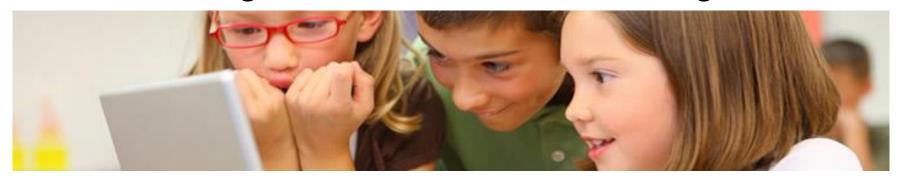
### Innovative teacher



# produces educational materials according to:

- the available resources
  - the students' needs
- the educational goals to achieve

In order to engage students in their own learning through critical and constructive thinking



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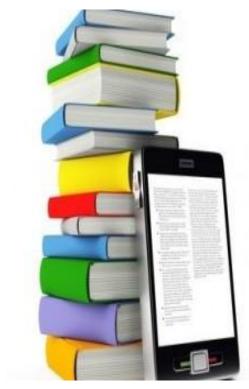






# NEW GENERATION OF SCHOOLBOOKS CREATED BY ALL THE MATERIALS PRODUCED BY THE TEACHERS

- They are not conceived anymore like closed books but like a continuous work in progress
- They can be integrated by videolessons and online teacher's support



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# Through collaborative approach teachers have:

- complete autonomy in the selection of the topics and in the choice of times and ways in which to use them
- possibility to take in account also the weaker and less motivate students



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1.4.4.1





#### 1.4.4: Use of ICT

Technological resources such as websites, social networks, softwears, interactive smartbords can facilitate the learning of all curricular disciplines. Technology allows you to use the classroom in a different way.

# The impact of technology is transformative



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1.4.4.2





Each innovation has to contribute to a new teaching way allowing students to be:

- protagonist of their learning
- real digital citizens



Technology is not a "special effect": only its "integration" in the lesson plan can guarantee the learning achievements

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The useof technology can be expecially useful in case of students with *learning disorders*.

Still interesting can be the Osborn-Parnes' model (Osborn, 1963), that uses:

divergent thinking  $\rightarrow$  to stimulate ideas, convergent thinking  $\rightarrow$  to contain exploration.

OF	FF	PF	IF	SF	AF
$\langle \rangle$	$\langle \rangle$	$\langle \rangle$	$\langle \rangle$	$\langle \rangle$	$\langle \rangle$
Objective Finding	Fact Finding	Problem Finding	Idea Finding	Solution Finding	Acceptance Finding
Identify Goal, Wish, Challenge	Gather Data	Clarify the Problem	Generate Ideas	Select & Strengthen Solutions	Plan for Action

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1.4.4.4





### Welcome to ICT in the classroom



# **STRENGHTS**

- to shift the focus from the teacher to the student, from abstract teaching to learning "by doing", from the individual learning to the collaborative one;
- to increase the students' interest making them "active"
- to allow the creation of multimedia products

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1.4.5.1





#### 1.4.5: Conclusion

As we have seen, innovation at school is not a "to do thing" but a WAY OF THINKING



# Typical elements of this approach are:

- 1 Create conditions for a "congenial environment".
- 2 Methodological approach, according to Paul Torrence's 3 stages Incubation Model.
- 3 Encourage student's curiosity and initiative.
- 4 Find ways to integrate art, music and culture in the lessons.
- 5 Project multidisciplinary lessons

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