Càtedra TEKHNÉ

Ajuntament de Salt

Universitat de Girona

Fundació Girona
Regió del Coneixement

Imatge generada amb DALL-E

Càtedra TEKHNÉ

Ajuntament de Salt

Universitat de Girona

Fundació Girona Regió del Coneixement

Informe Anual – 29 Nov 2022

1 Breu presentació de la Càtedra Tekhné
2 Pressupost: com es gasten els diners
3 Activitats realitzades:
    3.1 Comunicació: imatge visual, web, twitter, mitjans
    3.2 Visites a escoles i instituts
    3.3 Projecte DIVERSE
    3.4 Projecte TalentMaker i l'escola El Pla
    3.5 Projecte MonTech: Gegant del Rec + El Veïnat
    3.6 Projecte Creative STEAM: Salvador Sunyer + Vallvera
    3.7 Projecte InventCAT
    3.8 Projecte Basket change maker: La Farga + CB Salt
    3.9 Altres: Lego, TeacherAcademy, Competència Digital,..
4 Plans pel proper any

1 Breu presentació de Tekhné

Pla d’actuacions

1- **conèixer** escoles i instituts, escoltar necessitats, connectar amb UdG (formacions de mestres, tallers amb infants i joves,...)

2- **Dissenyar i implementar** projectes d'innovació i recerca

3- Iniciatives d’aprenentatge connectat entre escoles, **fomentant el treball col·laboratiu**

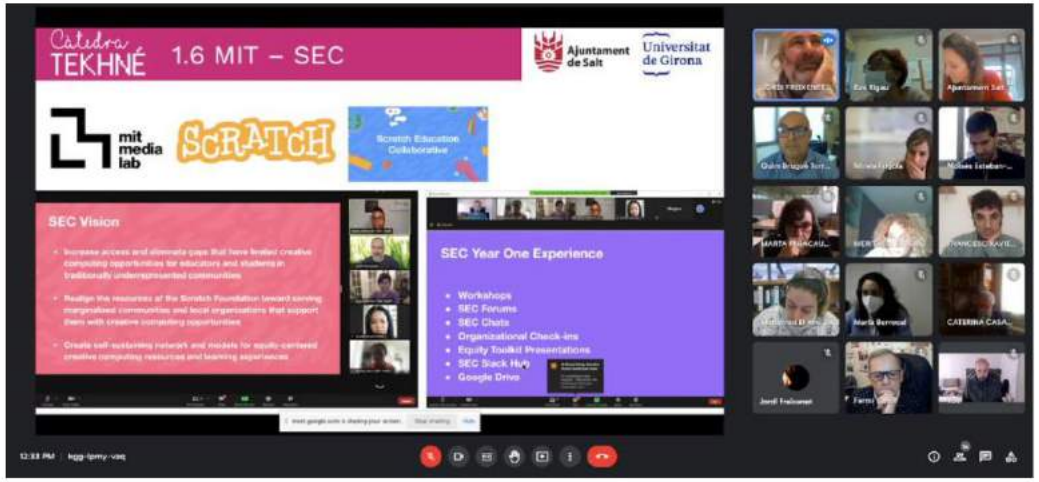
1 Breu presentació de Tekhné

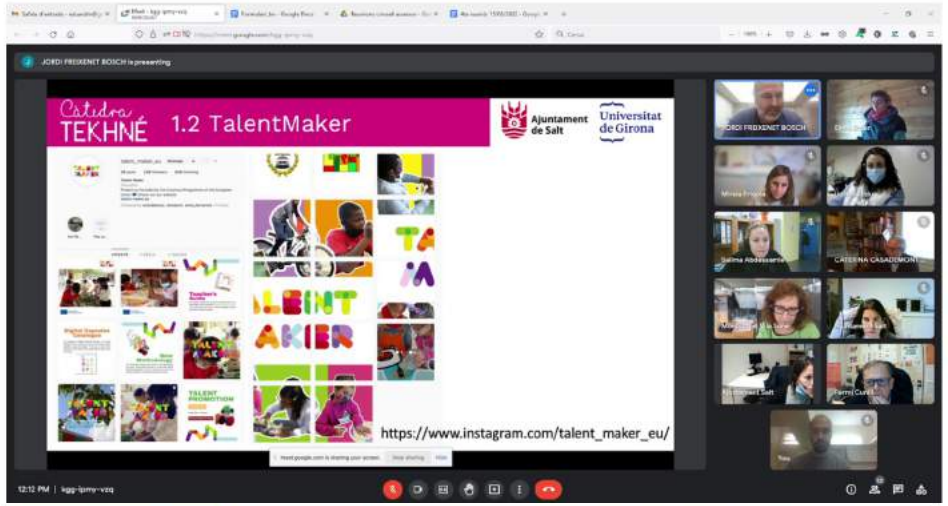
Funcionament:

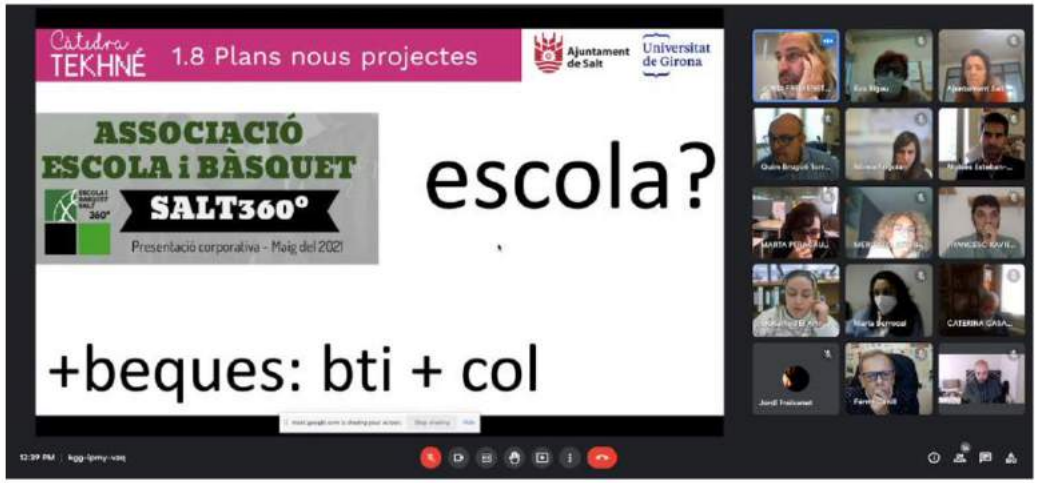
- dia a dia, Comissió Seguiment: Núria, Min + Edu, Mireia, Maria, Jordi
- cada 3/4 mesos, Consell Assessor: Degana FEP, Directora EPS, Xavier Besalú, Director IRE, Director/Tècnica Campus Cohesió, Representants Escoles i Instituts, Azahara, Mercè Juanola, UdiGitalEdu
- Un cop l'any, memòria d'activitats, resultats, pressupost: Alcalde, Regidor@, Rector, Vicerector@

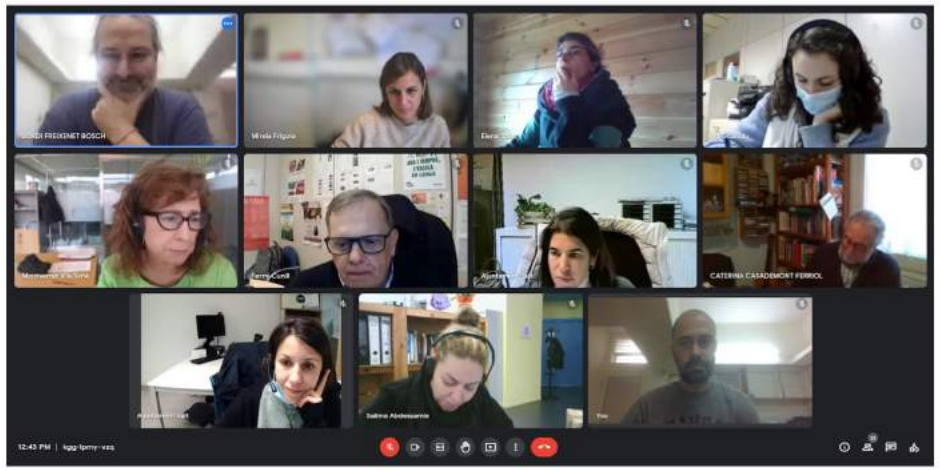
1 Breu presentació de Tekhné

Consells assessors 9 Nov 21, 15 Març i 12 de Juliol 2022 (actes d'aquestes reunions a la web de la Càtedra)









2 Com es gasten els diners?

CÀTEDRA TEKHNÉ 2021-2022

DESPESES 2021-2022	Despeses 2020-2021
Despeses de personal tècnic i promoció projectes	3.595,51 €
Despeses personal suport	5.446,00 €
Despeses personal investigació	8.237,79 €
TOTAL DESPESES	17.279,30 €

INGRESSOS 2021-2022	Ingressos 2020-2021
Fons Públics	
Universitat de Girona	4.000,00 €
Ajuntament de Salt	12.000,00 €
TOTAL INGRESSOS	16.000,00 €

3.1 Comunicació: imatge, web,..

https://www.udg.edu/ca/catedres/tekhne

Contacte

Universitat de Girona

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Pl. Sant Domènec, 3
Campus Barri Vell
17004 Girona

Tel. +34 972 41 80 00
648 83 86 51
Formulari de contacte

Segueix-nos a:

Càtedra Tekhné

La UdG amb la col·laboració de l'Ajuntament de Salt, han creat la càtedra de pensament que promogui l'estudi, la recerca i la disseminació del coneixement en la intersecció dels camps de l'educació, la tecnologia i el desenvolupament humà, mitjançant l'organització d'activitats de formació o recerca, entre d'altres, amb l'objectiu comú que la Universitat de Girona i el municipi de Salt siguin un referent en l'ús de les tecnologies per l'aprenentatge creatiu i la inclusió social, tot esperant que aquesta activitat s'estengui a altres territoris.

3.2 Visites a escoles i instituts

Escola Les Deveses (16/11/20)
Escola Pompeu Fabra: InventCAT
Escola La Farga: comissió artística + BasketEU
Escola El Pla: TalentMaker
Escola El Veïnat: InventCAT + MonTech
Escola Mas Masó (27/11/20)
Escola Silvestre Santaló (27/11/20) (24/01/22) ERIDIQV + InventCAT
Institut Vallvera: Creative STEAM
Institut Salvador Espriu (04/12/20)
Escola FEDAC Salt (04/12/20) + Creative STEAM
Institut Salvador Sunyer: tecnologia creativa + Creative STEAM
Escola El gegant del rec: MonTech + InventCAT + Teacher Academy
Escola Les arrels ~~MonTech~~
Escola Pia (24/01/22) ERIDIQV
Escola Vilagran + ALTRES CB Salt (biblioteca, llar infants, escola adults, fàbrica jove,...)

3.3 Projecte DIVERSE

Càtedra TEKHNÉ UdG-Salt
@CatedraTEKHNE

Els dies 15 i 16 de febrer, un equip mixte de @udigitaledu i @ViladeSalt han participat a la reunió final a Bucarest del projecte #DIVERSE @EUErasmusPlus. A la trobada s'han compartit resultats i planificat la sostenibilitat del projecte. #udgent

Translate Tweet

PETO TÉCNICO ADULTO/NIÑO

PRENDA TÉCNICA
100% POLIÉSTER TEXTURADO
TRANSPIRABLE

SKU: Peto técnico adulto/niño
Tallas: Adulto A // Niño J
Colores: Blanco, Royal, Verde, Naranja flúor y Amarillo flúor

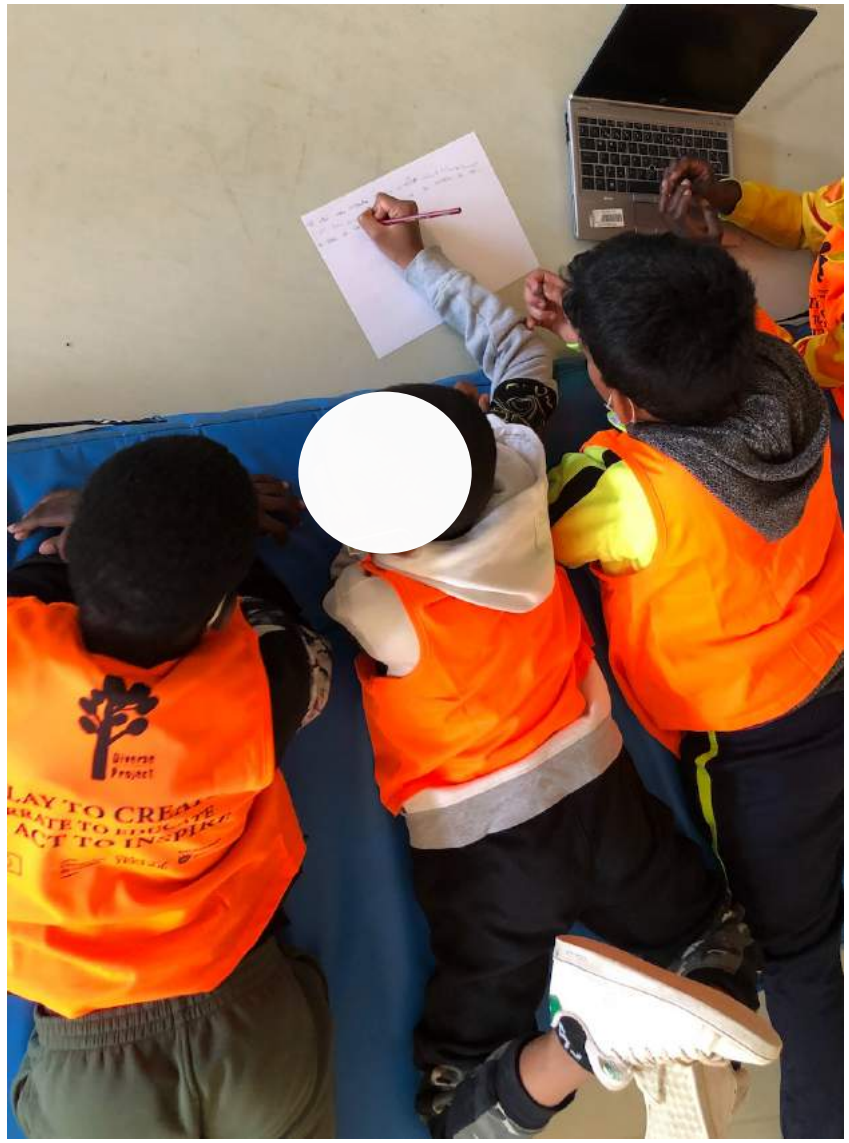
habemus petus!!

Càtedra TEKHNÉ

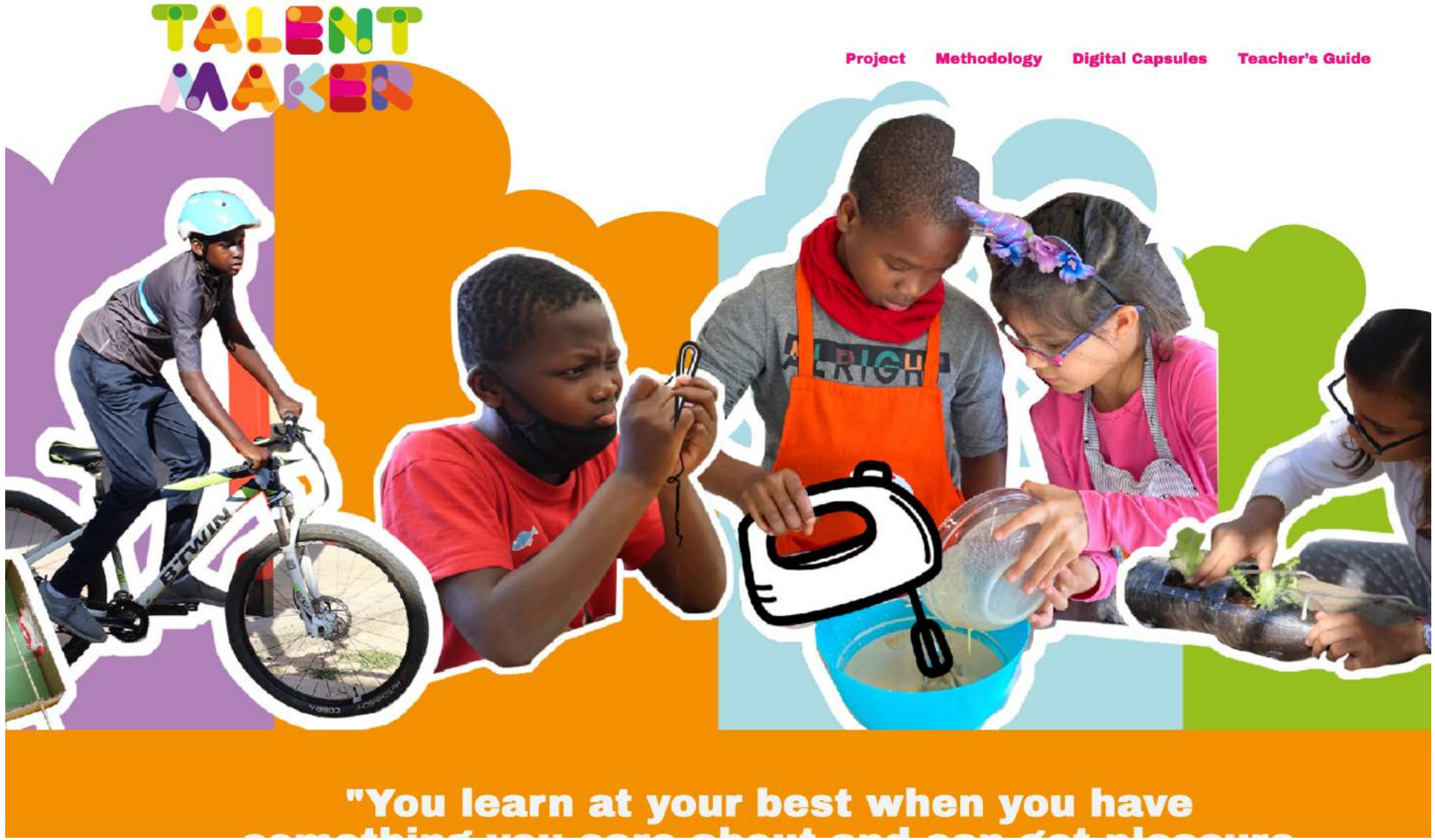
3.3 Projecte DIVERSE

Ajuntament de Salt

Universitat de Girona



3.4 Projecte TalentMaker



https://talent-maker.eu/

3.4 Projecte TalentMaker

Càtedra TEKHNÉ

3.4 Projecte TalentMaker

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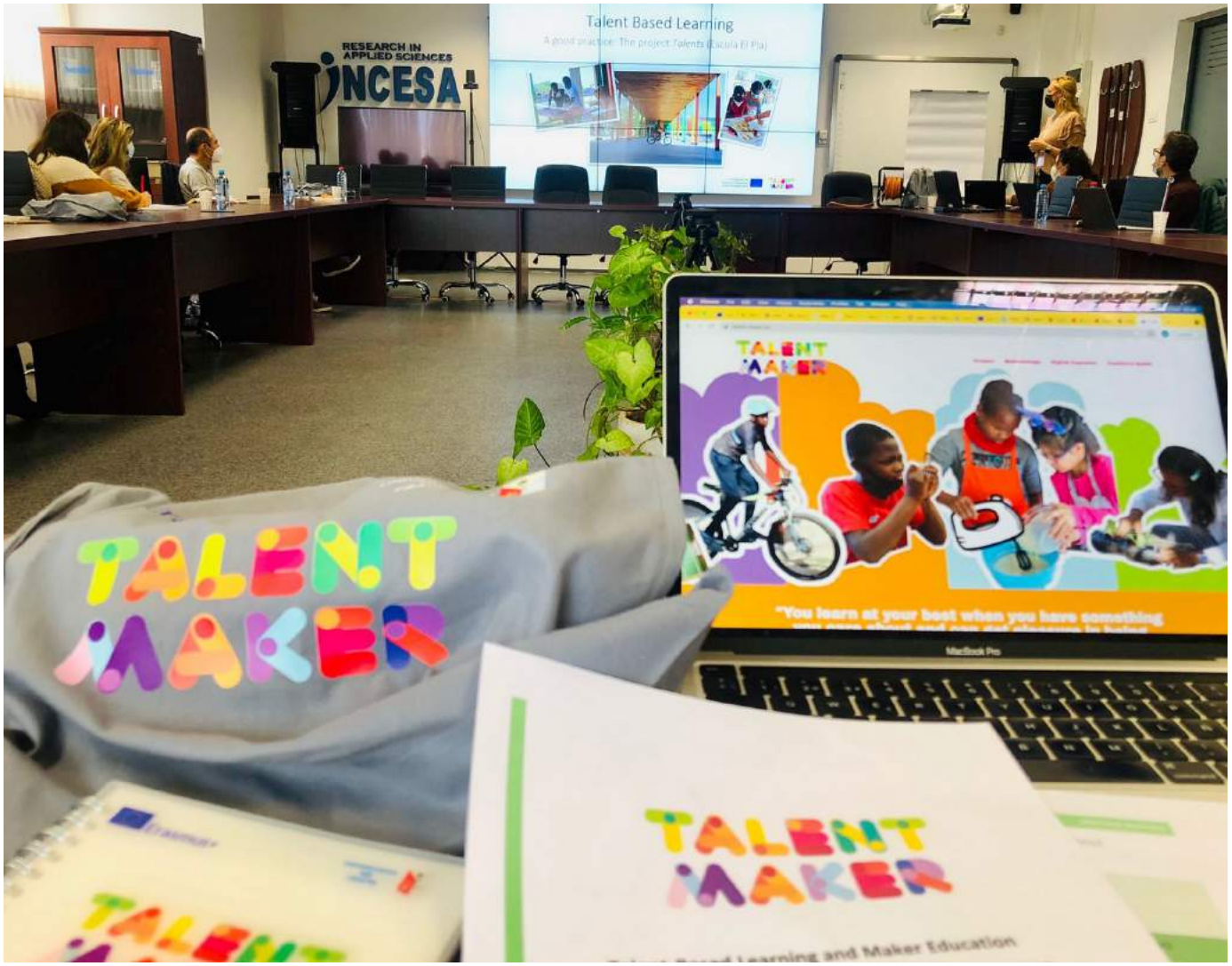

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3.4 Projecte TalentMaker

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3.4 Projecte TalentMaker

3.4 Projecte TalentMaker

Tallers de Tecnologies Creatives

Escola El Pla (13:00-14:00)	Constantin Ianculescu High school (10:00-12:00)	Alikarnassou School (15:00-16:00)
Wednesday 26/01 (done) **Wednesday 8/02 (cancelled)** Wednesday 23/02 (*fix a new date*)	*Wednesday 16/03* *Friday 18/03* *Wednesday 23/03* *Friday 25/03* *Wednesday 30/03*	Friday 11/02 (done) **New dates**

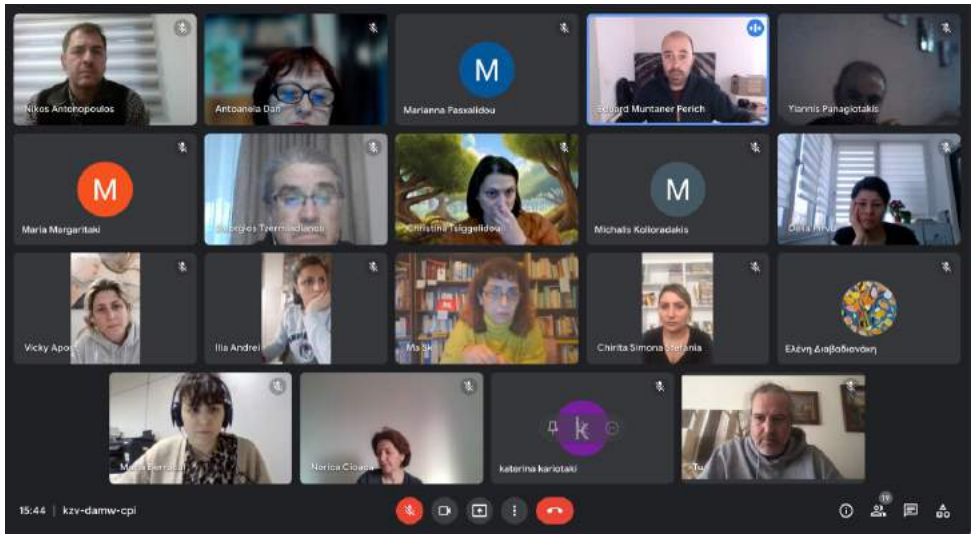
Càtedra TEKHNÉ

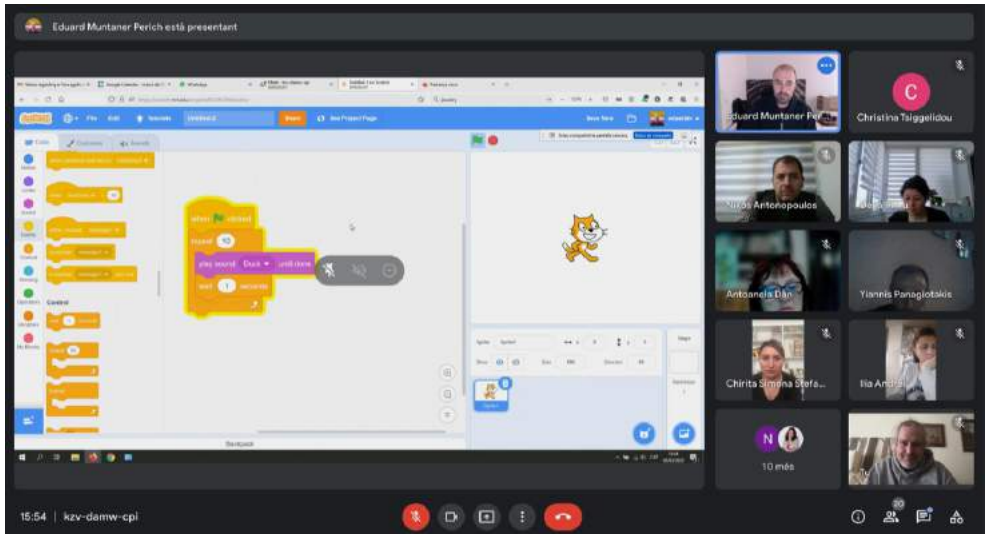
3.4 Projecte TalentMaker

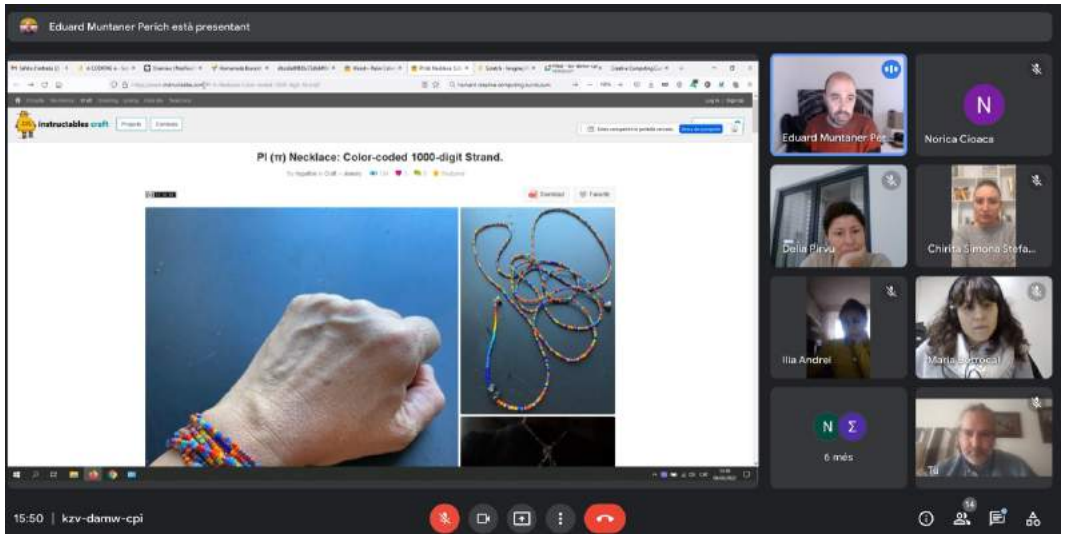
Ajuntament de Salt

Universitat de Girona

3.4 Projecte TalentMaker







3.4 Projecte TalentMaker

TALENT MAKER

Co-funded by the European Union

Follow-up Meeting 21/02/2022

Talent-Based Learning and Maker Education in the context of Hybrid Education after Covid-19

Interim report (financial)

- Thank everyone for the **Interim report justification** - 2nd and 3rd payment together **by the end of May** (reminder: signature due the **25th of February**)

Digital Educative Capsules (IO2) & Consortium Training

- **Digital Capsules 2nd version templates**: Last week of February. Talents: (https://talent-maker.eu/catalogue-of-digital-capsules/ + robotics (jewellery – arts and crafts)
- **Creative Technology Sessions:** Google Drive new folder (Project → Teacher Training → Consortium training (currently, working in a document with the links)
- **Design of Digital Capsules:** IO:Catalogue of Digital Capsules → School (1 or 2 per teacher **before the 3rd Transnational Meeting in Crete)**
- **Implementations** Teachers' Google Form & Pupils' Quality Assurance Indicators

Project: https://drive.google.com/drive/u/1/folders/1S3iWEo3W5IhRd83VWQCjB_BrdslDGklj

February	March	April	May	23 & 24 May
Consortium training				Transnational Meeting Crete
Design Digital Capsules (1 or 2 per teacher)				
	Implementation, Google Form, Pupil's Assurance Indicators and Teacher's Feedback			

Teachers' Guide (IO3) – University of Craiova

- Guitbook (proposal)
- Tasks and deadlines

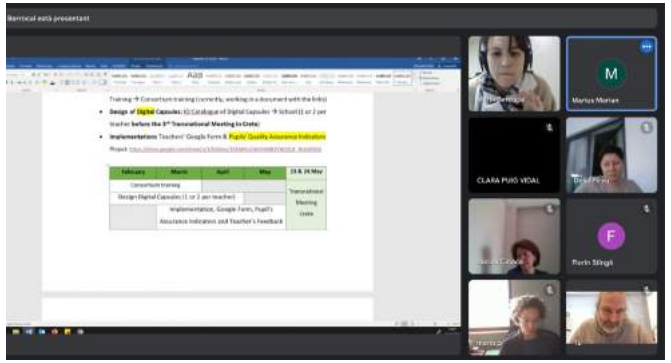
Dissemination:

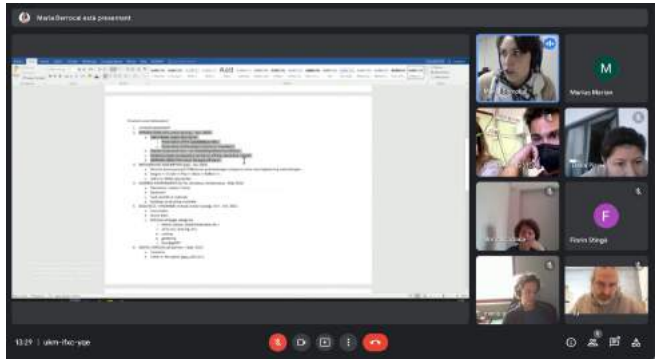
- **Coordinator: 1st year of the project video (Berta):** we will send you the questions
- **Coordinator: Leaflets** with information about the project and the participants
- **Coordinator:** Erasmus + Project results platform (results of the project)
- **Consortium: Photos Instagram** and **website**
- **Consortium: Articles in local media** (results at different stages of implementation)
- **Schools: eTwinning**
- **Schools: Workshops** and **Seminars**
- **Universities: Article about the project in an educational magazine**
- **Universities:** Educational **innovation conferences**
- Call for papers NÚMERO ESPECIAL: Espíritu hacker. Empoderando ciudadanos digitales. | Edutec. Revista Electrónica de Tecnología Educativa.

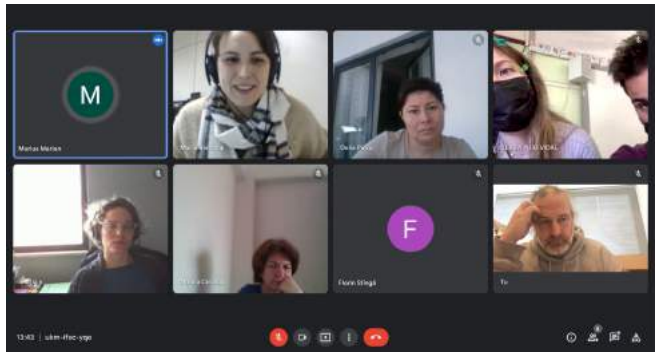
Transnational Meeting

Bilateral Meeting with the Greek Team: external expert- assessment- stakeholder & social activities)

Next Follow-up Meeting: last week of March?







3.4 Projecte TalentMaker

24 de març – mestres Escola El Pla presenten el projecte TalentMaker a estudiants Màster en Atenció a la Diversitat en una Educació Inclusiva

3.4 Projecte TalentMaker

3.4 Projecte TalentMaker

TALENT MAKER

1. Agenda

	Monday 22nd May	Tuesday 23rd May
9:00	Welcoming	Warm-up
9:30	Diving in our 2nd TM	Teacher's Guide Roadmap, Assessment and feedback and Style
10:15	Digital Capsules in action	
11:30	Coffee break	Coffee break
11:45	School visit	Participatory System Presentation
12:45	Sharing our Digital Capsules experiences	Management and coordination and Quality assurance and dissemination
13:30	Lunch break	Lunch break
14:-30	Digital Capsules Catalogue Discussion	Teacher's Training course
15:30	Creative Technology Session	Following steps
16:00		External Evaluator Feedback

Please, find the **meeting agenda** in this link:

https://drive.google.com/file/d/1kCV-nthRX7uSUcJ-0fn3GqYmaT3Rb4zM/view?usp=sharing

2- Minutes

Monday 23rd May 2022

- **Welcoming**

The meeting started with a **warm reception** from the Alikarnassou School team and a **sweet performance** from lower primary pupils in the school playground.

Once in the classroom where the reunion took place, the head of the school and the University of Girona representatives **welcomed and thanked all participants for their attendance**, especially the **external evaluator** (Dra. Sotiria Martinou, school counsellor of the region). Other partners echoed this gratitude.

- **Diving in our 2nd Transnational Meeting** https://docs.google.com/presentation/d/1IwM3lnx-rqHMDWZ6RCuZf76OQDr7OJ0r/edit?usp=sharing&ouid=117055531288592708448&rtpof=true&sd=true

After a dynamic **introduction of the attendees** (name, organisation and three things that they would take with them to an island), **the goal, the aim, the Intellectual Outputs** (Methodology, Digital Capsules Catalogue, Teacher's Guide and Participatory System) and the **parallel actions of the project** (training the trainers, teacher training and dissemination) **were reminded** trough a game (https://wordwall.net/resource/32016364/talent-maker).

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3.4 Projecte TalentMaker

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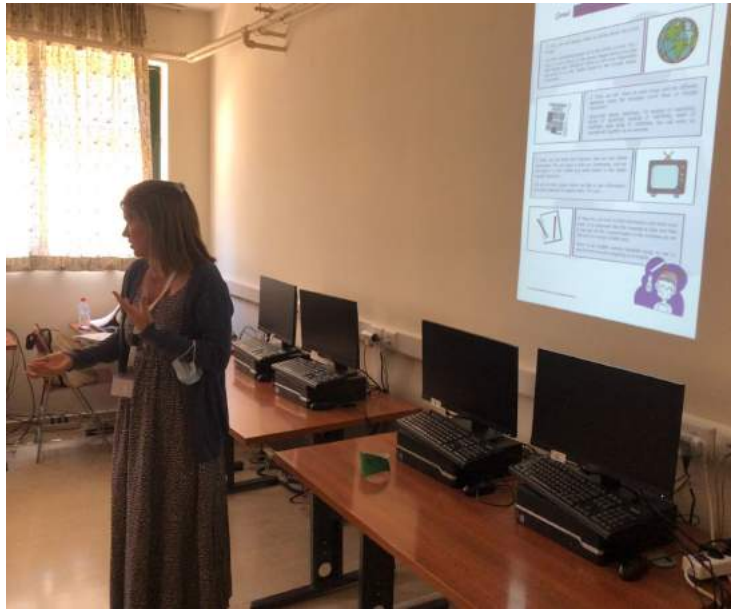

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3.4 Projecte TalentMaker

Ajuntament de Salt

Universitat de Girona

Càtedra TEKHNÉ

3.5 Projecte MonTech

Ajuntament de Salt

Universitat de Girona

MonTECH

Co-funded by the Erasmus+ Programme of the European Union

2-4 Feb 2022 – Formació de formadors (39 persones)

Location: Montessori Palau	Wednesday
	2/2/2022
08:20	Bus departure from Carlemany Hotel
9:00-10:45	Opening: ice breaking, project overview, guide, teacher training etc.
10:45 - 11:00	Coffee break
11.00 - 12.00	Montessori Palau School Visit + 15' class observation
12:00 - 13.00	Montessori Method Presentation
13.00 - 14.00	LUNCH
14:00 - 15.00	Creative Technology presentation
15:00 - 16:30	Activity 1 (with children)
16:30 - 17.00	Activity 2
17:00 - 18:00	Conversations & Reflections
18:00	Bus departure to Carlemany Hotel
19:15 - 20:30	Girona guided tour

(Confirm attendance)

Location: Coma Cros, Salt	Thursday
	2/3/2022
08:30	Bus departure from Carlemany Hotel
9:00-11:00	Activity 3 and 4
11:00-11:30	Coffee break
11:30 - 12:00	Veïnat School Visit
12:00 - 13:30	Activity 5 and 6
13:30 - 14:30	LUNCH
14:30 - 15:00	Go to Gegant del Rec School
15:00 - 16:30	Visita Gegant del Rec + Activity 7 (with children)
16:30 - 17:30	Activity 8
17:30 - 18:00	Conversations & Reflections
18:00	Bus departure to GAMAR
18:30 - 20:00	GAMAR visit & networking

(Confirm attendance)

Location: EPS - P2 University of Girona	Friday
	2/4/2022
08:30	Bus departure from Carlemany Hotel
9:00-11:00	Activity 9 and 10 - Parallel sessions
11:00-11:30	Coffee break
11:30 - 13:30	Wrap up session: next steps (Colin) + feedback
13:30 - 14:30	LUNCH
14:30 - 15:30	Internal Project meeting
15:30 - 17:30	Activities Review
17:30	End of the meeting Bus departure to Carlemany Hotel

- Experiments with Light and Sensors by Marta Peracaula (pg. 117 of the guide)

Activity 2: The attendees listened to the **Great Story of Technology** (pg. 24 of the guide) that Sarah told students outside. She used a timeline poster, asked questions to get the audience attention and spent more time on the ideas that had caught pupils interest. In addition, she expressed gratitude for the past and faith in the future when the children in front of her will have a part to play. To sum up, it was a spark that made them wonder.

Conversations & reflections: Jordi, Marta and Sarah shared with the rest of the attendees their previous experience leading the activities of the guide in the Montessori Palau setting. They also asked for the impressions of the observers and answered their inquiries.

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

Girona Guided Tour - Girona Old Town

Thursday 3rd February 2022, Coma Cros (Salt)

The Great Story of Technology: Sarah pointed out some tips to consider when telling a story: showing enthusiasm, knowing the story by heart, flowing with children interests, asking questions, etc. Because with good storytelling, we pursue to awake students **inner motivation** and, consequently, fuel their concentration, self-discipline and independent work.

Creative Technologies presentation: Eduard Muntaner threw light on what we understand as Creative Technologies and their pedagogical foundations. He did a quick review from Piaget **Constructivism** to the Mitchel Resnick **Creative Thinking Spiral**, passing through Seymours Papert **Constructionism**. He also explained the **Maker Education movement**.

Activity 3 & 4: Jordi and Eduard conducted an **Introduction to Scratch and its Graphic Editor** (review pg. 38 of the guide) and shared the **Activity Making Faces** of the Tinkering Studio (pg. 46 of the guide).

After the **Coffee Break,** the attendees came over to the nearby **Veïnat School**. In half groups, they visited it guided by two teachers. They could see the diversity of the pupils (target group of the project) and the contrast with the Montessori Palau School.

Activity 5 & 6: Back to Coma Cros, Eduard assisted the participants in the **Art with Scratch - Randomness and Loops** (pg.96 of the guide) and the follow-up activity **Loops, Randomness and Watercolours** (pg.100). It was an introductory activity to learn Scratch by creating digital art. There was a follow-up activity, mixing Scratch, brushes and watercolours.

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

Once the participants had had **lunch**, they walked discovering Salt till **Gegant del Rec School.** Bibiana, the TIC teacher of Gegant del Rec, who had participated in the project before her maternity leave, stopped by.

Activity 7: The attendees were organized into three groups. Then, they could follow one of the three activities implemented in the classrooms with children.

- Micro:bit Guitar by Eduard Muntaner (pg. 108 of the guide): this was a workshop on making low-cost digital musical instruments by using micro:bit, Scratch, cardboards and tin foil. The activity helps reflect on conductivity and electrical circuits.
- Loops- Create a Dance Routinge by Sarah Kennedy & Nicole Hermann (pg.51 of the guide)

- Variables Tree Forest and Monsters by Marta Peracaula (pg. 76 and 84)

Conversations & Reflections: Marta, Sarah, Nicole and Eduard shared their reflections about their previous activity performance. They also asked for the impressions of the observers and answered their inquiries. This time, they put special focus on the materials and in the confidence of the trained teachers to implement the activities in their contexts. We also asked the trainers if after observing these activities they felt able to carry them out in the classroom, and they all answered in affirmative.

Activity 8: We went to the classroom where Eduard held the workshop so that the trainers could play with the micro:bit and experience these materials first hand. Everyone experimented with conductivity and micro:bit under the indications and orientations of Eduard.

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

University of Girona - Humanities and Tourism faculties

The last activity of Day 2 was **visiting in half groups GAMAR (Materials and Research Department for Mathematics in Schools),** the space in the library of the university where Maria Antonia Canals has her collection of Montessori numeracy materials, while the other half fancied some drinks in the Gothic Cloister of Sant Domènec.

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

Friday 4th February 2022, EPS-P2 (Girona)

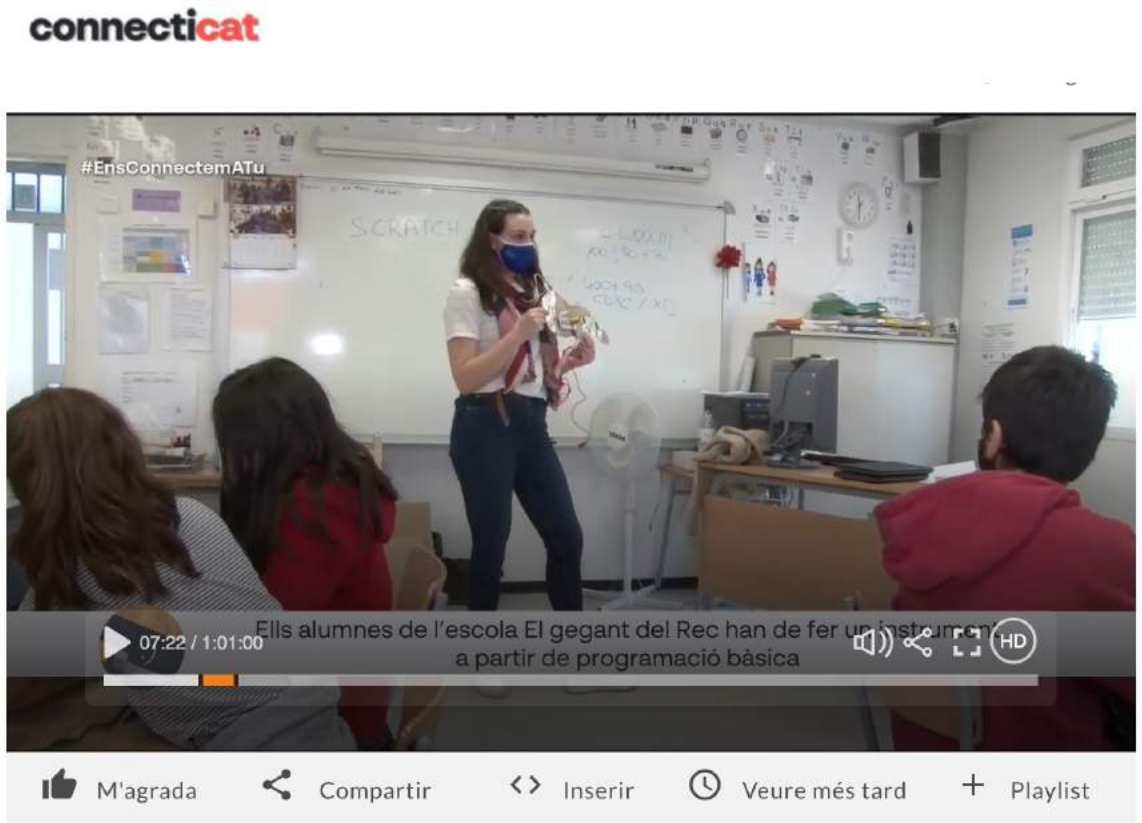
Activities 9: The first activity of the morning started with an unplugged presentation by Nicole about the rotation of the Earth and its consequences: the opposite seasons in the hemispheres, the different climates, and the day and the night among others. Moreover, she established links between the names of the months and the days of the week and the Astral bodies promoting connections with the audience mother tongues.

It continued with a plugged (pg.112 of the guide) challenge by Eduard using Scratch. It consisted in creating a clock simulation: drawing the minutes and the hour hand and programming them to turn at the right angle and at a proper speed.

Activity 10: Jordi shared some examples of Cardboard Automata made by teacher students to inspire and then let a few groups working on one of the star activities of the Tinkering Studio (pg. 150 of the guide).

During the **Coffee Break,** the attendees could check out the display of all Montessori materials used in the training.

3.5 Projecte MonTech



29 de març 2022 reportatge MonTech per TVGirona

https://www.alacarta.cat/connecticat/capitol/connecticat_25052022
(Comença al minut 6:24)

Càtedra TEKHNÉ

3.5 Projecte MonTech

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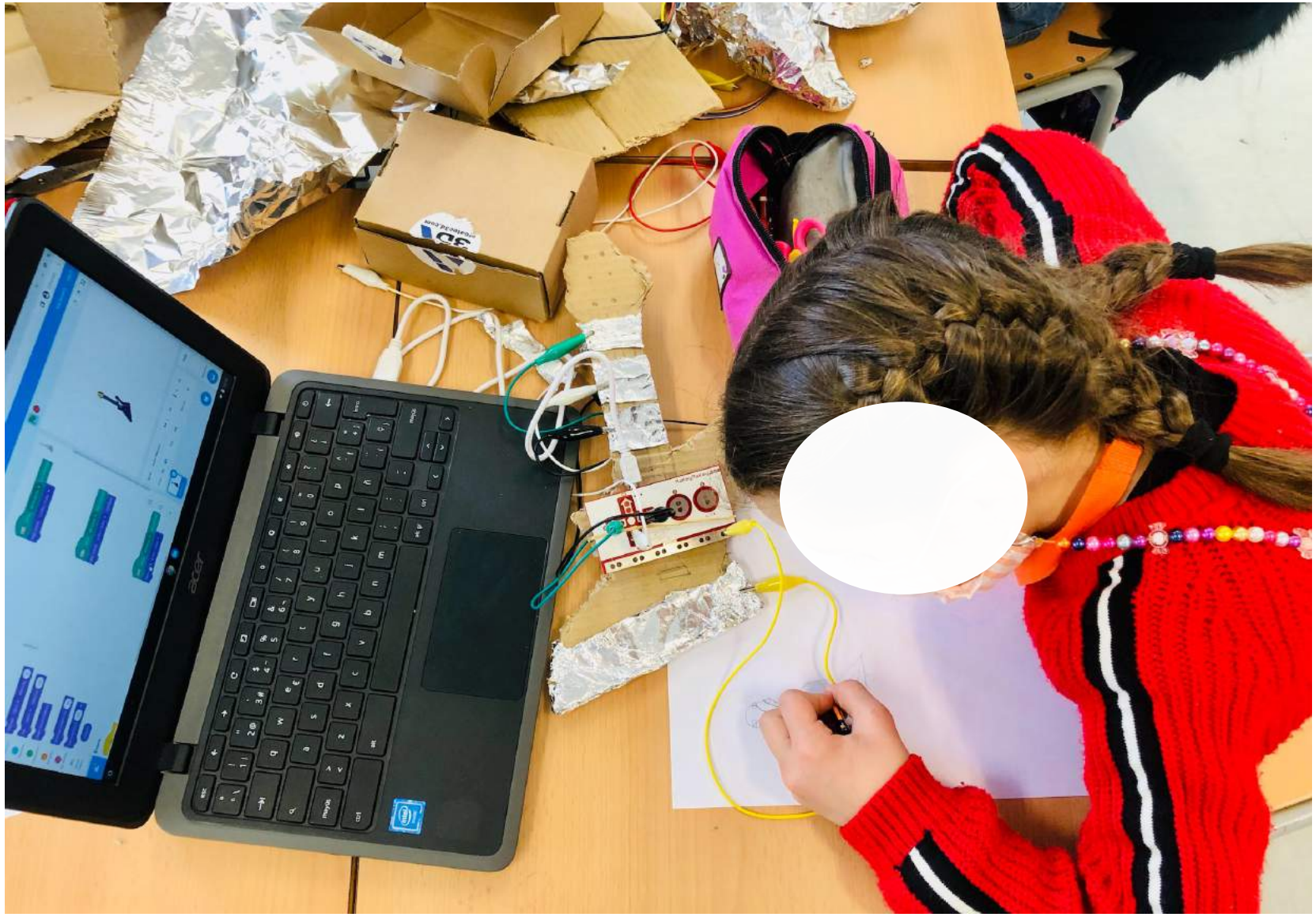

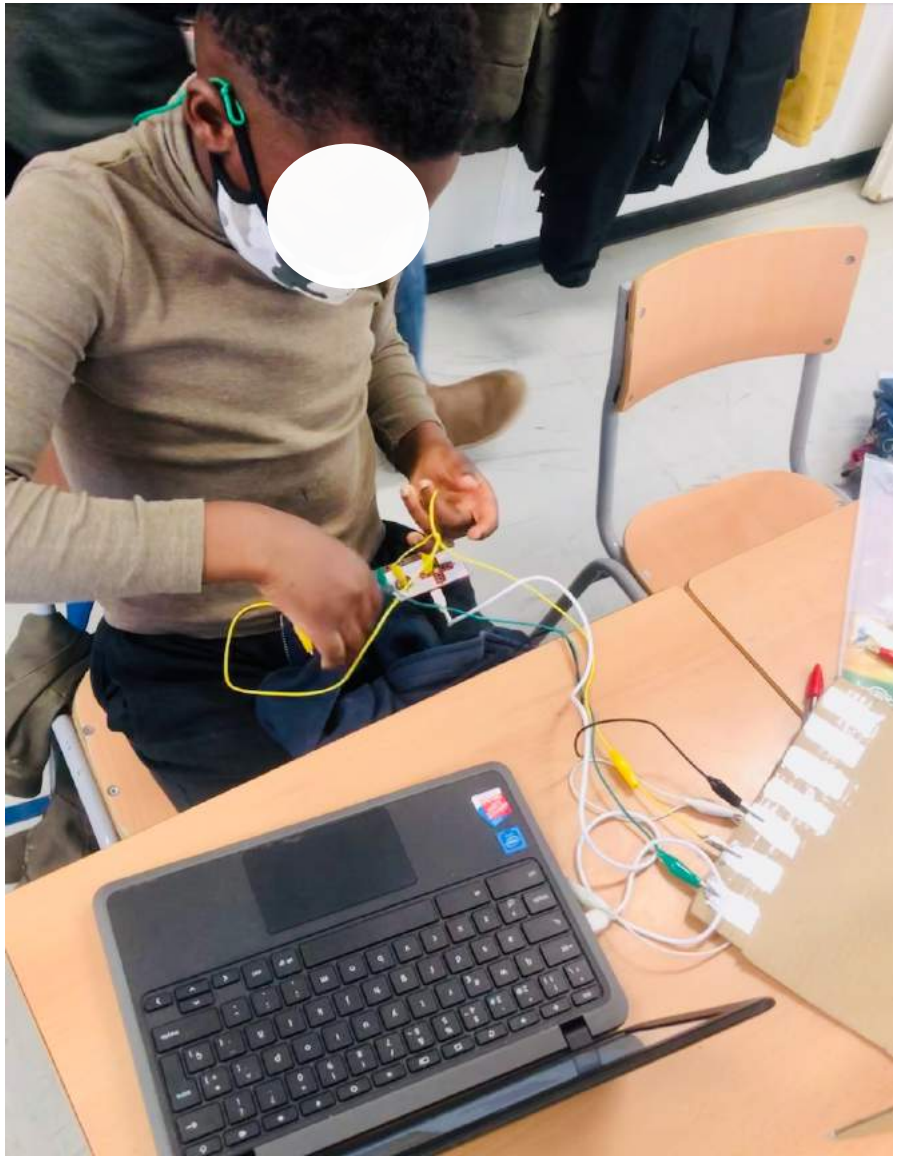

Càtedra TEKHNÉ

3.5 Projecte MonTech

Ajuntament de Salt

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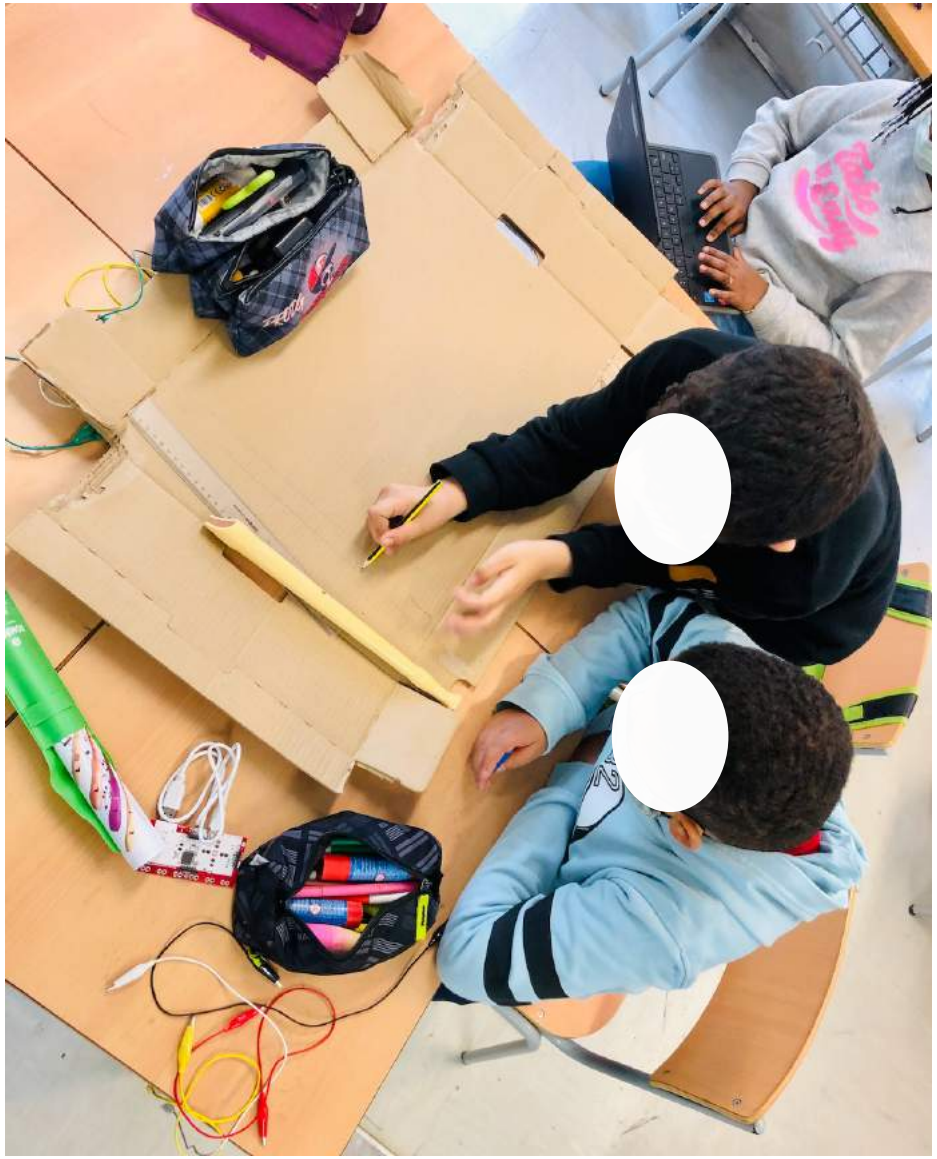
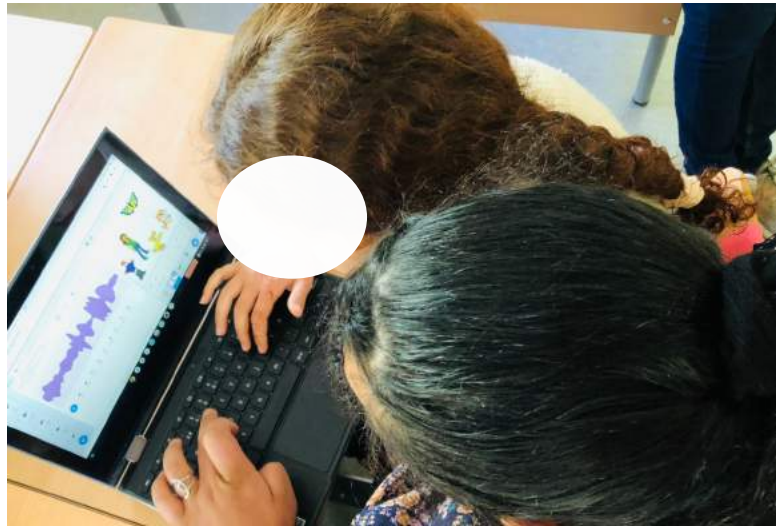


3.5 Projecte MonTech



Escola Gegant del Rec – anem a observar la pràctica dels mestres

3.5 Projecte MonTech

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

2. AGENDA

Monday 6th June 2022 – Impact Hub Athens (Greece)

9:00	**Welcome**	
9:30	Meeting Agenda	
9:45	Attendees introduction dynamic	
10:15	Feedback (trainers) and Key messages from Trainer's implementations (Colin Isham)	
11:30	Coffee Break	
12:00	Simple machines workshop	Makey Makey workshop
13:15	Sharing time	
13:30	Lunch break	
14:30	Montessori & Creative Technologies Presentation about the key aspects of a MonTech workshops	
15:30	**Only partners** Current project state overview: WPs 1, 2 & 3 tasks and deliverables review	
17:30	End of Day 1	

Minutes of the meeting

Tuesday 7th June 2022 – Myrtillo, Athens (Greece)

9:00	Key aspects of a MonTech workshop in practice
9:30	
9:45	
10:15	Trainers improving the Teacher's Guide
11:30	Coffee Break
12:00	Final reflections about the MonTech Teacher's Guide
12:30	WP4: Teacher's Training program proposal and execution discussion Evidence Data Collection (Colin Isham)
13:30	Lunch break
14:30	WP4: Teacher's training planning – Agreed guidelines
15:30	**Only partners** Following tasks and upcoming deliverables: WPs 1, 4, 5, 6 (Colin Isham), 7 & 8 tasks and deliverables review
17:30	End of Day 2

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

3. SESSIONS DESCRIPTION

Presentations

The presentations (PPTX, PDF and DOC) used by partners during all working sessions described below have been grouped in a Google Drive folder so that all partners and the external advisor have access to them. We also upload this folder with a set of pictures taken during the 2 days meeting.

MONTECH Project > WP1_Project Management and Coordination > 1.3 Project Meetings (presentations) > 1.3.1 Transnational Meetings > 1.3.1.3 Transnational Meeting Athens (06-07.05.2022)

Monday 6th June 2022, Impact Hub Athens (Greece)

Welcome: Kostas, as leader of Action Synergy, and Jordi Freixenet as project coordinator welcomed the attendees to the Closure of the Training the Trainers and the Consortium Meeting.

Meeting Agenda: Jordi proceeded with the description of the two-day programme focusing on the aim of the reunion and took advantage to remember the goal of the project, following the example of Colin Isham, our external evaluator, in other meetings.

Attendees' introduction dynamic: Next, participants (we count in this meeting with the trainers - teachers from all partner countries) took part in a group dynamic where they had to spend 5 minutes speaking with someone from another organisation, then, change to converse with someone else and so on.

Trainers implementations experience: The teachers instructed to be trainers in the Teacher's Training (WP4) shared their experience implementing some of the activities of the Teacher's Guide 1st version with a presentation about their school context, examples of learners' work, lesson pictures and their conclusions.

Afterwards, Colin gave a talk about the main aspects of teachers' implementations from the analysis of the Teacher's logs.

MonTech workshops: After the coffee break, attendees could choose to join in a Simple Machines or a Makey Makey workshop about Ancient Greece temples. Not only the had to be

Co-funded by the Erasmus+ Programme of the European Union

Minutes of the meeting

actively involved during the session development, but also had to observe critically in order to identify some, if not all, the aspects gathered in the MonTech principles checklist.

Ancient Greece temples: Representatives from Waterpark Montessori International and the University of Girona conducted a project, inspired by Adele Bracci (Bologna University), about Ancient Greece temples. They began with a myth about Gods and Goddesses (spark) and a variety of optional follow-up activities: Gods and Goddesses top card game, matching Greek buildings ruins and their 3D reconstructions and a temples architecture research. Furthermore, they proposed creating a temple out of cardboard in collaborative groups and recording members explaining related facts and myths. Later, they programmed Scratch and connected the **Makey Makey** to listen to the recordings when touching the parts covered by tinfoil as a consequence of closing a conductive circuit.

Simple machines: Montessori Palau teachers ran a workshop about Simple Machines. They start with a story (spark) about energy in all its forms throughout history supported by some A3 with images displayed. They continued with the simple machines' presentation meant to be done another day and finished by encouraging participants to experiment with the different simple machines: lever, pulley, wheel, wedge, screw and inclined plane.

Càtedra TEKHNÉ

3.5 Projecte MonTech

Ajuntament de Salt

Universitat de Girona

3.5 Projecte MonTech

Escola El Veïnat – millorant la guia MonTech

3.6 Projecte Creative STEAM

Creative STEAM project

Increase of the secondary school students' interest to STEAM subjects through theatre

Co-funded by the Erasmus+ Programme of the European Union

CENTER OF HIGHER EDUCATION IN THEATRE STUDIES
Athens- Greece

2o ΓΥΜΝΑΣΙΟ ΤΕΡΑΚΑ

MOBILIZING EXPERTISE

Action

CEIPES
CENTRO INTERNAZIONALE PER LA PROMOZIONE DELL'EDUCAZIONE E LO SVILUPPO

UdiGital

UdG IRE

UdG VICOROB

3.6 Projecte Creative STEAM

11 Nov 2021 - Taller de validació metodologia Creative STEAM

3.6 Projecte Creative STEAM

29 Nov – 3 Des 2021 Formació de formadors a Atenes

3.6 Projecte Creative STEAM

Curs per professorat de secundària

Creative STEAM project

Com promoure les STEAM per transformar l'aprenentatge a través de l'art, la creativitat i l'escenificació teatral als centres educatius de secundària?

Certificació: Departament d'Educació de la Generalitat de Catalunya. ICE Universitat de Girona. Activitat gratuïta

Modalitat: 15 hores presencials, 15 hores treball autònom

Quan: Dilluns 7, 14, 21 i 28 de març i 13 de maig de 16:30 a 19:30

Lloc: Facultat d'Educació i Psicologia. Universitat de Girona

UdiGital

Coneixeràs una metodologia única i codissenyaràs propostes d'aprenentatge per aplicar a l'aula i al teu centre, a més de fer xarxa amb docents com tu!

T'ho perdràs?

Co-funded by the Erasmus+ Programme of the European Union

Inscriu-te

Universitat de Girona
Institut de Ciències de l'Educació Josep Pallach

Càtedra TEKHNÉ

3.6 Projecte Creative STEAM

Ajuntament de Salt

Universitat de Girona

3.6 Projecte Creative STEAM

formacioice.udg.edu/course/view.php?id=104

ICE | Català (ca) | Marta Peracaula Bosch

Estat de compleció del curs

Creative STEAM per transformar l'aprenentatge a través de l'art, la creativitat i l'escenificació teatral

Inici ▸ Els meus cursos ▸ Creative STEAM

Activa l'edició

Increase of secondary school student's interest on STEAM subjects through Theatre

Creative STEAM project

Co-funded by the Erasmus+ Programme of the European Union

UdiGital

Avisos

Fòrum de reflexions, consultes i debat

Els nostres correus-e

SESSIÓ 1 (7-3-2022)

En aquesta sessió parlem de:

- **El projecte CreativeSTEAM i l'equip**
- **De què parlem quan parlem d'STEAM a l'Educació**
- **La metodologia Creative STEAM**
- **Primeres propostes d'aprenentatge**

Presentació Sessió 1

Sessió 2 (14-3-2022)

En aquesta sessió:

- **Veurem i experimentarem amb més casos exemple - Teorema de Pitàgores**

Presentació_sessió_2

NAVEGACIÓ

- Inici
- Tauler
- Pàgines del lloc
- Els meus cursos
  - Creative STEAM
    - Participants
    - Insignies
    - Competències
    - Qualificacions
    - SESSIÓ 1 (7-3-2022)
    - Sessió 2 (14-3-2022)
    - Sessió 3 (21-3-2022)
    - Sessió 4 (28-3-2022)
    - Fase 2: Disseny i implementació
    - Propostes d'aprenentatge
    - Sessió 5 (16-5-2022)
    - Recursos i enllaços interesants
  - FIETxs2016
  - 5000090019
  - 5000150019
  - VJTICE
  - IVjtice

ADMINISTRACIÓ

- Administració del curs
  - Edita paràmetres
  - Activa l'edició
  - Usuaris
  - Filtres
  - Informes
  - Configuració del llibre de qualificacions
  - Insígnies
  - Còpia de seguretat
  - Restaura
  - Importa
  - Reinicia
  - Banc de preguntes

formacioice.udg.edu/course/view.php?id=104

ICE | Català (ca) | Marta Peracaula Bosch

Estat de compleció del curs

Afegiu en aquesta secció l'activitat que heu dissenyat en grups transversals durant la sessió

Presentació Sessió 4

Fase 2: Disseny i implementació

Indicacions per al disseny i implementació de l'activitat:

En aquesta pàgina trobareu les indicacions per al disseny i la implementació de l'activitat

Durant la implementació haureu d'omplir els següents documents:

- Graella activitat Creative STEAM
- Registre d'observació del professor o professora (implementador i/o observador)
- Avaluació-retroalimentació dels estudiants

  Opcionalment, si voleu muntar un grup de discussió amb els vostres estudiants sobre l'activitat/activitats, aquí trobareu algunes pautes (també les podeu aprofitar per la fase 3 de cada activitat -reflexió-):

  - Pauta_grup_focal_estudiants

Activitat dissenyada, graella, presentació i registres recollits.

Propostes d'aprenentatge

- CrSTEAM Cas 01 Estats matèria
- CrSTEAM Cas 02 El Corrent Elèctric
- CrSTEAM Cas 03 Representem el teorema de Pitàgores
- CrSTEAM Cas 04 Mesurem el món i escalem-lo
- CrSTEAM Cas 05 Rebre i ubicar
- CrSTEAM Cas 06 Un viatge anual a través de les 4 estacions
- CrSTEAM Cas 07 El poder de les estructures de Da Vinci
- CrSTEAM Cas 08 Ones Invisibles
- CrSTEAM Cas 09 Mosaics i tesselacions. Coneixem Escher

Sessió 5 (16-5-2022)

Enquesta de valoració (post-formació)

En aquesta sessió compartirem les propostes d'aprenentatge dissenyades i les experiències que heu tingu en aplicar-les, volem que hi hagi un diàleg entre els participants i els reptes sorgits en emprar la metodologia.

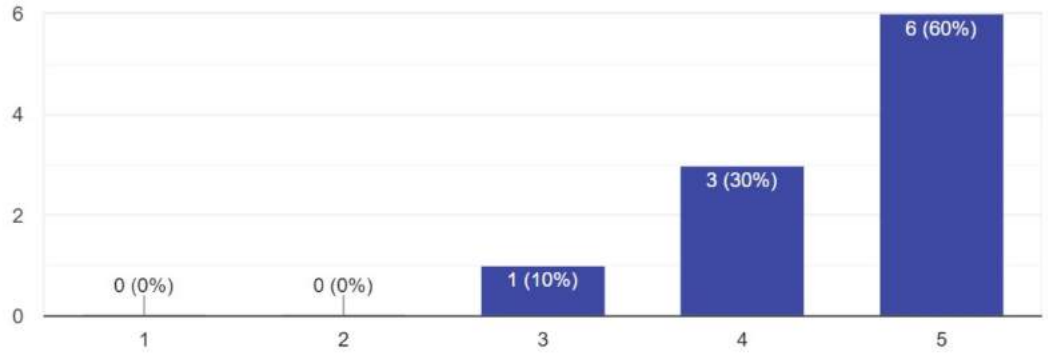
Recursos i enllaços interesants

3.6 Projecte Creative STEAM

Valora de l'1 al 5 com d'útil et serà la metodologia Creative STEAM alhora de impartir les teves assignatures amb els teus estudiants

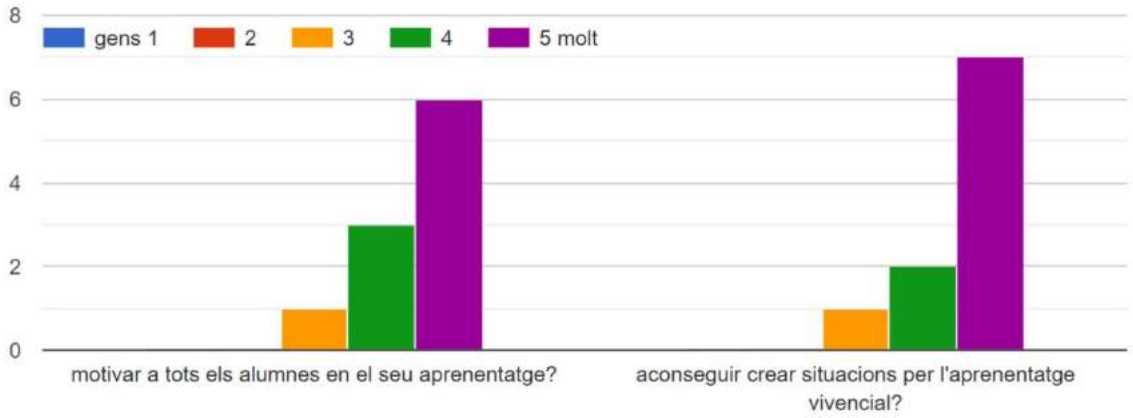
Copia

10 respostes



Creus que la formació CreativeSTEAM t'ha ajudat a trobar eines i estratègies per

Copia



Si us plau, comenta la teva resposta

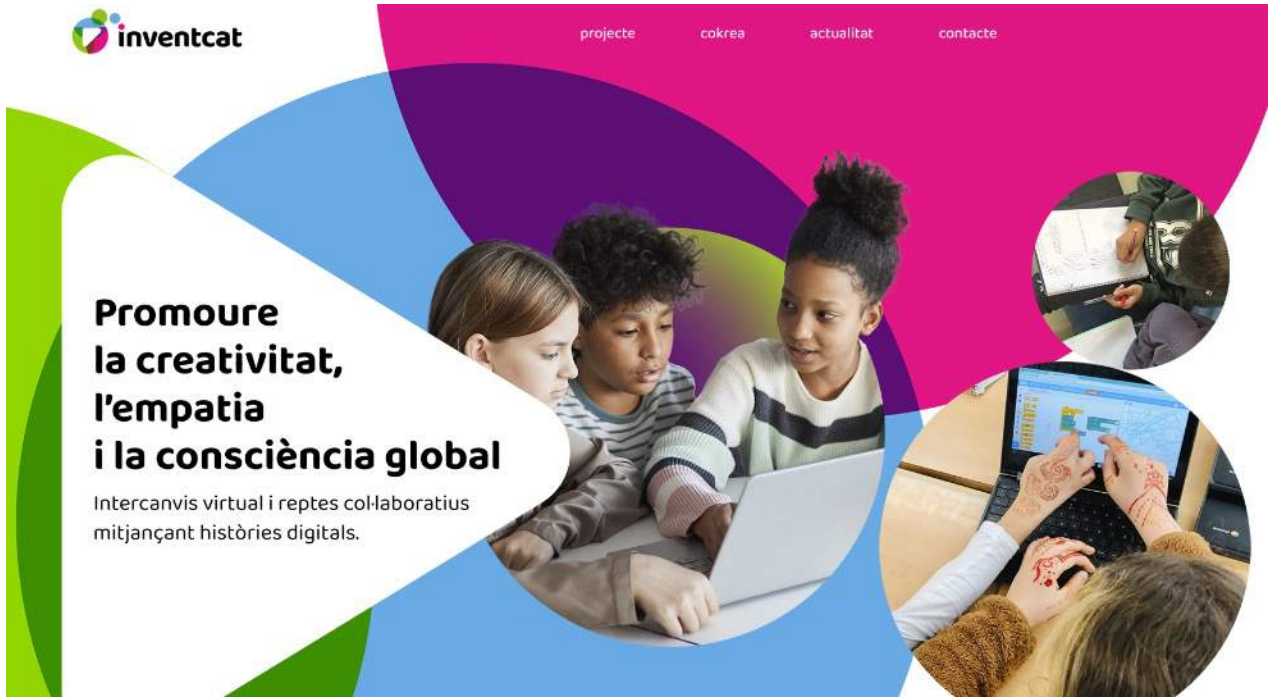
10 respostes

- Principalment m'ha mostrat altres maneres de transmetre coneixement i que ells formin part del seu propi aprenentatge
- LA formació m'ha donat moltes idees per aplicar a l'aula
- Ja feiem representacions .
- Noves maneres de fer sempre són benvingudes pels joves que frisen per fer coses diferents
- en línia amb l'aprenentatge competencial i significatiu
- Pels alumnes poc implicats els hi ha servit per motivar-los.
- Les pràctiques STEAM permeten a l'alumnat gaudir d'un aprenentatge més vivencial que resulta, finalment, més significatiu per a ells.
- Amb la posada en comú de projectes durant el curs s'ha fet més evident la transversalitat de les arts entre les ciències. Per mi ha estat una gran metodologia de treball.

3.7 Projecte inventCAT

inventcat

http://invent.cat/



3.7 Projecte inventCAT

1ª Onada

Eduard Muntaner Perich
@eduardm

Today we had a session of @scratch teacher trainings for educators from @escolaveinat and @PompeuFabraSalt, in the framework of the project #InventCat @CatedraTEKHNE @udigitaledu

6:06 PM · Nov 24, 2021 · Twitter for Android

Col·legi Pompeu Fabra (Salt) - 1971-2021 - 50 Anys
@PompeuFabraSalt

Avui @eduardm presenta el projecte #InventCat de @CatedraTEKHNE a les classes Ada Lovelace i Hedy Lamarr #projectes #xarxa #cooperació #ODS

Translate Tweet

3:07 PM · Jan 20, 2022 · Twitter for iPad

3.7 Projecte inventCAT

Càtedra TEKHNÉ

Ajuntament de Salt

Universitat de Girona

UdiGitalEdu + 10 • 2d

InventCat

1ª Onada: professions del futur

Anonymous 9d
Comentari sobre les presentacions
Bon dia a tothom.
Som els nens i nenes de 6è de l'Escola Veïnat de Salt. Hem estat mirant les vostres presentacions i ens han agradat. Tenim moltes ganes de treballar amb vosaltres.
Fins aviat.
4 · 0 · Add comment

Anonymous 13d
Kawtar, Ainhoa i Gabriel (Salt - Veïnat)
Video • 00:51
4 AULA D'INFORMÀTICA
3 · 0 · Add comment

Anonymous 16d
Pablo i Sergi (Calonge)
PDF
Pablo Rosillo i Sergi Piare
3 · 0 · Add comment

Anonymous 16d
Marti i Pol
PDF
pres
3 · 0 · Add comment

Maria Beltran Ruíz 16d
Maria i Paula (Calonge).
ENS PRESENTEM
Paula Rodríguez
Maria Beltrán
PDF
robotic
3 · 0 · Add comment

Anonymous 18d
Sara i Noura (Calonge)
Video • 00:15
ENS PRESENTEM- Sara i Noura
3 · 0 · Add comment

Anonymous 20d
Laye, Taoufik i Hajar (Salt - Veïnat)
Video • 00:55
8 PATI DE L'ESCOLA
3 · 1
Anonymous 2d
laye eso es lebron games

Anonymous 20d
Israe, Erik i Biagi (Salt - Veïnat)
Video • 00:58
7 AULA DE MÚSICA
3 · 0 · Add comment

https://padlet-uploads.storage.googleapis.com/1588945692/63676fb3f849649b5773a39fa505f5a6/4_AULA_D_INFORM_TICA.mp4

UdiGitalEdu 2mo

Ens presentem?

Benvinguts a InventCat! Un projecte on investigarem i explorarem quines professions ens poden ajudar a fer un món millor. Compartirem, debatrem entre escoles, i co-crearem històries digitals!

- **Pompeu Fabra**
- **Veïnat**
- **Puig Cargol** (St. Antoni)

3.7 Projecte inventCAT

17 juny 2022 – jornada amb tots els socis del PECT "Girona innovació social i digital" i altres agents per treballar conjuntament en la millora dels processos, eines, disseminació del projecte

3.7 Projecte inventCAT

EXPLIQUEM INVENTCAT A L'ECSITE 2022

05.09.22

2-4 June 2022

ECSITE és una xarxa Europea que connecta, inspira i empodera a organitzacions i professionals relacionats amb la divulgació de la ciència i la tecnologia (el que en anglès en diuen "*Science Engagement*"). Aquesta xarxa cada any organitza una conferència on participen unes mil persones de més de cinquanta països del món. En l'edició del 2022, que es feia a Heilbronn (Alemanya), membres del Tinkering Studio de San Francisco ens van invitar a UdiGitalEdu a participar en una sessió conjunta amb ells, dins de la conferència, per explicar els nostres projectes InventCat i TalentMaker. En concret, la sessió es deia "*Opportunities and challenges for online tinkering communities*", que lligava perfectament amb el que fem a InventCat, ja que el que estem creant són comunitats online de mestres i alumnes que exploren i cocreen històries digitals, fent servir metodologies com el Tinkering. Es va aprofitar l'esdeveniment per fer contactes amb actors que puguin implicar-se a InventCat quan obrim la plataforma a escala internacional.

3.7 Projecte inventCAT

cokrea

http:www.cokrea.org

cokrea

Àrea privada CA

CONTACTE

Repte

On és la llar? Migracions i refugiats

Aquest és un repte per explorar què vol dir ser refugiat. Durant sis mesos, els alumnes que hi participin, agrupats en equips, col·laboraran per investigar el tema des de diferents perspectives, aniran compartint el que descobreixin en un blog, i acabaran co-creant històries digitals amb Scratch sobre el tema investigat.

UNEIX-TE ARA

3.7 Projecte inventCAT

Eduard Muntaner Perich CA

cokrea

REPTES CONTACTE FÒRUMS ELS MEUS REPTES GESTIÓ

Repte

On és la llar? Migracions i refugiats

Aquest és un repte per explorar què vol dir ser refugiat. Durant sis mesos, els alumnes que hi participin, agrupats en equips, col·laboraran per investigar el tema des de diferents perspectives, aniran compartint el que descobreixin en un blog, i acabaran co-creant històries digitals amb Scratch sobre el tema investigat.

Data d'inici	21/11/2022
Data d'acabament	31/05/2023
Idioma	Català
Edats	8 - 15

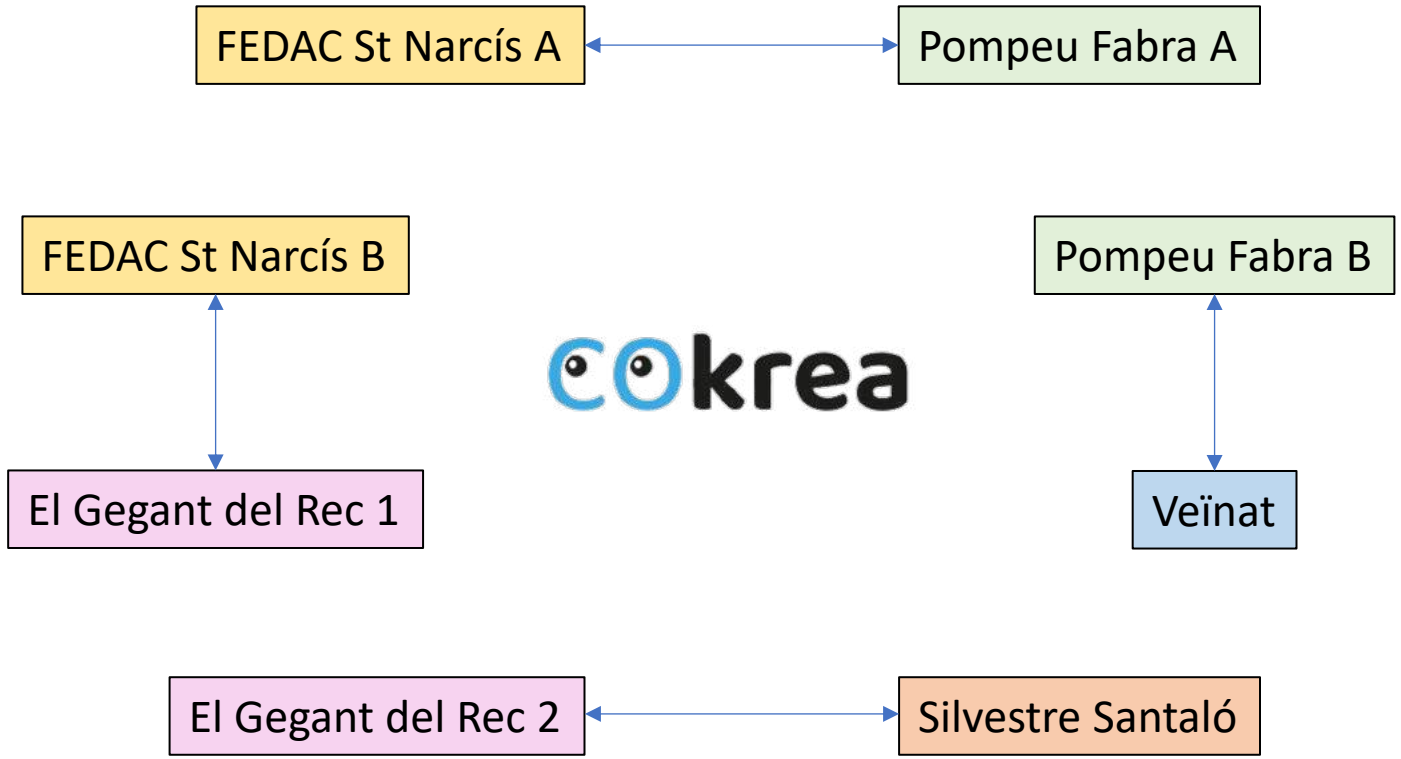
Què vol dir ser refugiat? On tenim la llar? Quines diferències hi ha entre migrar per raons econòmiques i buscar refugi per causes com la guerra o les persecucions? Què està passant amb la gent que fuig d'Ucraïna? Què és un refugiat climàtic?

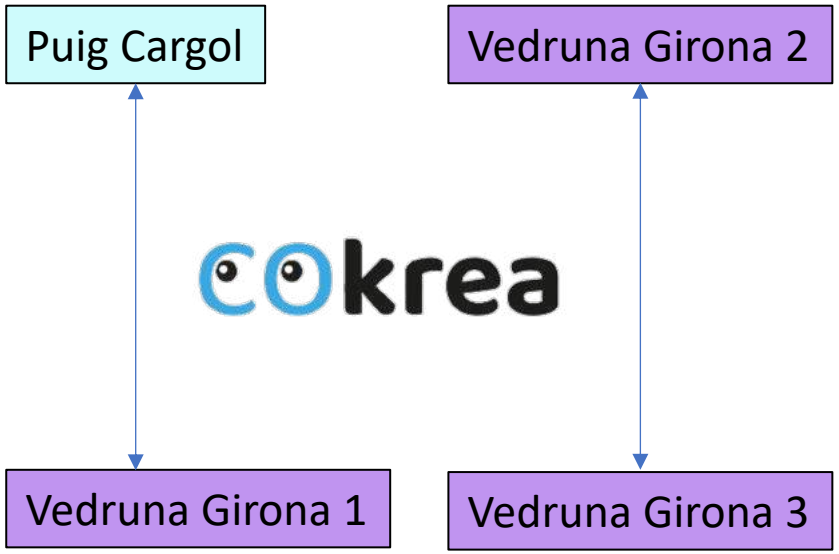
3.7 Projecte inventCAT

Equips

(-)Tutor	Avatar	Usuari	Escola	Estat
ISMA MORALEDA			FEDAC SANT NARCÍS	
Col·laboradors				
Edu Pallàs			Pompeu Fabra Grup A	
Raquel Pujol Dilmé			Escola Veïnat	
Col·laboradors				
Margarita Guinó			Pompeu Fabra Grup B	
Jennifer Bermudez			FEDAC SANT NARCÍS	
Col·laboradors				
Adrià Bernat i Camacho			Escola El Gegant del Rec	

2ª Onada: Refugiats





3.7 Projecte inventCAT

Col·laboradors

efecte mosquit

disgrafic

STUDIDF

3.8 Basket change maker

From: Jordi Freixenet <jordi.freixenet@udg.edu>
Subject: Re: Submission of an application
Date: 23 September 2022 at 15:57:40 CEST
To: Kostas Diamantis Balaskas <kdiamantisbalaskas@gmail.com>, Action EU Programs <euprograms@action.gr>, "Matulaitis, Kestutis" <Kestutis.Matulaitis@lsu.lt>, "Escola La Farga ." <b7003215@xtec.cat>, Francesc Mejías Mont <francesc.mejias@gmail.com>, isaacpadros79@gmail.com, kestutis.matulaitis@kasnaiperis.lt, direktore@svkazimieras.kaunas.lm.lt, asta.macezinskiene@svkazimieras.lt, mail@2dim-n-peram.att.sch.gr, neaperamosbasketball@gmail.com, Yannis.dimit@gmail.com
Cc: MARIA BERROCAL ARÉVALO <maria.berrocal@udg.edu>, 'Mireia Frigola' <mfrigola@eia.udg.edu>, Eduard Muntaner Perich <eduard.muntaner@udg.edu>, JUAN GONZALEZ MARTINEZ <juan.gonzalez@udg.edu>

Dear future partners,
we have very good news!!! We are happy to inform you we have been "provisionally" selected for funding for the Erasmus+ "Basket ChangeMaker: play, include and educate (BaskEUball)" project, which means it is 99% official.

sepie

Erasmus+
Enriqueciendo vidas, abriendo mentes.

Programa Erasmus+
Convocatoria 2022
Acción clave KA2
Ronda 1
Anexo I.4.c Asociaciones de cooperación en Educación Escolar (KA220-SCH). Listado provisional de solicitudes seleccionadas en proyectos de 400.000€.
Total 2.800.000,00 €

Nº	Nº PROYECTO	Nº SOLICITUD	TITULO DEL PROYECTO	OID	NOMBRE DE LA ORGANIZACIÓN	LOCALIDAD	COMUNIDAD AUTÓNOMA	PRESUPUESTO ASIGNADO
1	2022-1-ES01-KA220-SCH-000089414	KA220-SCH-13A83295	VIRTUAL REALITY APPLIED TO SCHOOL EDUCATION	E10209030	UNIVERSIDAD REY JUAN CARLOS	MOSTOLES	Comunidad de Madrid	400.000,00 €
2	2022-1-ES01-KA220-SCH-000088733	KA220-SCH-5C779D81	Design, creation and development of the Scientific Observatory for School Attendance	E10209100	UNIVERSIDAD DE ALICANTE	ALICANTE	Comunidad Valenciana	400.000,00 €
3	2022-1-ES01-KA220-SCH-000089616	KA220-SCH-CDB3927A	OrganiKits a new material for STEAM education based on plastination	E10208658	UNIVERSIDAD DE MURCIA	MURCIA	Región de Murcia	400.000,00 €
4	2022-1-ES01-KA220-SCH-000085050	KA220-SCH-21A55BA0	"Game based learning to validate pre-employment skills and to foster digital competence of low skilled and marginalized students to foster better transition to the labour market"	E10208804	UNIVERSIDAD AUTONOMA DE MADRID	MADRID	Comunidad de Madrid	400.000,00 €
5	2022-1-ES01-KA220-SCH-000087888	KA220-SCH-4A93A22C	Basket ChangeMaker: play, include and educate	E10209101	UNIVERSITAT DE GIRONA	GIRONA	Cataluña	400.000,00 €
6	2022-1-ES01-KA220-SCH-000086856	KA220-SCH-5C45D8FB	Comics as innovative educational tool to promote active agents of climate change	E10209325	UNIVERSITAT DE VALENCIA	VALENCIA	Comunidad Valenciana	400.000,00 €
7	2022-1-ES01-KA220-SCH-000089471	KA220-SCH-F1829522	Building bridges between Education and Artistic Sector to raise Resilience and promote Emotional Self-Regulation	E10007829	Virolai E.M.S.A.	Barcelona	Cataluña	400.000,00 €

ANNEX II - Project Budget: Basket ChangeMaker: play, include and educate

	UDG SP	ACTION SYNERGY GR	La Farga SP	CB Salt SP	LSU LT	Peramos Attikis GR	Enosi Magaron GR	Kauno Kazimiero LT	Gropsinio Akademija LT	TOTAL EU GRANT	TOTAL COFINANCING	TOTAL PROJECT COST	
WP1 Project Management	53,300.00 €	4,600.00 €	2,900.00 €	2,900.00 €	4,600.00 €	2,900.00 €	2,900.00 €	2,900.00 €	2,900.00 €	79,900.00 €	2,580.00 €	82,480.00 €	18%
WP2 Design of the method	13,975.00 €	9,000.00 €	9,600.00 €	9,600.00 €	6,400.00 €	7,000.00 €	7,000.00 €	4,200.00 €	4,200.00 €	70,975.00 €	15,300.00 €	86,275.00 €	19%
WP3 Implementation of method	20,475.00 €	11,900.00 €	27,350.00 €	13,300.00 €	6,900.00 €	25,400.00 €	10,700.00 €	23,300.00 €	7,100.00 €	146,425.00 €	15,945.00 €	162,370.00 €	35%
WP4 Upscaling	8,600.00 €	9,000.00 €	10,750.00 €	8,600.00 €	3,200.00 €	7,500.00 €	6,000.00 €	4,000.00 €	3,200.00 €	60,850.00 €	15,945.00 €	76,795.00 €	17%
WP5 Sustanability and Dissemination	9,750.00 €	6,500.00 €	4,800.00 €	5,300.00 €	3,300.00 €	3,500.00 €	4,000.00 €	2,100.00 €	2,600.00 €	41,850.00 €	11,640.00 €	53,490.00 €	12%

	P1 UDG	P2 ACTION SYNERGY	P3 La Farga	P4 CB Salt	P5 LSU	P6 Peramos Attikis	P7 Enosi Magaron	P8 Kauno Kazimiero	P9 Gropsinio Akademija			
TOTAL EU GRANT	106,100.00 €	41,000.00 €	55,400.00 €	39,700.00 €	24,400.00 €	46,300.00 €	30,600.00 €	36,500.00 €	20,000.00 €	400,000.00 €		
TOTAL COFINANCING	19,350.00 €	7,800.00 €	7,310.00 €	7,310.00 €	4,000.00 €	5,100.00 €	5,100.00 €	2,720.00 €	2,720.00 €		61,410.00 €	
TOTAL PROJECT COST	125,450.00 €	48,800.00 €	62,710.00 €	47,010.00 €	28,400.00 €	51,400.00 €	35,700.00 €	39,220.00 €	22,720.00 €			461,410.00 €

3.9 Altres

ERIDI QV
Equip de Recerca en Infància, Adolescència, Drets dels Infants i la seva Qualitat de Vida

EDUCANT EN ELS DRETS DELS INFANTS PER AL COMPROMÍS CÍVIC A NIVELL MUNICIPAL MITJANÇANT L'ÚS DE LA REALITAT AUGMENTADA A ESCOLES D'EDUCACIÓ PRIMÀRIA

Recerca i aplicacions per promoure el benestar infantil i adolescent mitjançant la participació social de l'alumnat i les seves famílies en els centres escolars

Ref. PSI2017-88054-R

GOBIERNO DE ESPAÑA · MINISTERIO DE ECONOMÍA, INDUSTRIA Y COMPETITIVIDAD · UNIÓ EUROPEA · Fons Europeu de Desenvolupament Regional · Una manera de fer Europa

Objectius específics

- Capacitar els infants de 10 i 11 anys per convertir-se en **agents actius** en la promoció i el respecte dels seus drets per a la participació cívica al seu municipi, convertint-se en co-creadors de continguts audiovisuals multimèdia accessibles a la resta de ciutadans.
- Establir un **enfocament basat en la comunitat** a nivell municipal (incloent-hi les polítiques públiques infantils) mitjançant el qual infants i adults col·laboren per augmentar el compromís de la comunitat i el compromís ciutadà, mitjançant la participació d'escoles i ajuntaments en el projecte.
- Promoure **competències digitals** entre els infants participants i els seus professors-tutors mitjançant una eina innovadora com la realitat augmentada.

A l'Escola Pia es farà en un plantejament intensiu la setmana del 4 d'abril de forma col·laborativa entre 5è i 6è
A l'Escola Silvestre Santaló anirem amb calendaris diferents, amb els de 5è també començarem el 4 d'abril i amb els de 6è una mica més endavant.

A l'Escola Silvestre Santaló cada grup classe farà un projecte sobre un àmbit concret (els de 5è sobre salut i els de 6è sobre esports) mentre que a l'Escola Pia els diferents grups faran àmbits diferents.

3.9 Altres

Ajuntament de Salt

Universitat de Girona

beques: bti es diu Berta

Adele + Roger

+ col es diuen Souhayla i Júlia

i incorporació last minute Imane

JPO Tekhné: necessitem iterar – FORUM EDUCATIU SALT 18 Nov 2022

ERAM: 1 març els hem visitat, 7 abril ERAM visita UdiGitalEdu

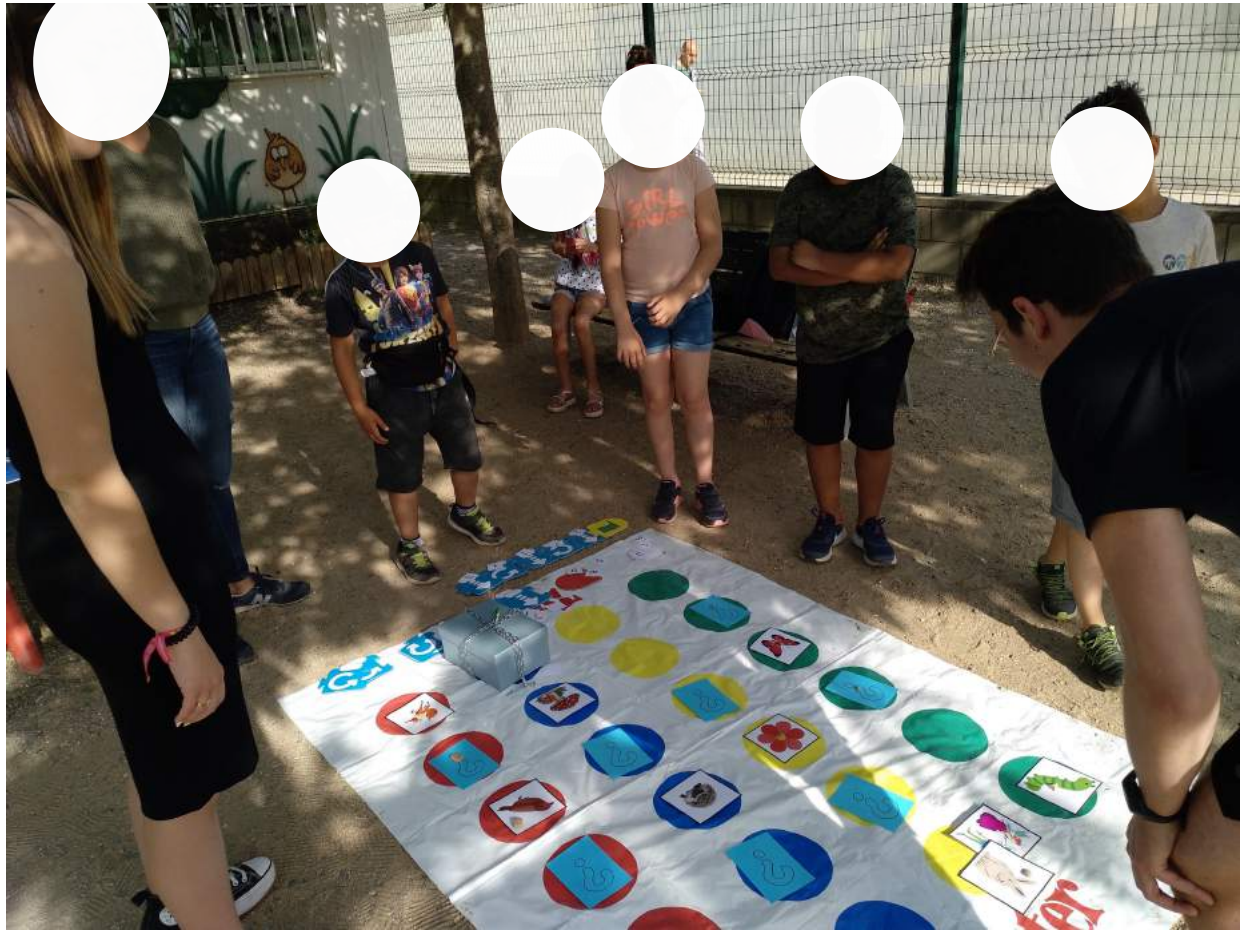
Fira de la ciència: necessitem iterar

Amb el suport de:

Universitat de Girona Consell Social

Patronat Politècnica Universitat de Girona

3.9 Altres



20 de maig 2022 - Escola Gegant del Rec - Pensament Computacional al pati (estudiants de la FEP)

4 Plans pel proper any

- Completar visites + arribar a tot@s mestres
- Treballar en els projectes actuals
- Noves oportunitats projectes
- Col·laboració Càtedres UdG
- Col·laboració estudiants UdG

4 Plans pel proper any

Basket ChangeMaker 3 points project: play, include, and educate
CB Salt, Escola La Farga, UdG,
Grècia
Lituània
Deadline: 22 Març

ACCEPTAT

Projecte sobre Competència digital
Coordinador UdG: Juan González
Deadline: 15 Març

ACCEPTAT

4 Plans pel proper any

ENVIAT

TeacherAcademy
Coordina: Action Synergy - Grècia
Participa: Escola El Gegant del Rec, UdG, University Firenze (Italy), UC Leuven (Bèlgica), Insite Drama (Hongria), Center for Creative Training (Bulgària), Centre of higher education in theater (Grècia), Geocamp Iceland (Islàndia), University of Iceland (Islàndia), WaterParkMontessori (Irlanda/Noruega), Trakia University (Bulgària)

Deadline: 8 Setembre 2022

4 Plans pel proper any

For the LEGO ® brand's 90th anniversary we're making a commitment to the world's youngest children by giving out grants worth 900 million Danish Kroner to give them the best start in life

REJECTED

Build a world of play

What if we put the wellbeing of children at the centre of everything?

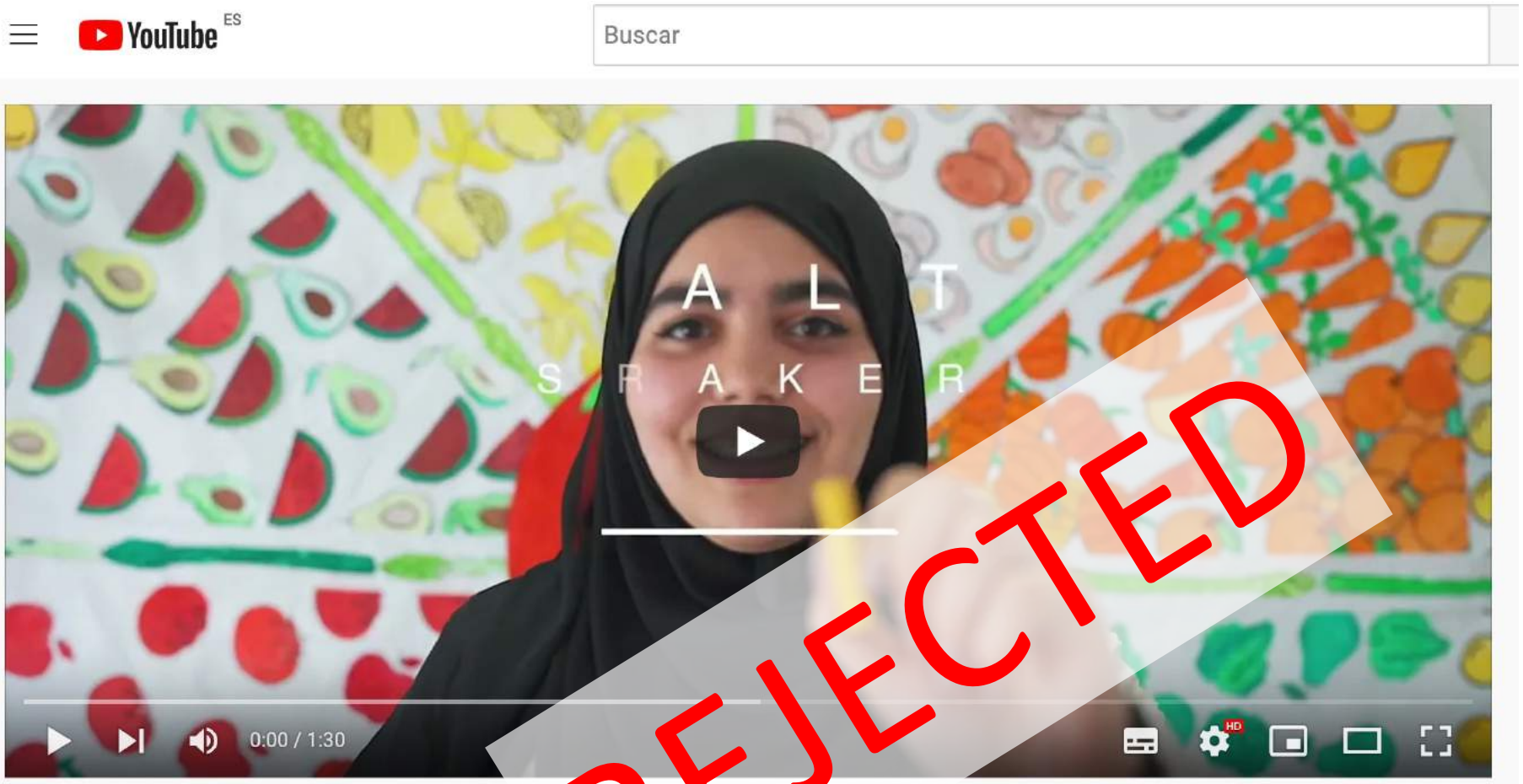
What if the needs of our youngest children, their families and their communities were a driving force in everything from the way we design care and education systems, plan health systems, design cities and infrastructure and tackle the climate crisis?

Càtedra TEKHNÉ

4 Plans pel proper any

Ajuntament de Salt

Universitat de Girona



REJECTED

SaltShaker: a culturally relevant living lab for children and teachers

SaltShaker is a joint initiative of the University of Girona and Salt City Council. The idea is to create a living lab, in the heart of Salt, where pre-service and in-service teachers, learn with families and children, interacting in spaces designed to rethink early childhood education.

Càtedra TEKHNÉ

4 Plans pel proper any

Ajuntament de Salt

Universitat de Girona

Càtedra TEKHNÉ

4 Plans pel proper any

Ajuntament de Salt

Universitat de Girona

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Càtedra

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