WALKING THROUGH THE MEMORY WITH IMMERSIVE TECHNOLOGIES

Project nummber -   2019-1-ES01-k229- 065937

Good Practices

Title	Our Apps (about the school, lliterature, Traditions)
Content/ Subject areas (*taged with modules*)	Langage; foreing languages; Geography, Art, History, Culturl heritage, literature, ... It can be in any topic
Target group: age range and size of the group	Students year 2 Secondary. (It can be used in year 5 primary)
Learning objectives / competences	Learn to work collaboratively with other students in the same school and/or with other European schools to produce App. we use App Inventor2 . Studens learn Langage; foreing languages; Geography, Art, History, Culturl heritage, literature, ... by doing a reseach work on a selected topic, they also learn programming by using app inventor and they to communicate their findings and through this they learn to select information, critical thinking, decision making, creative thinking, learning to learn, team work ... and at the same time they get to know the contents which they work in the App
Description of overall activity	Students build an app which topic they have chosen, they do the research work, they select the picters, , they learn coding by doing it and collaboratively they present the contens. The work can be save as apk in your computer or in a phone or a tablet with a QR reader. students like very much to save their tablets or phones
Description of the process and teaching/ learning strategies used (*what, how, in which order*)	We can teacher different topics, the whole class can work the same topic or differeht on the same area The teacher provides the training "learning by doing" once the students have done the reseach work working in teams. Each group organice thei¡y contents and produces the app Students present their app to the class
Evaluation/ types of assessment (*summative, formative, peer-, self- etc.*)	Each student fills in a self evaluation form (Rubrica) The group presents the App to the class and other group conments the work according to the criteria fixed by students and teacher with all this data the teacher does the sumative assessment.
Materials and tools	Products of a reseach work App inventor 2
Timing and learning environment	Each app will be done in two weeks, it can be done in the class of foreign languages if we work with European schools or in own language if we do the work with the own school,

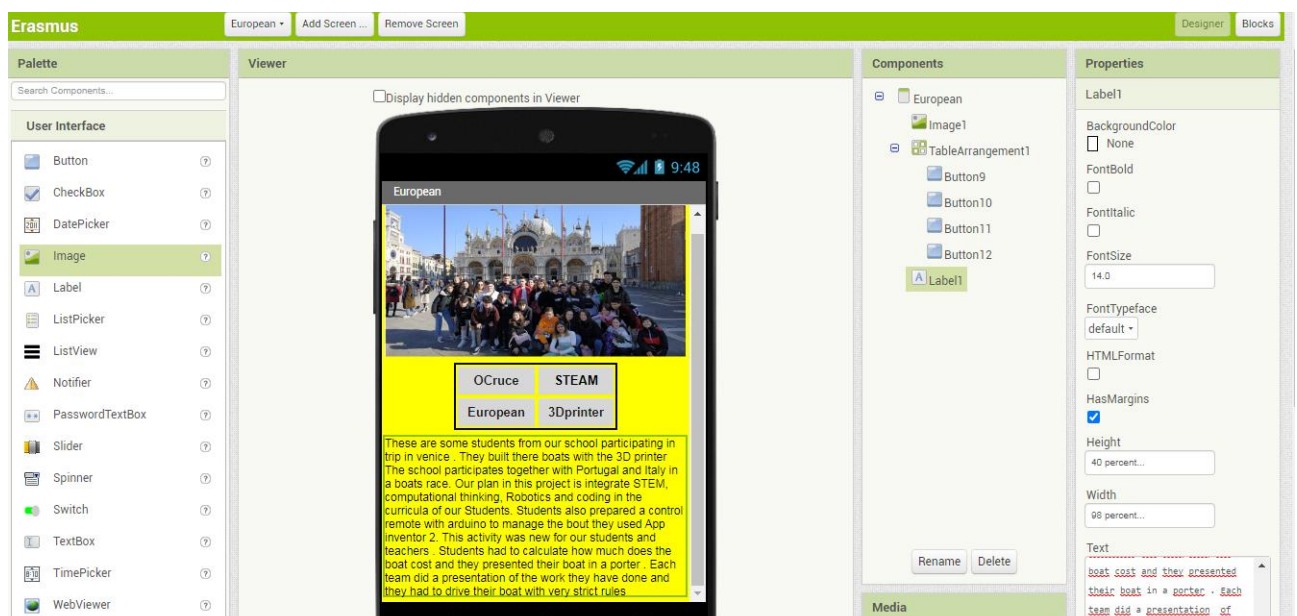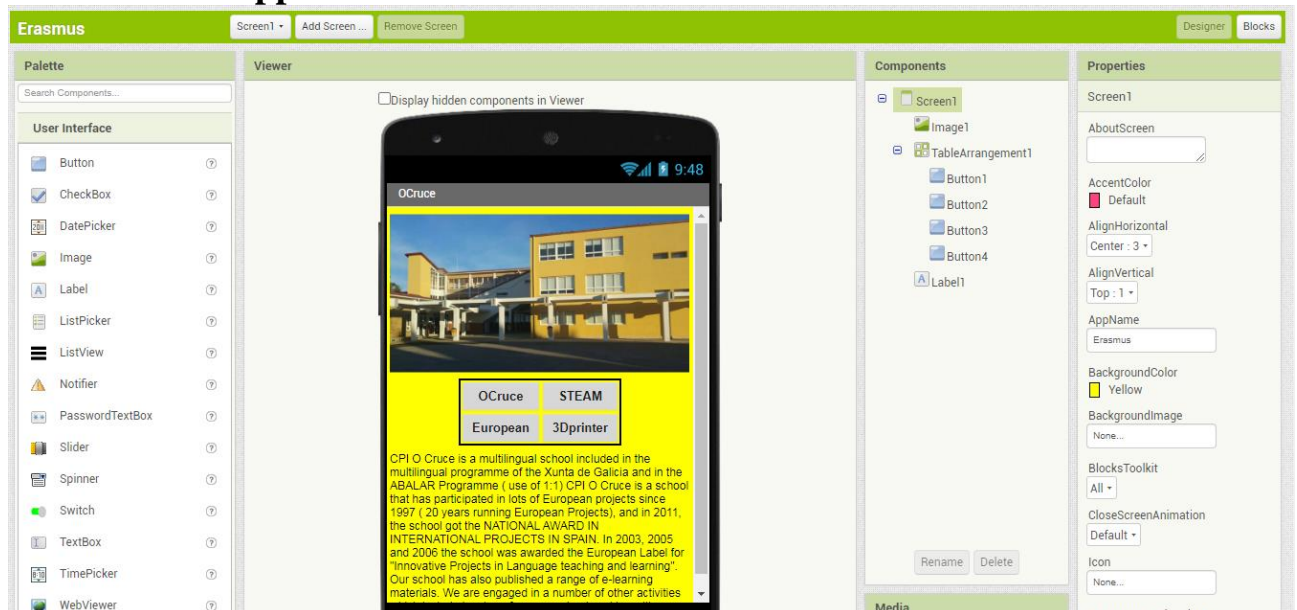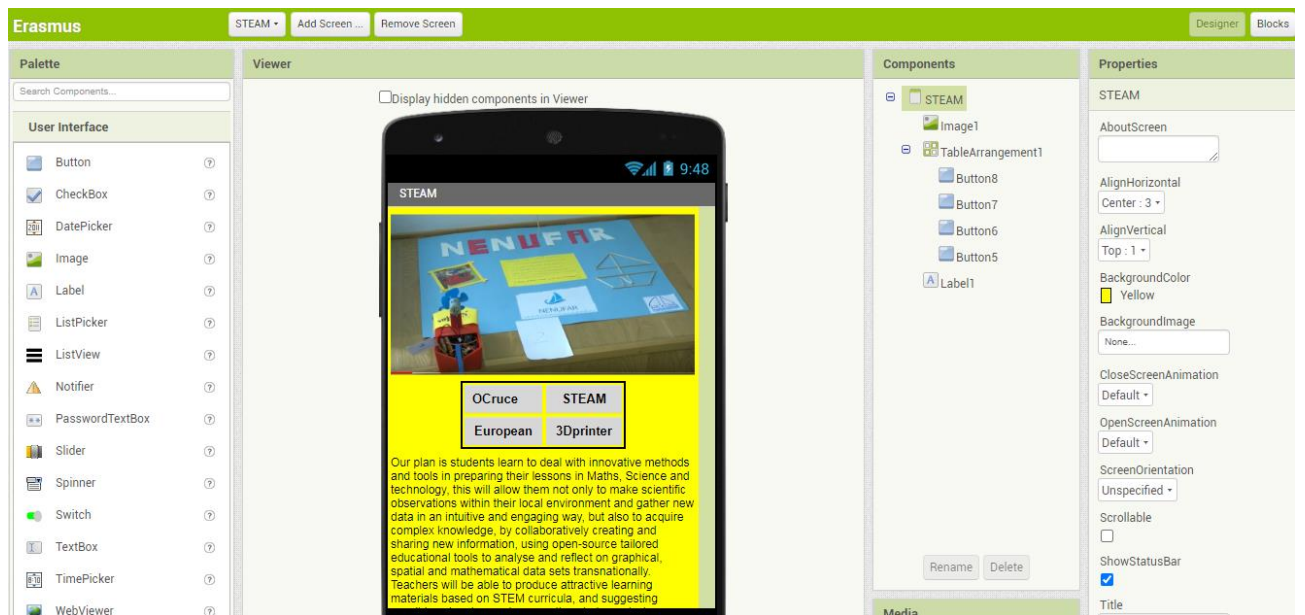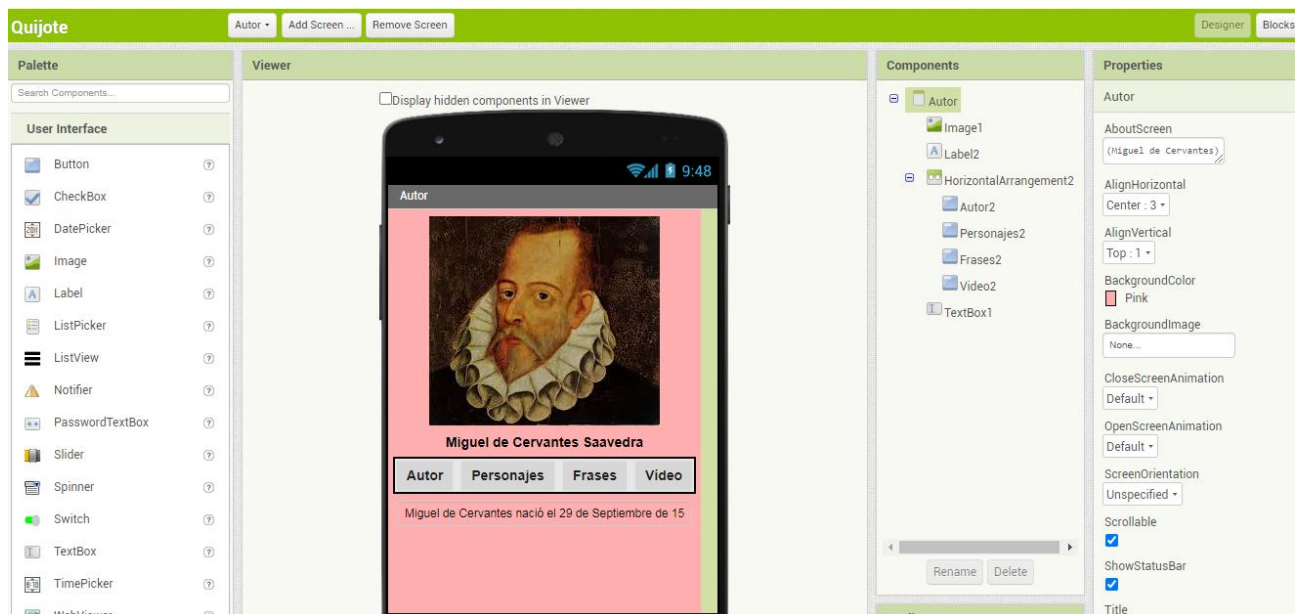| Conclusion *(Innovation what makes it good practice, further application*	It includes a different transversal skills: creativity, decision making, apply previous knowledge, communication skills... It can be used at one school or it can be a work done in six or more schools. In our opinion is innovetive because students have the opportunity to learn collaboratively, students can learn and work together being in different schools. Important transversal skills are worked and evaluated in the approach ....
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CPI O Cruce App

El Quijote

Christmas in Spain