

CREATIVE USE OF TABLETS IN SCHOOLS: MODULE 3

SECTION 3.3 (VIDEO 2)

FLORE DECAESTECKER, PUPIL:

We're making a short film to explain programming.

KURT ADEM, PUPIL:

I was making word art on the tablet. You can make your own design. It's in 2D but the printer turns it into 3D.

GUST DENDOOVEN, PUPIL:

We're researching how electrical devices, like GPS, internet, computers.. How they work. And we use iPads for that.

LIAM DRUTTI, PUPIL:

We had to take our tablets and scan some papers. And then we had to answer some questions and project them on the screen.

Today we'll be talking about the four phases in our coding project. The first phase is the dream phase. The second phase is explore.

The third phase is map and the last phase is make.

PHILIP EVERAERTS, ICT-COORDINATOR:

The benefits of using tablets in the classroom, is the freedom and flexibility.

With an assignment I can ask one group to do one part, and another group to do another part.

ANN DEJAEGHER, DIRECTRICE:

We started with a class specifically for pupils who wanted to learn more about ICT. A few teachers also got special training in working with and using tablets.

Those teachers then trained the rest of the team.

ERIK CLERCKX, TEACHER:

We have a very strong technical team of about five teachers, and we all complement each other.

JAN THOELLEN, ICT-COORDINATOR:

We put together a team where we can share experiences from different classes. During staff meetings our team presents interesting apps to the other teachers.

And that's inspiring the other teachers.

I use tablets at home for research, Smartschool and homework.

I sometimes use Smartschool to check my messages or to look something up on the internet.

I also have these programs on my tablet so I can learn how to use them.

ROBERT CONINGS, ICT-COORDINATOR:

School to school collaboration means we try and find a school that wants to work together. The whole goal is that we do things for each other.

I contacted another school and we brainstormed about topics and subjects. We chose coding and learning how to program. We got together and made an iTunesU course, with all seven steps of an scenario.

We started with a dream phase with was collaborating with a Czech school on the subject of 3D printing. Then we asked the students what they thought would be possible to print with a 3D printer. We use a special and safe platform, the Twinspace from eTwinning. We also set up a way of communicating between the two schools. So students from both schools could answer the question as to what they think 3D printing will be like in the future. Parents were very enthusiastic because they know we're preparing their kids for the 21st century.

We organized a few parent information evenings, but as we didn't ask parents to buy any tablets, there were no parents against it.

My parents love the fact that we work with tablets because I learn a lot, for example what kinds of passwords are safe.

My parents like it because they like ICT and because I know a lot about computers and tablets.

If you school is thinking about, I can really recommend it. I would also recommend putting together a team of teachers from different subjects. Make sure there is a system of support for the teachers. Also provide a good wireless network and a good internet connection. These things are essential for making the project a success