

Inspiring Teaching practice example

Using Learning Designer to plan accurately a school project

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Title	Using Learning designer to plan accurately a school project (primary school - fifth class)
TET-SAT Area	Digital Pedagogy
Number and name of the illustrated competence	Question 6. Implement ICT in cross-curricular approaches/project work
Estimated level for this competence	Capable
Learning outcome(s) associated with it	<ul style="list-style-type: none"> • real use of a digital media in a effectively way making a real task. • support learner's choice and needs inside and outside the classroom.
Type or name of ICT used	Learning Designer https://www.learningdesigner.org/
What you do that meet this level	I planned with a digital tool "Learning designer" a lot of cross curricular activities for children involved in a real school task: "Create an art Gallery at school". Using a project-based learning, the pupils create a fully functioning art gallery at school, featuring original interpretations of famous works about fruits and vegetables.
Image or link to the example	Here's the link to my work: http://bit.ly/2AvqLqH (in English)
Draft actions to move to the next level	<ul style="list-style-type: none"> • talking to a more experienced colleague about how to let students do their own drawings and art products; • join a mastermind group on art gallery project; • completing a MOOC on the topic; • reading related articles; • making a eTwinning project on it. • engage with public and private service providers related with an art gallery event.