NEW TRENDS IN EDUCATION: THE USE OF ICT IN DIFFERENT WAYS
USING ICT

General Education
People live in a technological age

Range of functional and critical thinking skills, such as:

• Information literacy
• Media Literacy
• Information, Communication and Technology Literacy
Functional and Critical Thinking Skills:

• Information literacy
  • “... the hyper ability to know when there is a need for information, to be able to identify, locate, evaluate, and effectively use that information for the issue or problem at hand.” United States National Forum on Information Literacy, 2012

• Media Literacy
  • “ability to access, analyze, create, and act using all forms of communication.” National Association for Media Literacy Education USA, 2010

• Information, Communication and Technology Literacy
  • “ICT proficiency is the ability to use digital technology, communication tools, and/or networks appropriately to solve information problems in order to function in an information society. This includes the ability to use technology as a tool to research, organize, evaluate, and communicate information and the possession of a fundamental understanding of the ethical/legal issues surrounding the access and use of information.” Succeeding in the 21st century, 2003
Web 2.0 has changed the way we communicate in society, learn, teach, and work (Crompton 2012)

- Web 2.75 will come measuring the middle between Web 2.0 and Web 3.0 (Pedro Tadeu)
- WEB 3.0 more examples https://youtu.be/4nO4AiCdNJ8?t=298
TOOLS

based on the list of *Top 100 Tools for Learning* (2016)

- Instructional Tools
- Content Development Tools
- Social Tools
- Personal Tools
Instructional Tools

• Course authoring tools: Camtasia, Articulate, and Easy Generator.

• LMS and learning platform: Moodle, Canvas and Google Classroom.

• Portfolio platforms: Mahara and Pathbrite.

• Webinar tools: WebEx, Adobe Connect and GoToMeeting.

• Classroom and audience response tools: Kahoot, Socrative and Poll Everywhere.

• Educational tools: Quizlet, Turnitin and Grammarly
Content Development Tools

they are divided into the following categories:

• Documentation tools: Google Docs, Pixton;

• Presentation tools: Canva, Prezi and Slideshare;

• Animated explainers: Animaker, Powtoon and Go Animat;

• Video mashup tools: TED-Ed, EdPuzzle and ThingLink;

• Video/Moviemaking/editing/platform: YouTube and WeVideo;
Content Development Tools

- Screen capture and screencasting tools: **Screencast-O-Matic** and Clarify;
- Photo/imaging tools: Pixel;
- Graphics and diagramming tools: Canva and **Pik to chart**;
- Blogging and website tools: WordPress, **Blogger**, and Weebly;
- Survey forms: Google Forms and **Survey Monkey**.
Social tools

- Team/group messaging apps: Skype, *WhatsApp* and Telegram;
- Group Video tools: Skype and Google Hangouts;
- Collaboration tools: Google Docs and *Padlet*;
- File synchronization, and sharing: Google Drive and Dropbox;
- Public social networks: Twitter, Facebook and LinkedIn.
Personal Tools

- Online resource collections: YouTube, Slideshare, TED Talks and Vimeo;
- Online courses/learning platforms: Coursera, Khan Academy and Duolingo;
- Bookmarking and curation tools: Pinterest, Diigo and Scoopit;
- Search & research tools: Google Search, Wikipedia and Google Scholar;
- Mind mapping tools: MindManager and Xmind;
- Note-taking: Evernote and OneNote;
- Personal productivity tools: Pocket and Google Translate
Why?

With these tools, is possible to deepen and share knowledge, work in a group, promote skills, and do some kinds of activities:

• Make search activities in Web through a web search;
• Use online resources to deepen and share knowledge;
• Use social networks as a sharing and collaboration environment;
• Create and share content with Content Management System;
• Platforms editing and creating documents and multimedia contents;
• Gamification to deepen knowledge;

• Education .... In XXI Century
https://youtu.be/LCPnPvOJ6o8
EXAMPLES ON USING ICT IN CLASS

SUBJECT: MATHEMATICS IN PRIMARY SCHOOL
STUDENTS: CHILDREN BETWEEN 7-8 YEARS
SECOND GRADE
CLASS WITH 13 STUDENTS
STUDENTS WITH SPECIAL NEEDS
CREATE A BLOG
Meet WordPress

WordPress is open source software you can use to create a beautiful website, blog, or app.

WORDCAMP EUROPE 2018
Two days of exciting talks, workshops and memorable moments. Join #WCEU!
June 14–16, Belgrade, Serbia
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<td>Andréia Formoso</td>
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Recursos Didáticos para o 1º Ciclo

HOME / PORTUGUÊS / ESTUDO DO MEIO / MATEMÁTICA

Kahoot – Revisões de conteúdos de Matemática do 3º ano do Ensino Básico

Kahoot Link: https://play.kahoot.it/?k=443552d0-2e0d-4231-9509-9255505095f1 Trabalho realizado por Andréia Formoso e Ana Rita Silva

Aula de Matemática e Estudo do Meio

Exercícios – Kahoot – Ficha Diagnóstica de Matemática para o 3º Ano

Aula de Revisões

Sólidos geométricos

Visita ao Jardim Zoológico
CREATE MULTIMEDIA CONTENT
Para calcular a área do triângulo, faze... altura do triângulo vezes a base sobre dois.

Agora já percebi.
E em duas das seis files há ao todo 10 livros, logo 10x10=100 ou 10x10=10.

Ah! Então o resultado final é 48+20=68. Certo?

Certíssimo! Conseguimos, boa!

Que sólido é este, João?

Ah essa é muito fácil! É um cubo!

Se o cubo tiver 2 cm de aresta, qual é a área da face do cubo?

Hum... isso já não sei!

Não estivesse atento, mas eu sou uma ajuda!
Animaker, Make Animated Videos

Click and Choose. Drag and Drop. Edit and Play.
That's Animaker - 10X Better than other Online Animation Video Making software (#DIY).

Animated Videos, Done Right!

Register for FREE
Welcome to Animaker, Create a Video

Get Started

Great! You have 3 'Animos' on board

helados

Cambio
helados

1 helado 1,35 €
Create stories, games, and animations
Share with others around the world

A creative learning community with 30,867,280 projects shared

Featured Projects

- Ice: A platformer - petit-muffin
- Fire pen project (with mgreeendeady)
- Sono Kreo 1.3: mechmecckiking
- Colour Palette Generator
- Challenger: Quarterly

Featured Studios

- Earth Day
- Animal Creators
- Multiplayer
¿cual es la moneda de dos euros?
¿Cuál es la moneda de dos euros?

Dos euros, tiengo muchas monedas.

Tell people how to use your project (such as which keys to press).

Notes and Credits:

How did you make the project? Did you use ideas, scripts, or artwork from other people? Thank them here.

Add project tags.
There is a growing global consensus that 21st-century learning ought to look rather different from 19th-century learning but that in practice, for the vast majority of learners, it does not. International academic, policy and provider organizations are in the process of rethinking learning outcomes and learning environments, and some are even engaged in a fundamental review of the very purpose of education in a more digitally enabled, complex and fast changing world. New learning frameworks are emerging...

In: Raising Learning Outcomes. The opportunities and challenges of ICT for learning, UNESCO, September 2018
...we stand on the brink of a technological revolution that will fundamentally alter the way we live, work, and relate to one another...

Education should take advantage of this...!
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Pedro Tadeu - ptadeu@ipg.pt - CI&DEI – Centre for Studies in Education and Innovation - Polytechnic of Guarda – Portugal
Carlos Brigas - brigas@ipg.pt - CI&DEI – Centre for Studies in Education and Innovation - Polytechnic of Guarda – Portugal
Inmaculada Garcia-Martinez - igmartinez@ugr.es - Faculty of Education – Granada University – Spain
José Fernandez Batanero – batanero@us.es - Faculty of Education – Seville University – Spain

THANK YOU!