



**“FLI CREATE” project  
ACTIVE METHODS  
STUDENT-CENTERED PEDAGOGY**

**November 17-19, 2020  
online training by AHE Lodz, Poland  
Part 3**



### **Objectives:**

To learn how to apply the active methods in education

To learn how to use a group work in designing educational scenarios

### **Methods:**

Soft skills are useful for all participants and are an extremely effective way to build a collaborative work team.

We consider this part of the training as a great way for educators to improve their ability to inspire and motivate learners.

**Integration** - Training sessions for teachers helping to recognize potential of people and the institution they represent, the assignments are planned for recognizing educational strengths and resources.

During the training we will use a group work, individual consultation, brainstorming, discussion, peer-evaluation.

**All sessions** will be held on **Click Meeting and ZOOM** (optional, depending on participants decision) and outcomes will be archived on the e-learning platform of Polish Virtual University [www.puw.pl](http://www.puw.pl)



---

**9.00-09.15** Session Start - Welcoming participants,

**9.15-10.30** Presentation of the projects developed by participants

**9.45-11.00** Training round-up and handing over to Anita Teringer

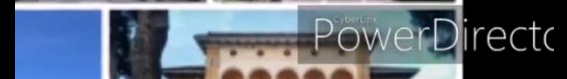
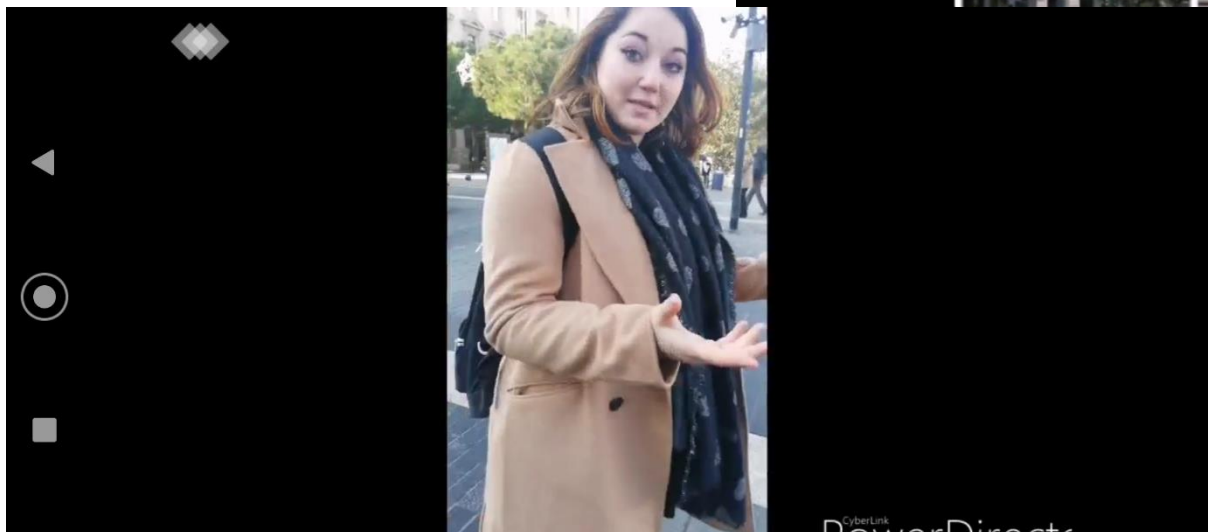
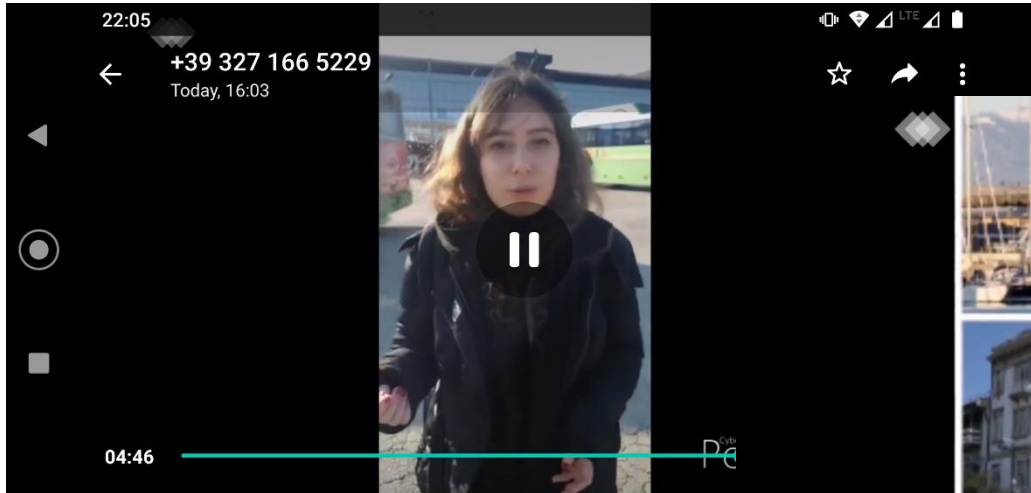


# Opportunities in Creative Project Method

- **To present the daily routine** From Ingrid Peroša to Everyone: 05:01 PM
- **Math in everyday life** From Špela Povše to Everyone: 05:01 PM
- **Presentation of customs** From Lorena Štemberger to Everyone: 05:03 PM
- **Korean shamanism today, maybe?** From Dominik Wróblewski to Everyone: 05:05 PM
- **A way to establish a company** From Małgo Wabińska to Everyone: 05:06 PM
- **Alternative energy resources is my idea** From .....to Everyone: 05:07 PM



## Applying Creative Project Method



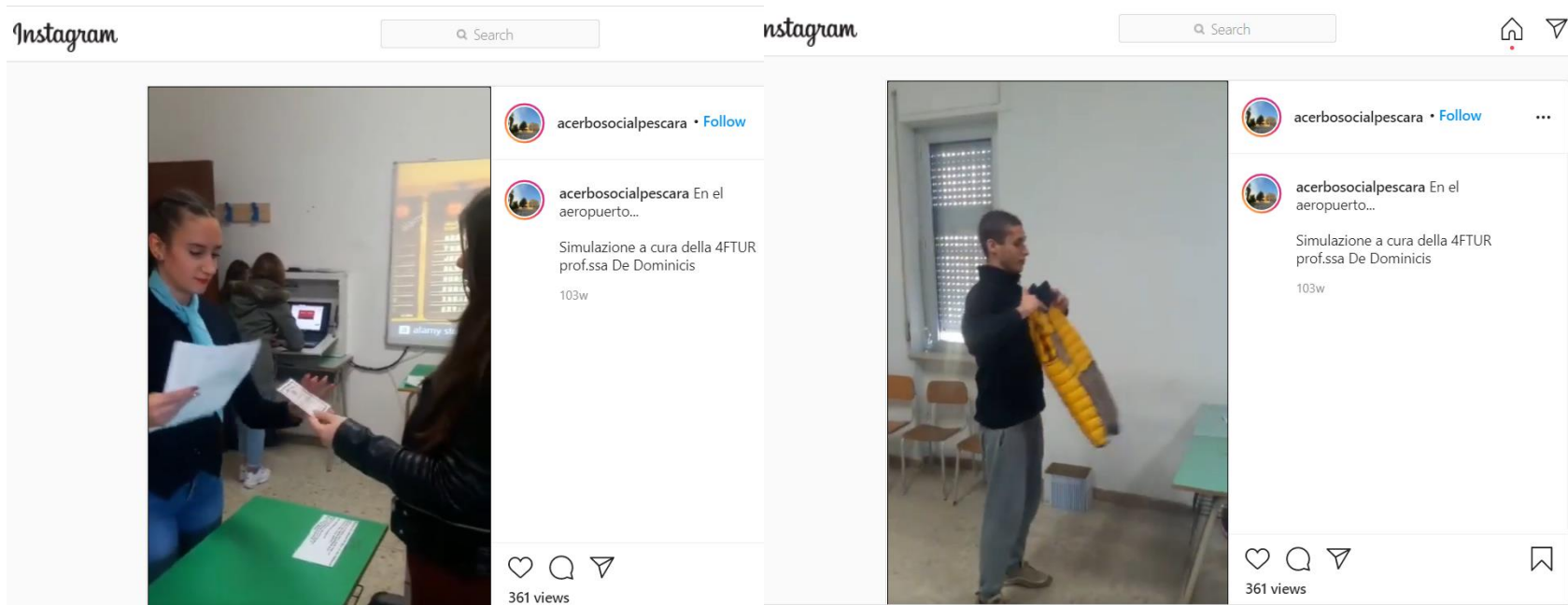


# Applying Simulation Method

## Specific learning outcomes:

- providing an experience as close to the "real work" as possible
- gaining knowledge and skills through experiential practice
- promoting the use of critical and evaluative thinking
- developing students' appreciation of community and culture

# Applying Simulation Method





## Passion Exercises

### Task 1. (individual work)

**Instruction 1:** Write down as many connotations with the word “passion” as you can – define what that word means to you, what is its meaning and value, why is it worth developing?

Post your reflections on the chat.





# Passion Exercises

**Task 1. (individual work)** Passionfruit. Witold Passion brings fruits. Špela Povše Pistotnik something that drives you Ingrid Peroša passion makes life enjoyable Lorena Štemberger joy motivation Nikolett Hartmann love, enthusiasm, Małgorzata Courage - to follow our passion Mikel Landa drives us to hard work Špela Povše Pistotnik motivation Špela Povše Pistotnik excitement Aneta stimulus to plunge into the sphere you're addicted to of course in a positive way :) Małgorzata self-development - to be open for change De Dominicis Marilia passion is a strong feeling or desire for something Dominik Wróblewski excitement, devotion, suffering Dominik Wróblewski pain, inspiration MILENA CRISTIANO do something with joy olga sabelli PASSION=intensity-devotion-dedication-ardor-joy Sára Ekert motivation, to get a nice environment Klavdija Šavle love, energy, being alive, fulfilling, love, playful... olga sabelli Passion makes you alive Małgorzata involvement annamaria.kacsur mania anastasia high interest, to be keen on smthg annamaria.kacsur devotion pietro minicucci pietro minicucci passion impetuous feeling Maria Partemi passion is rejoice in doing what you like best annamaria.kacsur fire Witold olga sabelli Passion is fury, too. Anger and temper .

# Passion Exercises

## Task 2. (group work)

### Instruction 2:

Advertise your team to the students as a “Fantastic teachers team” that provide the best educational experience. Try to highlight your strongest assets and skills.



Gimnazija, elektro in pomorska šola Piran



Ginnesio e Istituto nautico e elettronico Pirano

naslov/indirizz: Bolniška ulica 11, 6330 Piran  
telefon/telefono: 05 6713-490  
email/posta elettronica: info@geps.si



DEAR STUDENT, YOU`RE IN THE SPOTLIGHT!

*We offer you an unforgettable learning experience, embraced and inspired by energetic, competent and dedicated full-hearted teachers.*

COME, YOU WON`T REGRET IT.

Dear Student, you`re in the spotlight! We offer you an unforgettable learning experience, embraced and inspired by energetic, competent and dedicated full-hearted teachers. Come, you won`t regret it.



# Passion Exercises

## Task 2. (group work)

### Instruction 2:

Advertise your team to the students as a “Fantastic teachers team” that provide the best educational experience. Try to highlight your strongest assets and skills.

#### Maria Partemi

italian staff. 1. Be open minded 2. wisdom, strenght and fantasy 3. effective communication 4. We think different 5. organization skills. 6. good relation with students 7. Desire to improve ourselves 8. Help the weakest students to reach their goals 9. We are funny 10. Ardor intensity

#### Sára Ekert

Have fun with passionate, open minded, creative bunch of teachers who has strong beliefs in future generation. Join our interactive environment!  
Success and fun are guaranteed! :)



## Creativity Exercises

### Task 1. (individual work)

**Instruction 1:** Describe your today's mood using a metaphor. Compare yourself to water and its state. Start with: I'm like...

(and because we are all very busy and hardworking, I'm giving you some hints: a puddle or sea, rain, storm or fog or ice or something else ?



# Creativity Exercises

## Task 2. (group work)

### Instruction 1:

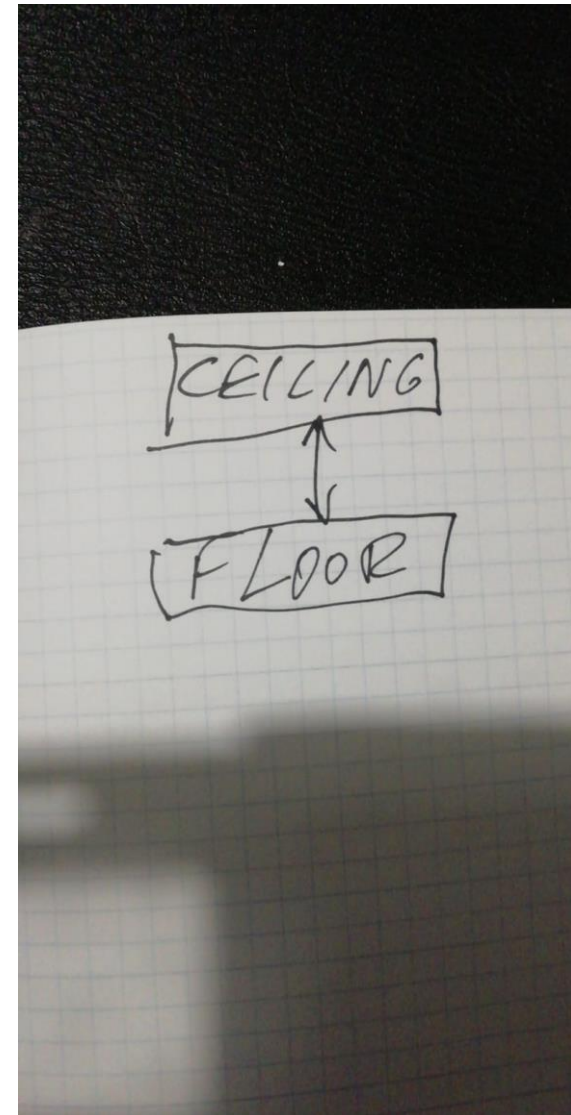
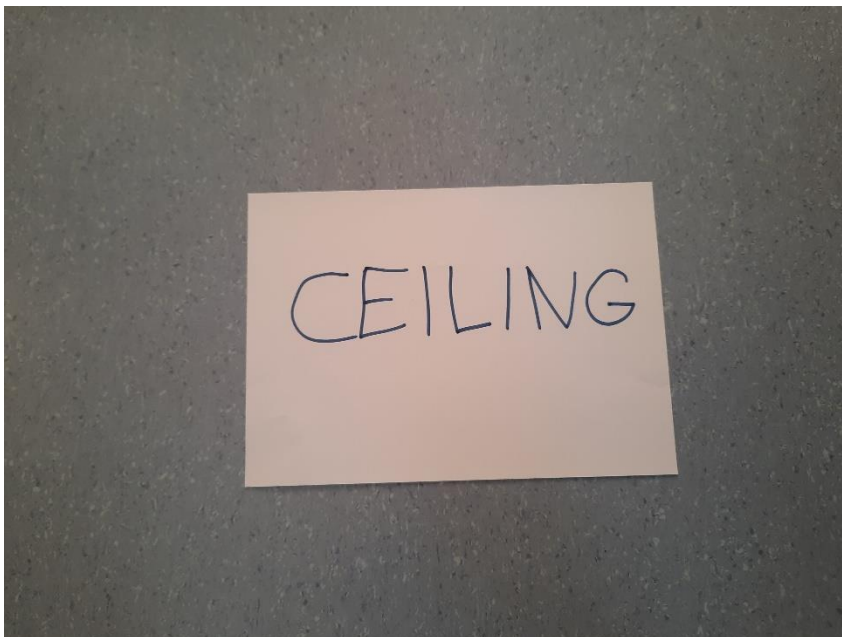
Link the ceiling with the floor using one A4 sheet of paper (the standard printer size).

### Instruction 2:

Present your solution/s to other people.

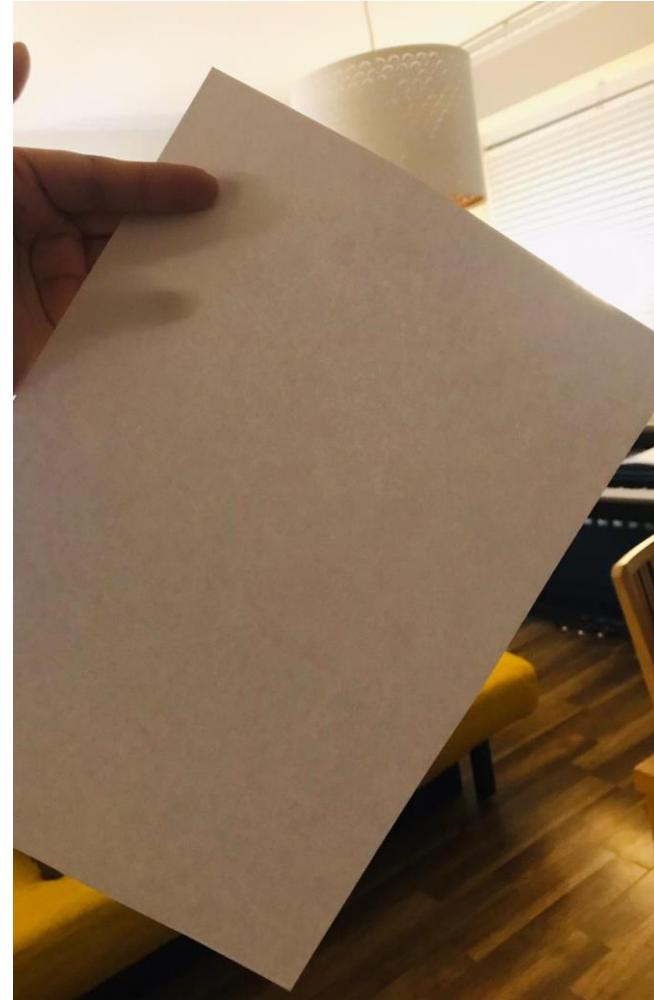
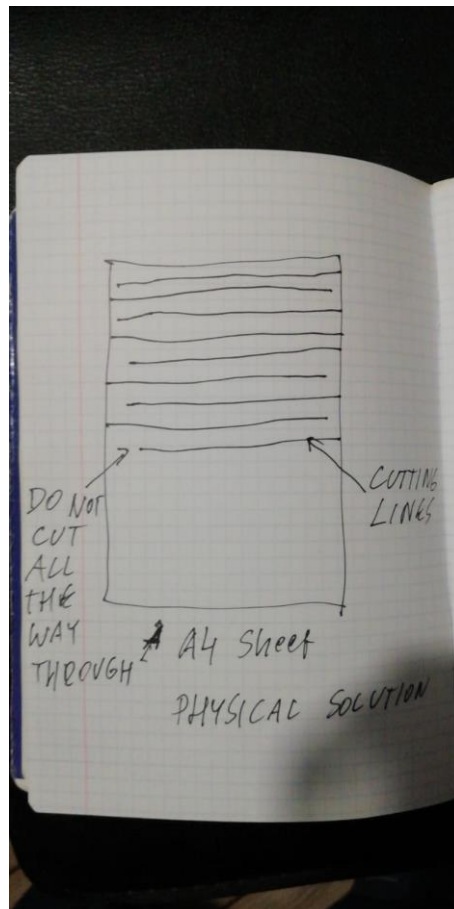
# Creativity Exercises

## Task 2. (group work)



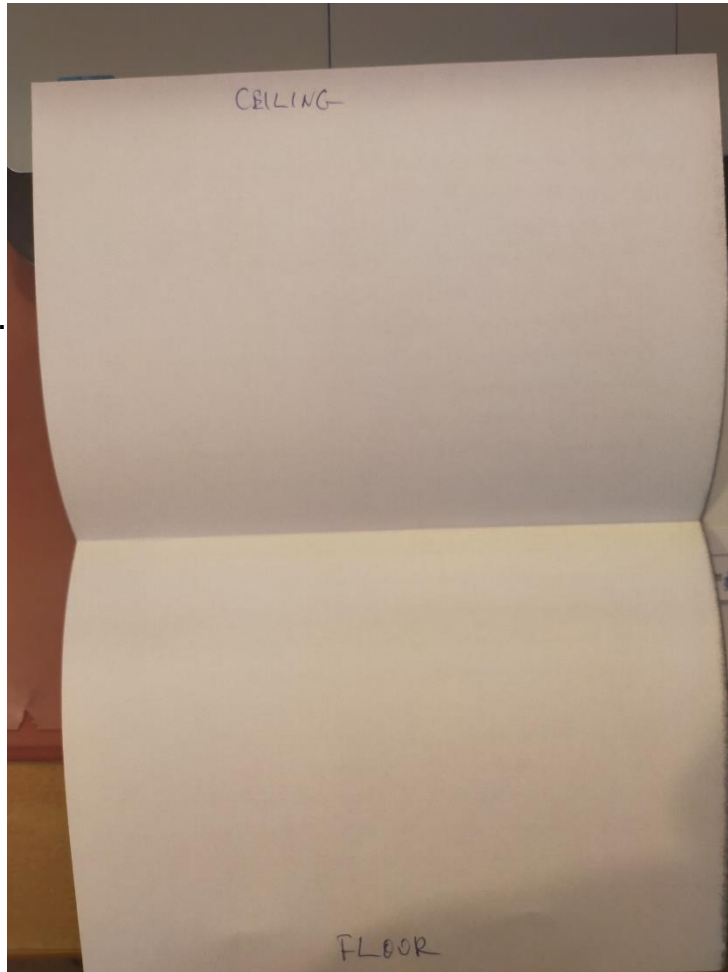
# Creativity Exercises

## Task 2. (group work)



# Creativity Exercises

## Task 2. (group work)







# Discussion on Active Methods

1. How could we, through the Simulation method stimulate creative development of students (creative thinking and activity, creative problem solving)?
2. In what way, in the project method, the teacher can inspire students to break the patterns and think outside the box? Is freedom of activity sufficient to achieve the goal?
3. What exactly is the role of the teacher in the course based on active teaching methods?
4. How can we inspire students and motivate them to work? What is your experience? What good practice you can share?



# Discussion on Active Methods

## – the teachers say:

Since there is distant learning now, we use MS Teams to. It's official. In our school we have quite good platform so I response them via this platform.

I use digital media for the task: CANVA (graphics), my air bridge (files transfer), a platform for animation.

I do, contact quickly to provide students with some important info or add some links to the classroom activities.

They learn tons of words using games, or they can chat while playing online games.

Our school decided to use two communication channels: zoom and the moodle classroom. Otherwise is chaotic for student AND for us.

I sometimes communicate with students through Messenger.

This platform which was used during the last workshop (Zoom).

# Discussion on Active Methods

## – the teachers say:

We use also: kahoot, quizzet, [menti.com](https://www.menti.com), padlet, linoit,...

in our school we try to use several technological strategies such Kahhot or puzzle to develop school activities. Otherwise they communicate through Instagram, (we have school official medi, [w.app](https://www.w.app) [vimeo.com/463183630](https://vimeo.com/463183630)

Video animations are often used in Flipped Classes - they are sent to students pre-class.

showing films connected to our topic - not only made by professionals but those self-made; we can go to museums or other historical sites where students can touch the topic.

I also use powtoons, quizlet. Once I planned a lesson based on my name is early. on one episode. I related exercises connected to the film

During the lockdown there were lots of exhibition available online, so we could "visit" them. I mean online museums.

# Discussion on Active Methods – the teachers say:

We used games subject to analyze the market during the classes.

My name is Earl. I loved it. So I created lessons based on the episode.

I once tried to play Minecraft with students.

Mostly related to team work and stuff like that, not with a specific subject

I also played a game with student but I don't remember the name. They enjoyed it.

There were some formations of emotional intelligence.

I split the students in 2 parts, the first one in front of the other, like a Knights on the chess; just the knight who answer correctly about a specific subject make a step forward and, eventually, win.

For better understanding the world of young people I tried to play the games - just to be in this world.



# Discussion on Active Methods – the teachers say:

Starting point was chatting about games and then we started to analyze the market in a professional way.

I think games can also increase the students' self esteem and improve socialization, skills leadership and team building

In my opinion, students don't understand how e-learning works. Now, the situations has changed, as Aneta said. But in March or even in June students skipped lessons and they wanted to do other things e.g. play games, go outside, have online meetings with their colleagues

I still hear comments e.g. Sir can you tell us what we have to do or how it really works.

Based on previous semester experiences I conclude that many students in Poland were not prepared for online learning.



# Discussion on Active Methods – the teachers say:

I use school platform to contact my students. Sometimes I use whatsapp.  
Powtoon - platform to create simple animation.

We are thinking on different possible ways to orient some of our lessons to a videogame oriented sessions. The main problem about that is that we are finding it difficult to relate the video games with our specific subjects (physics, maths,...). We've tried Minecraft with some formation seissions related to team working and the experience was great. We now as a department have rethink about ways to link Minecraft with the real school subjects (maybe some creativity sessions in the department) but I also think this lockdown is negatively affecting our creativity and students' mental work.



## The **Task** for **submitting** – **until** January 31, 2020

### Task 1. (group work)

Provide a scenario of the simulation or creative project in your field of teaching. Link it with some key-entrepreneurial trends in pop culture and with the use of digital tools (if possible). Give a short explanation of what are the learning outcomes.

Task 2. (group work) Instruction 2: Advertise your team to the students as a “Fantastic teachers team”. Use online Canva tool.

The assessment criteria:

The submission of both assignments means they are completed and accepted.



## Additional Ideas about Pop culture Influencing Young People and Adults Too 😊

The internet provides a platform for a broad range of creative services, from curating, presenting, promotions, and content creation to the more technical coding skills.

Blogging is just one example of the new opportunities for young entrepreneurs in digital media. Developing a blog, YouTube channel or a constant activity in social media focused on a specific topic can naturally expand your horizons and skills.





## Additional Ideas about Pop culture Influencing Young People and Adults Too 😊

- Some key entrepreneurial trends in pop culture are:
- Digital Media
- The Gaming Industry & Esports
- Art & Merchandising
- Music & Dance
- Pop Culture Tourism



## Additional Ideas about Pop culture Influencing Young People and Adults Too 😊

There are approximately 446 million gamers in Europe. Massive games studios with millions to spend are being joined by individuals and small indie companies creating successful games using new game development software.

Esports is a worldwide phenomenon for spectators, players and advertisers. It is projected to surpass €2 billion in revenue next year.



## Additional Ideas about Pop culture Influencing Young People and Adults Too 😊

Bloggers/Vloggers don't have to be celebrities. They share their passion and their stories to build their own audience.

Bloggers create and manage constant feedback, a key business skill.

The blog creators research and develop useful or entertaining content. They create a brand and they build a customer base by marketing their brand.



Thank you for your active work!

