

Science and Global Education beyond the barriers of learning difficulties 2015-1-IT02-KA201-014774

Schooling by Design



ADi workmaterial elaborated by Silvia Faggioli from Paola Varonesi's previous work

WHAT WILL WE DISCUSS?



We will introduce the planning by competence

We will see how it is possible to structure a disciplinary backwards planning by competence

We will show examples of interdisciplinary teaching modules structured by competence

Introduzione

CONTEXT:
SCENARIOS IN
LIFE, STUDYING
OR WORKING

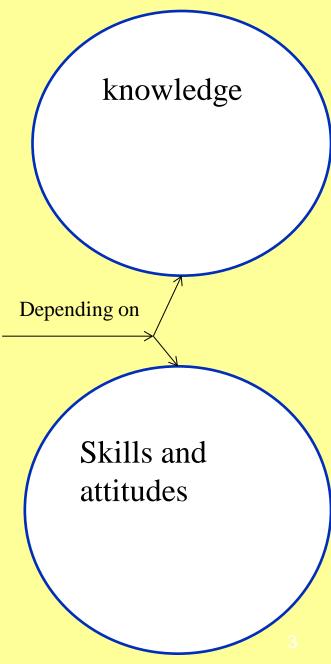
8 key competences

- Communication in the mother tongue;
- 2) Communication in foreign languages;
- 3) Mathematical competence and basic competences in science and technology;

require

- 4) Digital competence;
- 5) Learning to learn;
- 6) Social and civic competences;
- 7) Sense of initiative and entrepreneurship;
- 8) Cultural awareness and expression.

Specific disciplinary competences



PLANNING BY COMPETENCE: THE PROCESS IN REVERSE

What should the students be able to know, understand and ultimately do?

What deserves to be fully understood?

What kind of solid and longlasting understandings we want to build?





How will we know if the students reached, or not, the intended results and matched the standards?

What will we accept as an evidence of the students full comprehention and mastery?

PLANNING PROCESS STEPS

Identify the results wanted

Determine what element will make the understanding evident.

Plan learning experiences

Why the planning process backwords?



- #It allows an analysis of the duty finalized to clarify what targets to pursue and how to get evidence of their achievement;
- It allows to clarify which teaching and learning targets we must pursue;
- It allows a wider coherence between intended results, basic performances and teaching/learning experiences.

Interdisciplinary planning by competence: learning experience planning



- Identify the disciplinary specific competence to be developed.
- Identify the transversal skills to develop, reaching a maximum of three
- Identify the evaluating times through the learning process
- Identify methods and tools
- Identify a realistic task
- Plan the activity

INTERDISCIPLINARY FORM BY COMPETENCE realistic task: PLAN A LEARNING EXCURSION TO SIRACUSA



- Reference classes n. 3 FIRST CLASSES One of each sector disciplines involved : LINGUISTIC AND MATHEMATICS
- Transversal skill: COLLABORATE AND PARTECIPATE
- Times schedule: Details planning and module-end test: 20est of January
- Starting of the teaching activity: by the 30est of January
- End of the teaching activity: middle April

Transversal skill: Collaborate and participate



- To understand the different points of view.
- •To contribute to the common understanding, giving accent to our own abilities and the ones of the others.
- •To contribute to the implementation of collective activities.

CULTURAL AXIS: LANGUAGE AXIS



Competence 1) read, understand and interpret different types of written tests (including graphs and tables)

Competence: 2) use the fundamental tools for a conscious fruition of

the literary and artistic heritage

Competenze: 3) use and create multimedia texts

We suggest to start with only one of them!!!

CULTURAL AXIS: mathematical axis



Compentence: identify the appropriate strategies to solve problems

RESULTS INFORMATIONS



Task or product to be carried out: Full organization of a learning excursion with a pre-visit work, carried out by the students, that includes also some cultural aspects related to the excursion (explanation of the route)

Characteristics of the test to be given to verify the pre-requisites: reading test and math tests INVALSI to be given to 3rd year, secondary school students (year 2008/2009)

Characteristics of the test to be given to verify the learning achievements prior the excursion :

Reading and language output: Multiple choice test and essay questions test Use and create multimedia works: Creation of multimedia works Collaborate and partecipate: Students survey through rubric Identify the appropriate strategies to solve problems: Test

STEPS OF THE EDUCATIONAL ACTIVITY



Step I

- The teacher introduces the argument to the students and invites them to discuss it to verify their knowledge on the subject proposed;
- Pre-requisits verification test

Step II

- Brainstorming to establish the destination of the educational excursion
- Creation of work groups
- Reading guidebooks, historic, artistic and/or socioeconomic texts related to the excursion's context
- Analysis of videos and multimedia material

Step III

- Data collection, needed to draw up an economical budget to carry out the excursion.
- Analysis of all the informations gathered in order to ensure the best possible budget.

Step IV

Compilation of a final report in the form of multimedia text

Process 1 data

Total time: 30 hours. Duration: January – april 2011

Time spent to verify the learning achieved :4 hours

Tools:

- Text books
- Texts photocopies
- magazines, newspapers, novels
- websites

Environements : multimedia class,

school labs



PROCESS DATA 2

Methodology

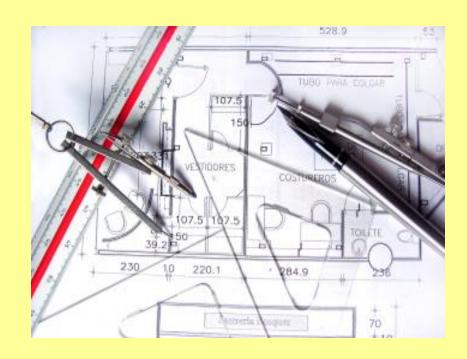
- traditional class, dialogue
- brainstrorming
- cooperative learning
- Individual research
- analysis of the cases and problem solving
- Reading, analysis and summary exercises

Teaching units to be carried out

- T.U. 1 Gathering of informations (geographical, historic, socioeconomic and artistic) regarding the site to visit
- T.U. 2 Collecting and analyzing all informations about budget and expenses, validating the results through allegations
- T.U. 3 Creation of multimedia text

Conclusions

An essential act in our profession is the **curriculum planning**, involving all learning experiences that meet specific goals and the evaluating tools of verification to diagnose the students needs and establish if the targets have been achieved



Thank you all for your attention!

