



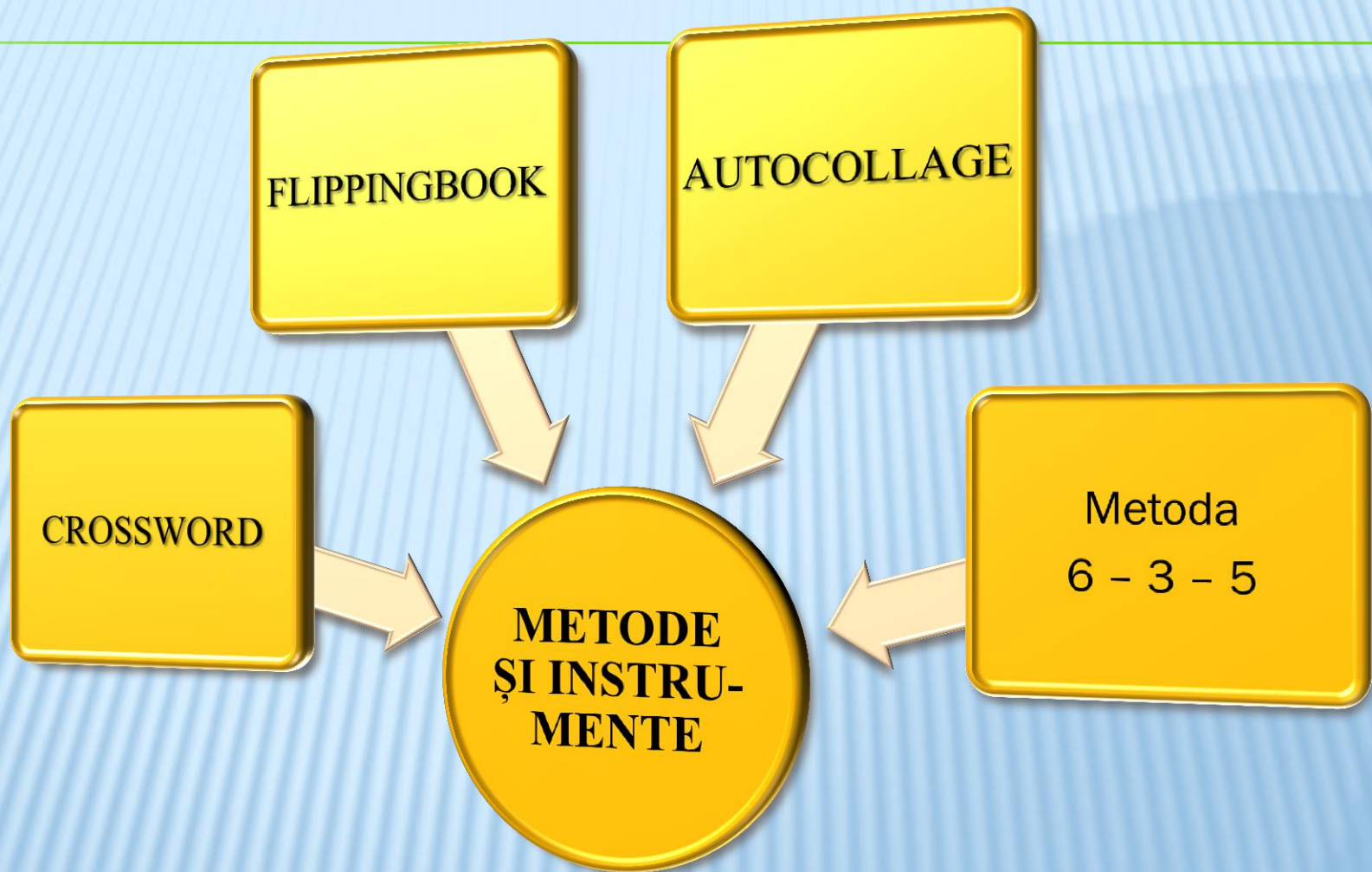
# **METODE ȘI INSTRUMENTE DE TEHNOLOGIE A INFORMAȚIEI ȘI A COMUNICĂRII**

**DISEMINARE PROIECT S.P.E.R.  
LISABONA**

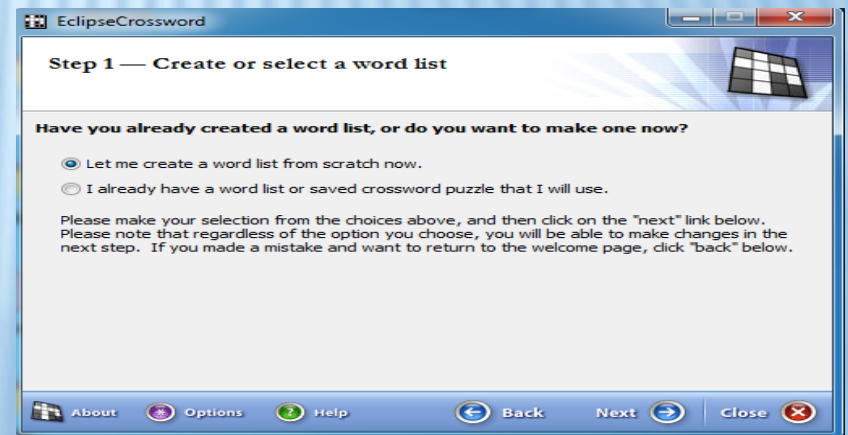
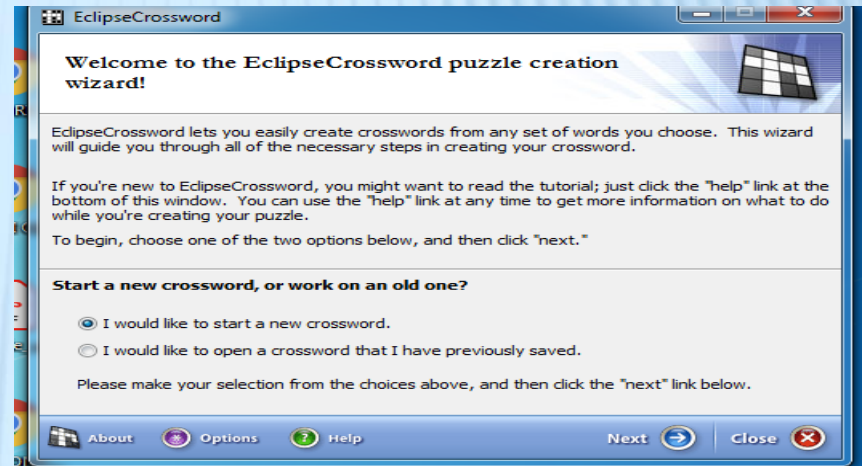
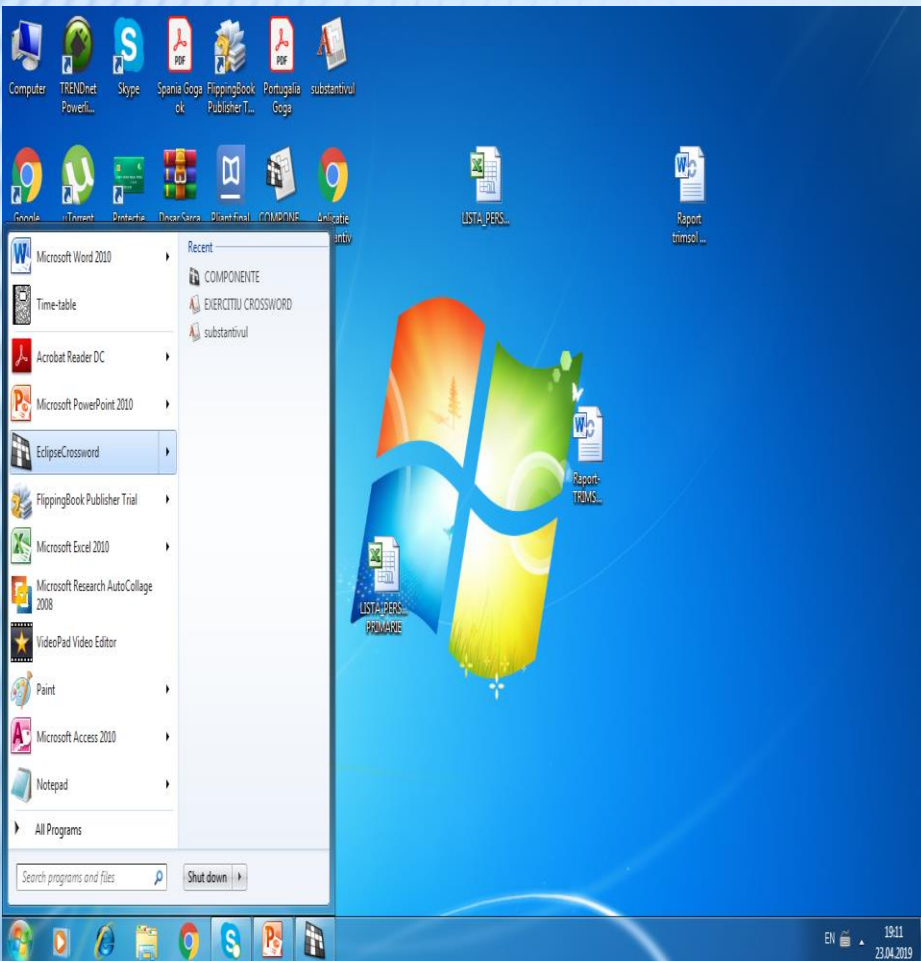
**STIMULATING CREATIVITY AND INNOVATION IN THE CLASSROOM**

**Realizat de:**  
**Prof. Simona SARÇA,**  
**Prof. Margareta Anța**  
**Prof. Loredana Braia**  
**Prof. Liana Sârb**

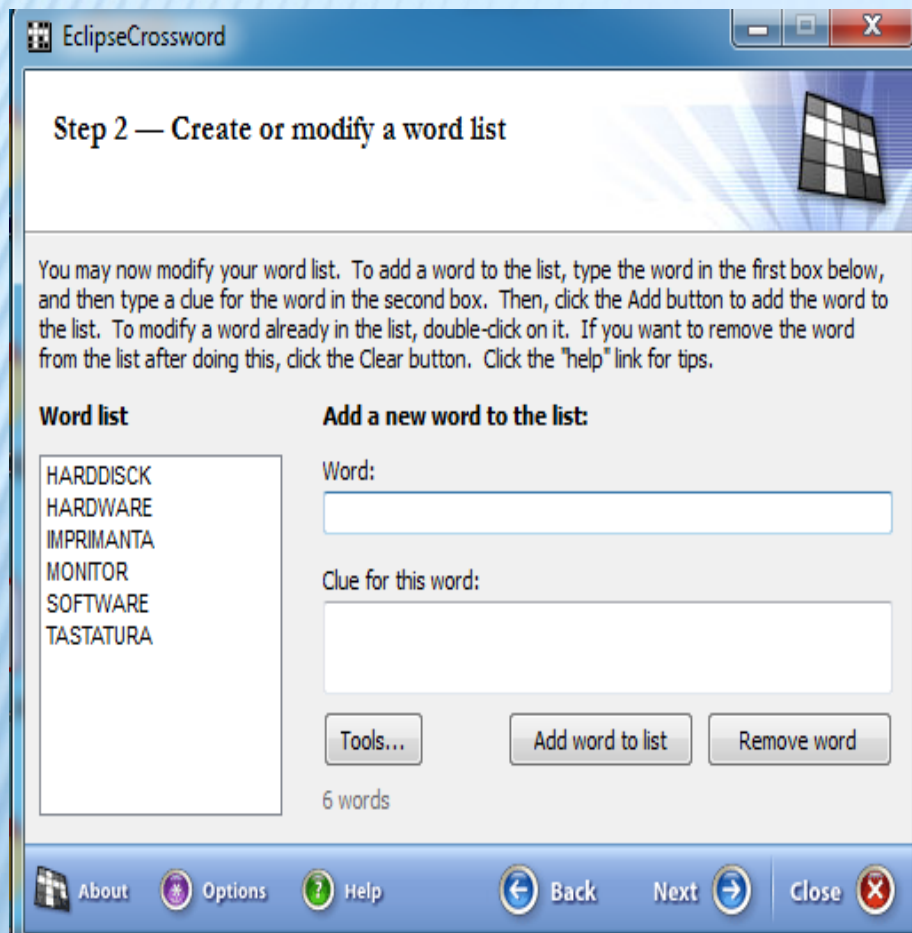
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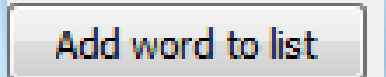


# 1. CROSSWORD







- ✗ -Se introduc cuvintele cu explicațiile aferente și se apasă butonul 
- ✗ Cuvintele vor apărea în Word list.
- ✗ După introducerea tuturor cuvintelor dorite se accesează butonul 

EclipseCrossword

### Step 4 — Name this crossword

**What would you like to call this crossword puzzle?**

You may give this crossword puzzle a name. This name will be printed along with the crossword and clues. If you do not want to name this crossword, leave the box below blank. After you are finished, click the "next" link below.

Name of this crossword:

**Would you like to put your name on this puzzle?**

This section is optional. If you want, you can add your name to the puzzle, and your name will be shown with the printed puzzle and web pages you save. You can also add copyright date information to the puzzle for your reference, but it will not be printed.

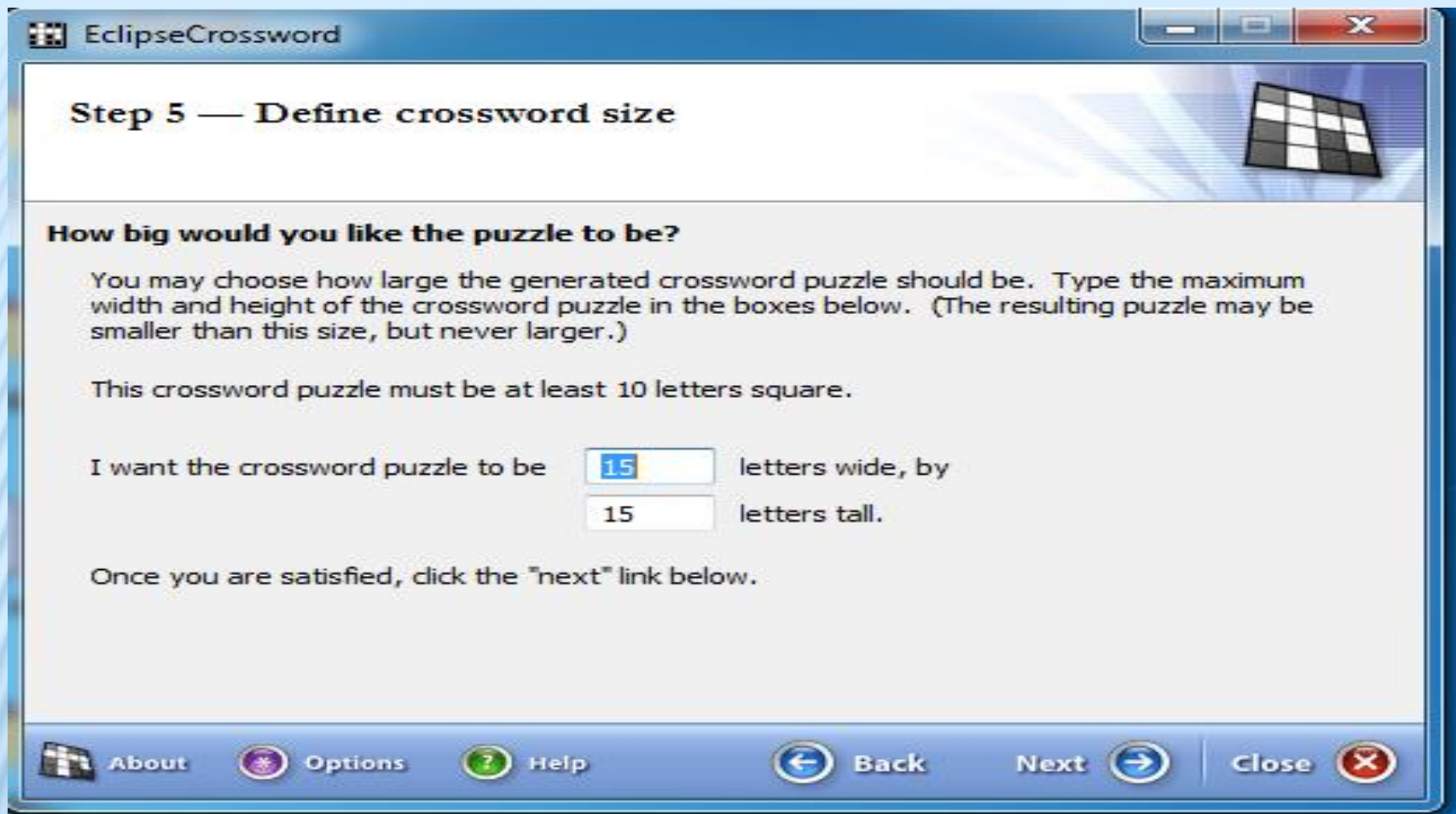
Your name:

Copyright information:

 About  Options  Help  Back Next  Close 

✖ Denumiți fișierul și accesați butonul





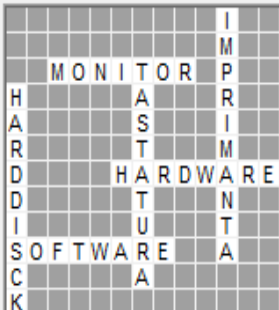
- ✖ Definiți mărimea rebusului sau o acceptați pe cea predefinită și accesați butonul 



# La acest pas alegeți forma de rebus dorită.

EclipseCrossword

## Componentele calculatorului



**View this crossword**

The crossword puzzle is displayed to the left. If you cannot see all of it, click and hold the mouse button, and move it to pan the display.

**Keep this crossword?**

You do not have to keep this crossword. You may click the "make another" link below to create new puzzles until you find one you like.

[Make another puzzle like this one](#)

**When you are ready to continue...**

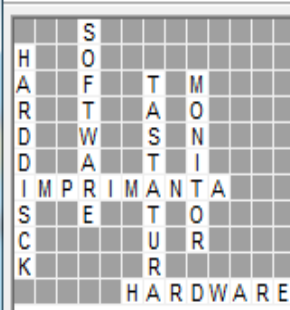
If you like this one, click "next" to continue to the next page, which contains options for you to save and print this crossword.

13x12, 6 words

About Options Help Back Next Close

EclipseCrossword

## Componentele calculatorului



**View this crossword**

The crossword puzzle is displayed to the left. If you cannot see all of it, click and hold the mouse button, and move it to pan the display.

**Keep this crossword?**

You do not have to keep this crossword. You may click the "make another" link below to create new puzzles until you find one you like.

[Make another puzzle like this one](#)

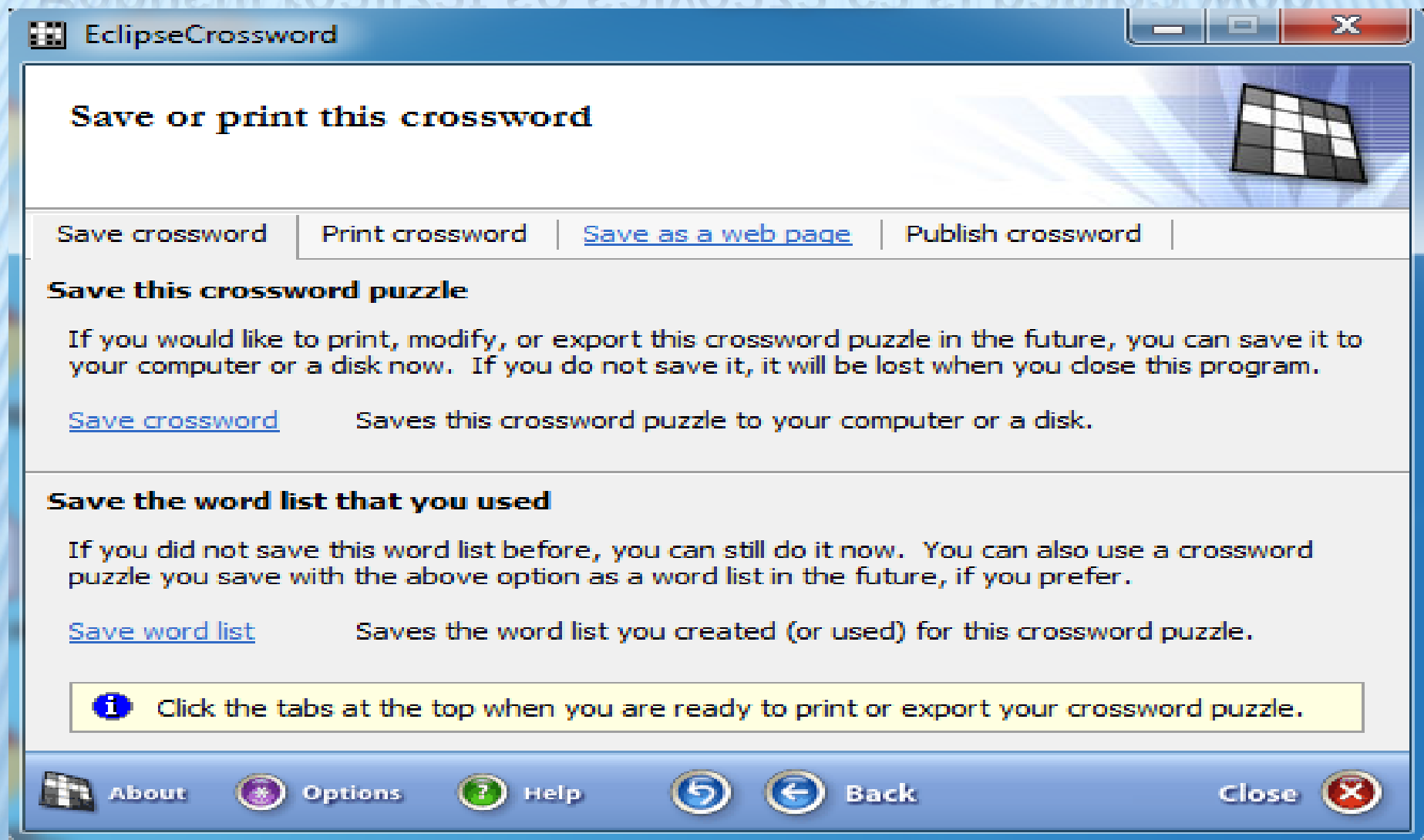
**When you are ready to continue...**

If you like this one, click "next" to continue to the next page, which contains options for you to save and print this crossword.

13x11, 6 words

About Options Help Back Next Close

# Rebusul realizat se salvează ca și pagină web



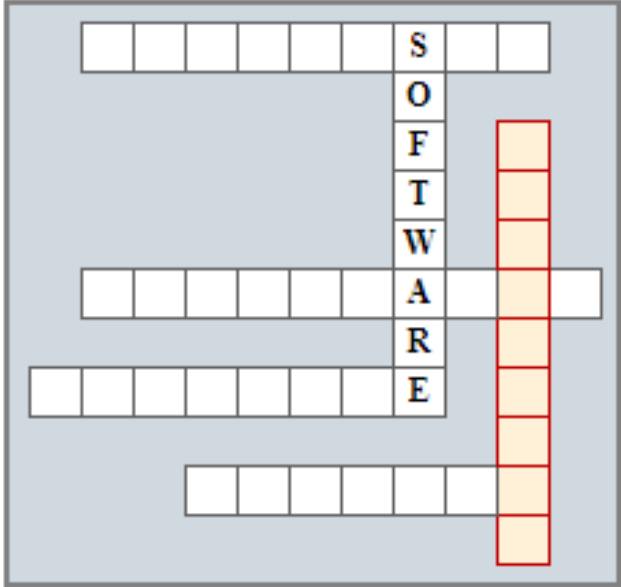


# Elevii accesează fișierul și rezolvă rebusul

COMPONENTE

← → ↻ ⓘ File | C:/Users/Acer/Desktop/COMPONENTELE%20CALC.html

## COMPONENTE



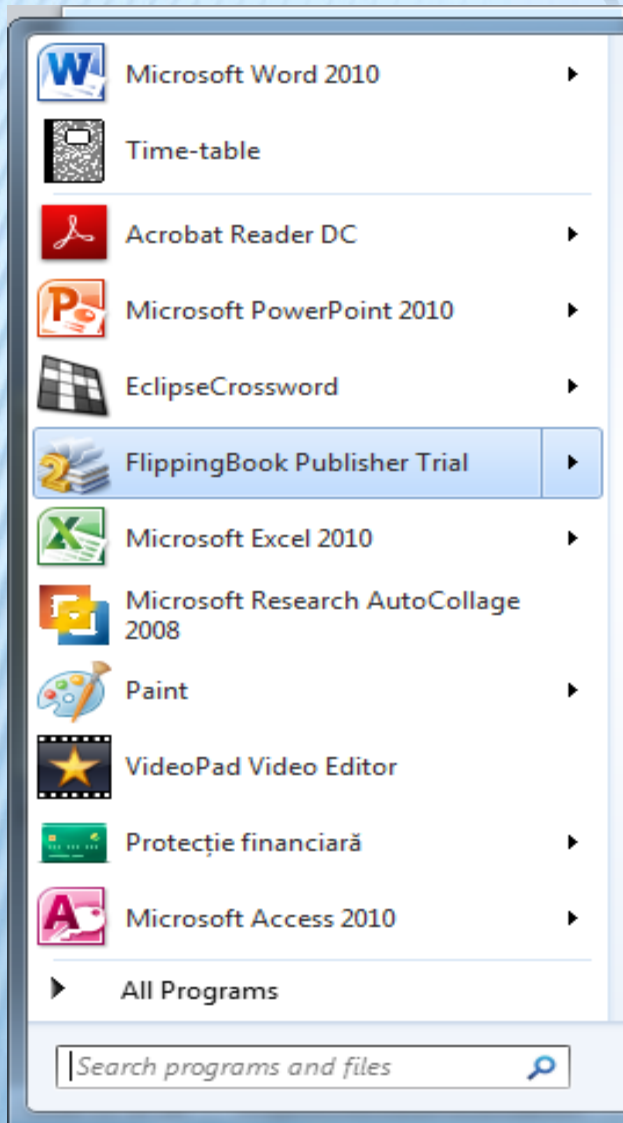
[EclipseCrossword](#) © 2000-2011

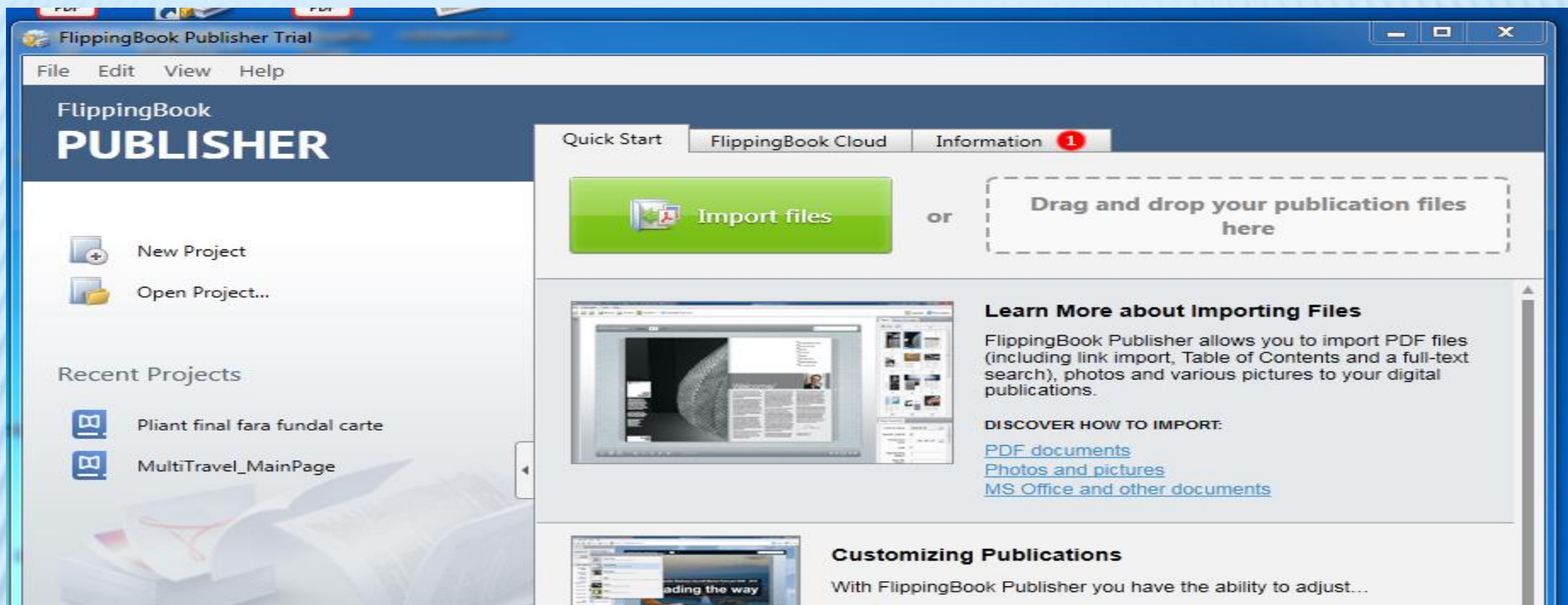
.....  
Down, 9 letters.

PERIFERIC DE INTRARE

## 2. FlippingBook

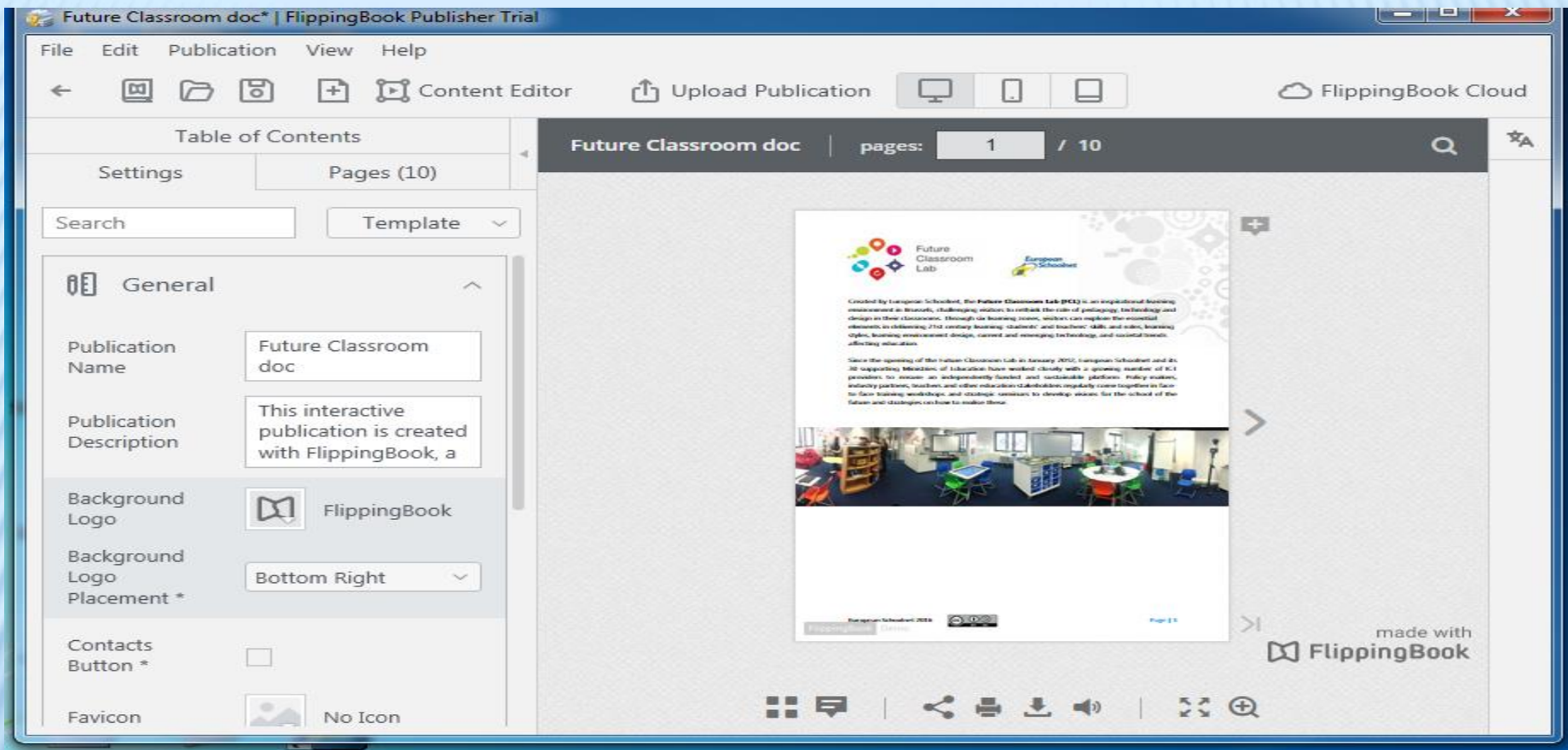
- ✖ Acest program permite transformarea unui fișier pdf într-o carte.
- ✖ După deschiderea programului veți parcurge următorii pași:



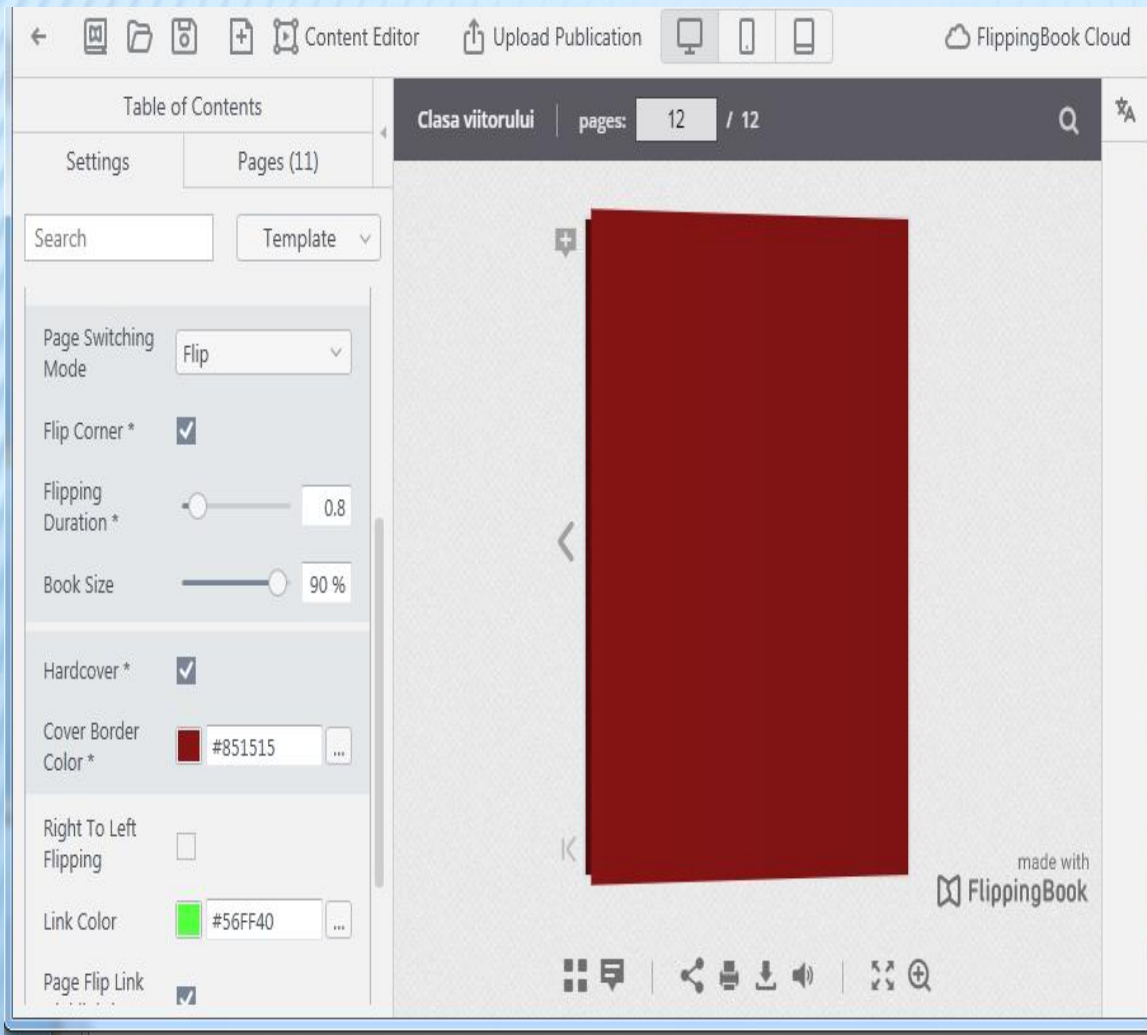


- ✖ Se importă fișierul pdf ce se dorește transformat în carte prin clic pe butonul 
- ✖ Atenție pentru versiunea free se acceptă fișier din maxim 10 pagini.

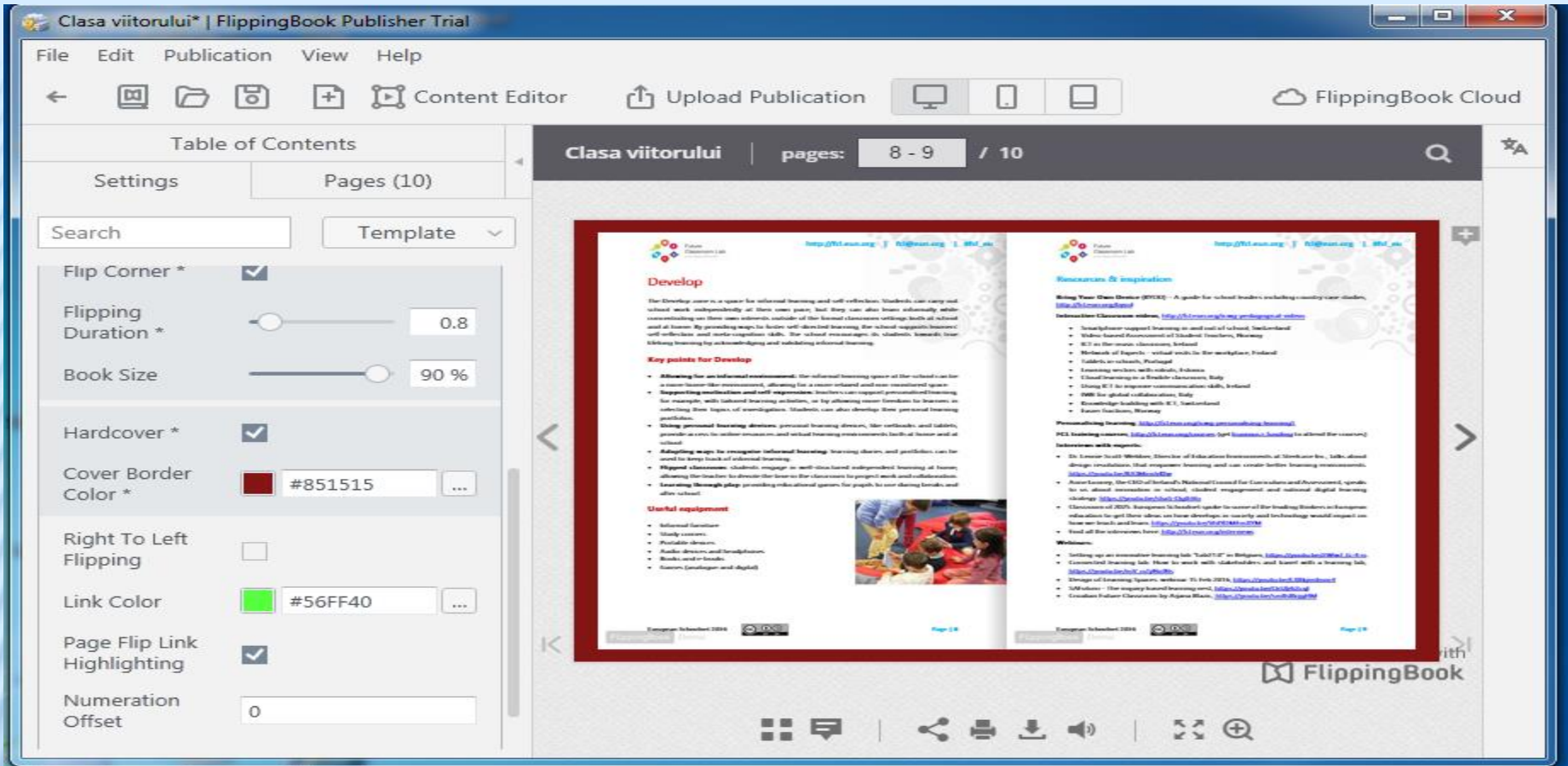




- ✖ Se introduce numele publicației
- ✖ Se introduce descrierea
- ✖ Se realizează toate setările dorite



✗ Pentru a realiza coperțile cărții se bifează opțiunea HARDCOVER



✖ Cover border color – alegem culoarea bordurii și a copertei.



Settings

Pages (10)

Search

Template

Page Switching Mode

Flip

Flip Corner \*

Flipping Duration \*

0.8

Book Size

90 %

Hardcover \*

Cover Border Color \*

#851515

Right To Left Flipping

Link Color

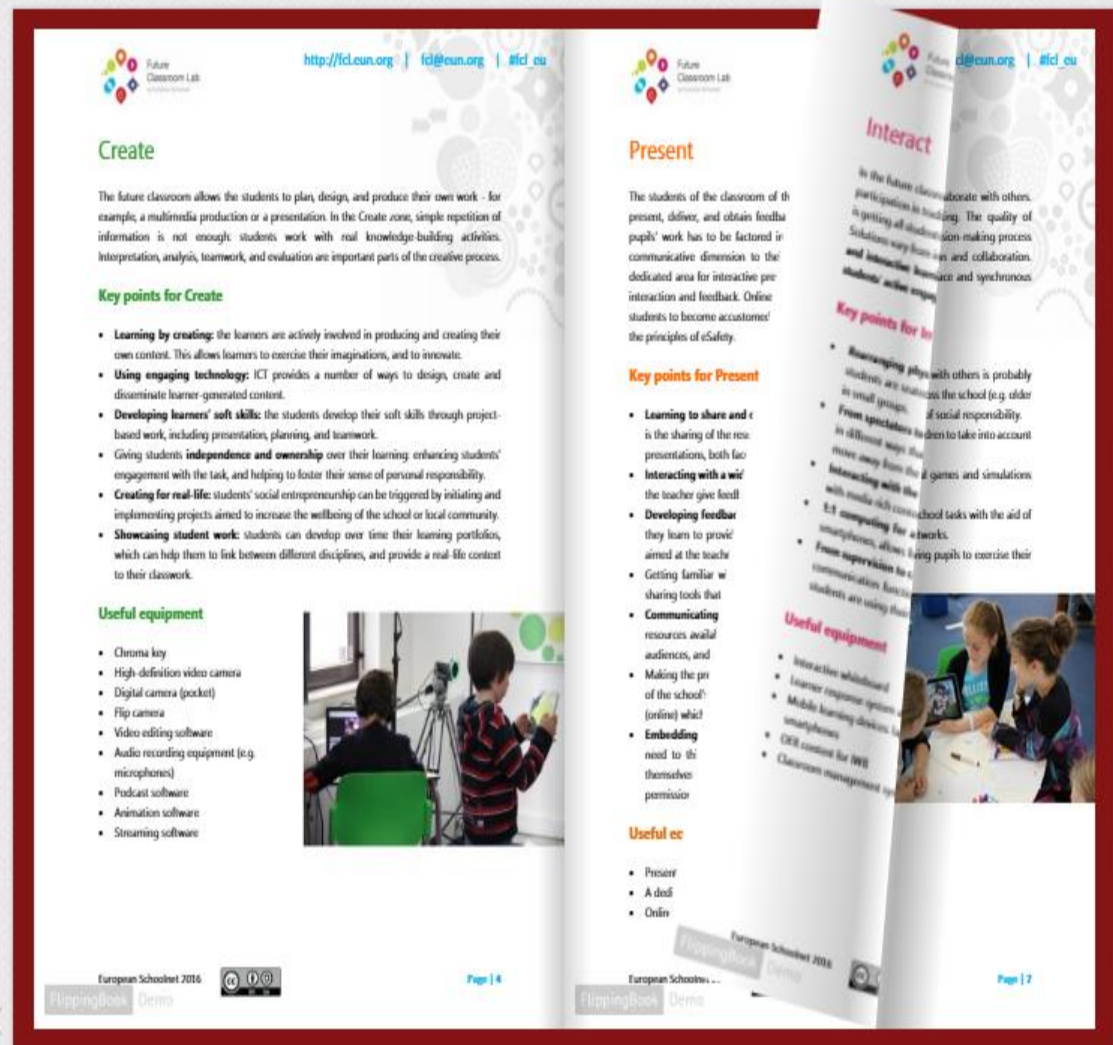
#56FF40

Page Flip Link Highlighting

Numeration Offset

0

Advanced



# Se poate lucra cu cartea pe calculator, pe telefon sau tabletă.

Clasa viitorului | FlippingBook Publisher Trial

File Edit Publication View Help

← Add Pages Content Editor Upload Publication

FlippingBook Cloud

Clasa viitorului | pages: 8 - 9 / 10

## Develop

The Develop zone is a space for informal learning and self-reflection. Students can carry out school work independently at their own pace, but they can also learn informally while concentrating on their own interests outside of the formal classroom settings both at school and at home. By providing ways to foster self-directed learning, the school supports learners' self-reflection and meta-cognition skills. The school encourages its students towards true lifelong learning by acknowledging and validating informal learning.

### Key points for Develop

- **Allowing for an informal environment:** the informal learning space at the school can be a more home-like environment, allowing for a more relaxed and non-monitored space.
- **Supporting motivation and self-expression:** teachers can support personalised learning, for example, with tailored learning activities, or by allowing more freedom to learners in selecting their topics of investigation. Students can also develop their personal learning portfolios.
- **Using personal learning devices:** personal learning devices, like notebooks and tablets, provide access to online resources and virtual learning environments both at home and at school.
- **Adopting ways to recognise informal learning:** learning diaries and portfolios can be used to keep track of informal learning.
- **Flipped classroom:** students engage in well-structured independent learning at home, allowing the teacher to devote the time in the classroom to project work and collaboration.
- **Learning through play:** providing educational games for pupils to use during breaks and after school.

### Useful equipment

- Informal furniture
- Study corners
- Portable devices
- Audio devices and headphones
- Books and e-books
- Games (analogue and digital)



## Resources & inspiration

**Bring Your Own Device (BYOD)** – A guide for school leaders including country case studies, <http://fcl.eun.org/byod/>

**Interactive Classroom videos:** <http://fcl.eun.org/interactive-classroom-videos/>

- Smartphone support learning in and out of school, Switzerland
- Video-based Assessment of Student Teachers, Norway
- ICT in the music classroom, Ireland
- Network of Experts – virtual visits to the workplace, Finland
- Tablets in schools, Portugal
- Learning vectors with robots, Estonia
- Cloud learning in a flexible classroom, Italy
- Using ICT to improve communication skills, Ireland
- NWB for global collaboration, Italy
- Knowledge building with ICT, Switzerland
- Exeter fractions, Norway

**Personalising learning:** <http://fcl.eun.org/learning-personalising-learning/>

**FCL training courses:** <http://fcl.eun.org/courses/> (get Erasmus+ funding to attend the courses)

**Interviews with experts:**

- Dr. Lennie Scott-Welsh, Director of Education Environments at Storkase Inc., talks about design resolutions that empower learning and can create better learning environments. <https://youtu.be/3K2Mxh43e>
- Anne Looney, the CEO of Ireland's National Council for Curriculum and Assessment, speaks to us about innovation in school, student engagement and national digital learning strategy. [https://youtu.be/2Ww2\\_G43s](https://youtu.be/2Ww2_G43s)
- Classroom of 2025: European Schoolnet spoke to some of the leading thinkers in European education to get their ideas on how develops in society and technology would impact on how we teach and learn. <https://youtu.be/VhYDMFmXXM>
- Find all the interviews here: <http://fcl.eun.org/interviews/>

**Webinars:**

- Setting up an innovative learning lab "Lab210" in Belgium. [https://youtu.be/2Ww2\\_G43s](https://youtu.be/2Ww2_G43s)
- Connected learning lab: How to work with stakeholders and travel with a learning lab. [https://youtu.be/2Ww2\\_G43s](https://youtu.be/2Ww2_G43s)
- Design of Learning Spaces: webinar 15 Feb 2016. <https://youtu.be/1K93mferm4>
- S4Future – The inquiry based learning next. <https://youtu.be/Dt14t42u4>
- Croatian Future Classroom by Ajana Blauk. <https://youtu.be/Am88kqg4h4>

European Schoolnet 2016

FlippingBook Demo

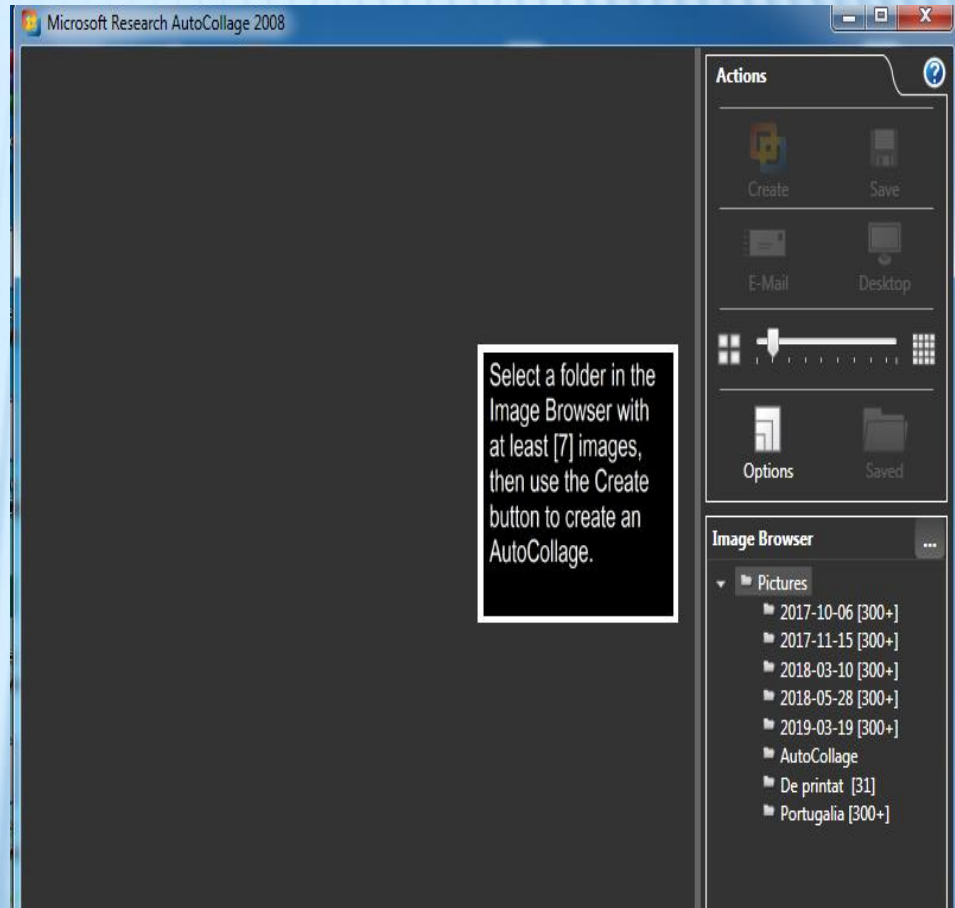
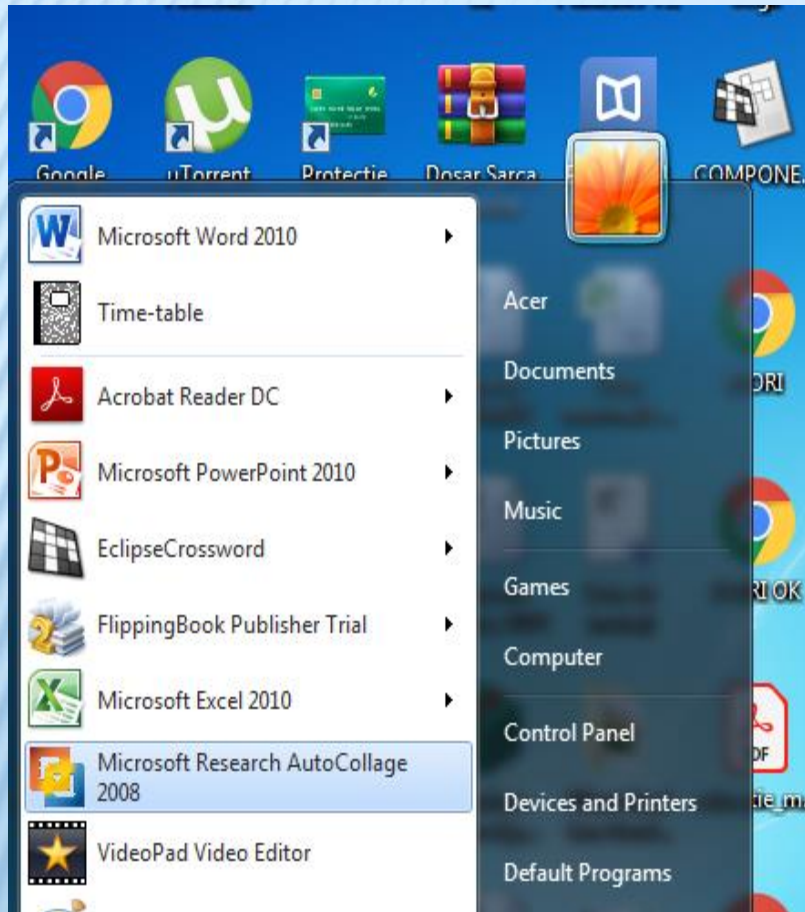
Page | 8

made with FlippingBook

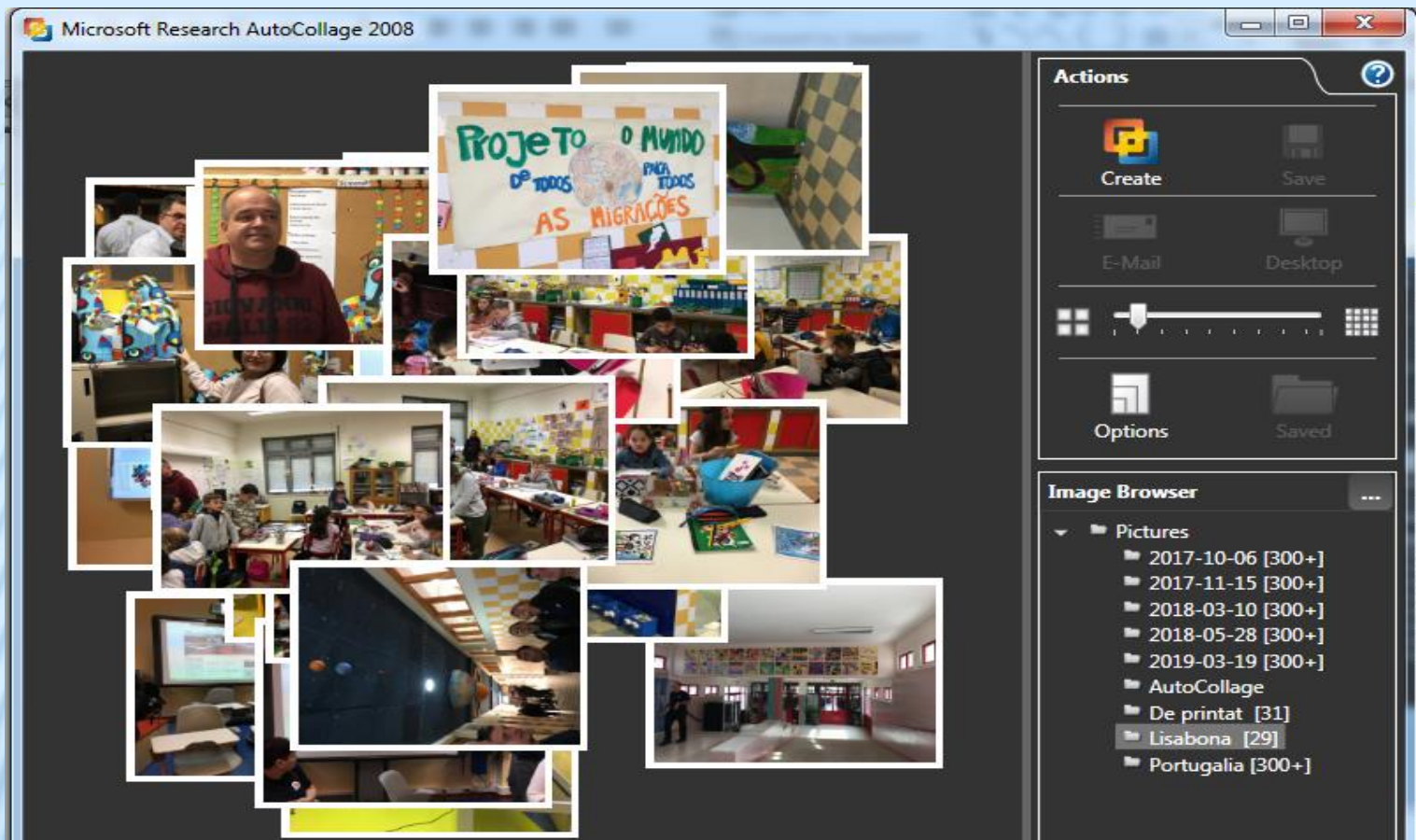
EN 13:56 02.05.2019



# 3. AutoCollage

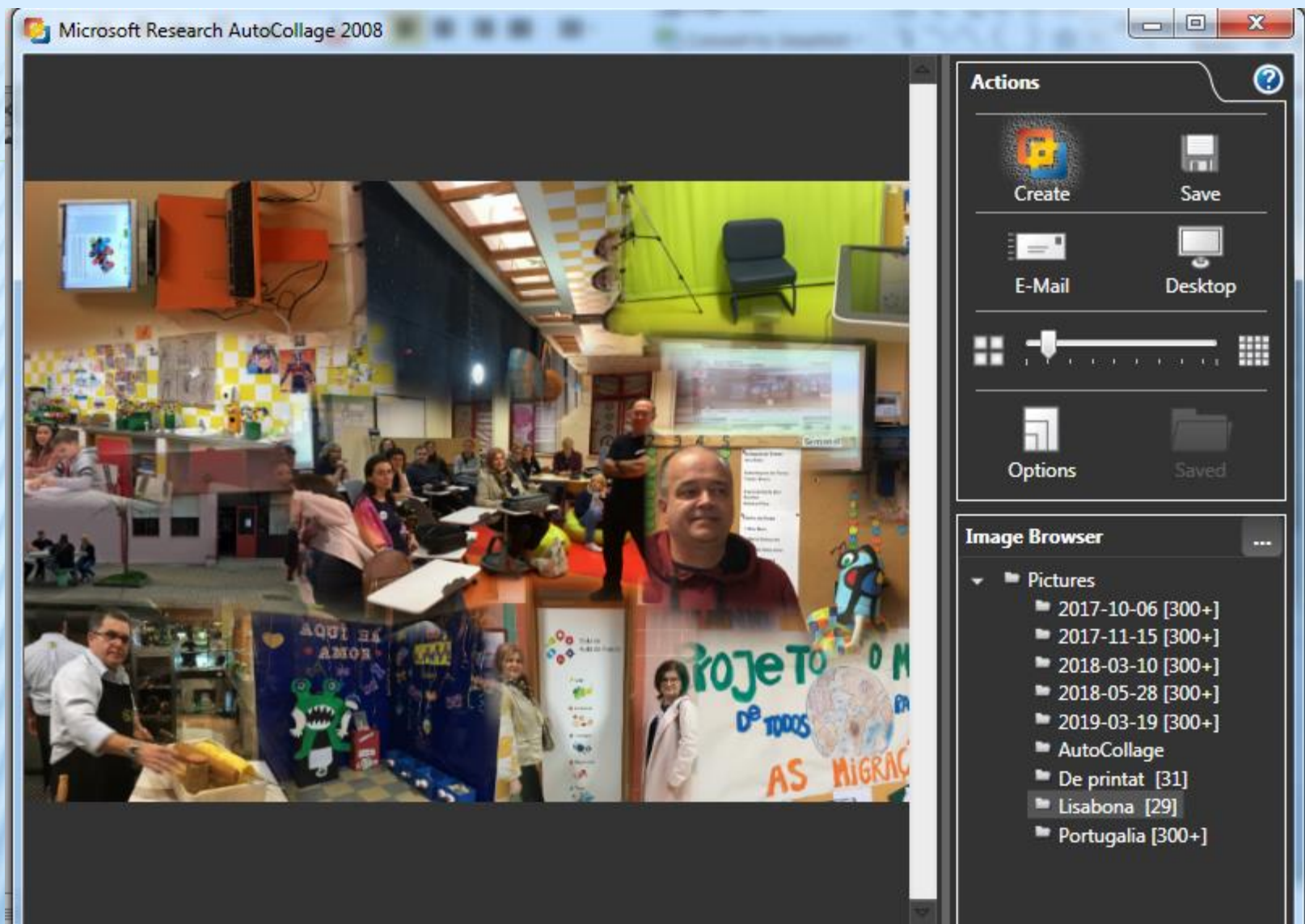






- ✖ Se selectează pozele pentru realizarea colajului.
- ✖ Se accesează butonul





- ✖ Colajul realizat se salvează obținând imaginea corespunzătoare.



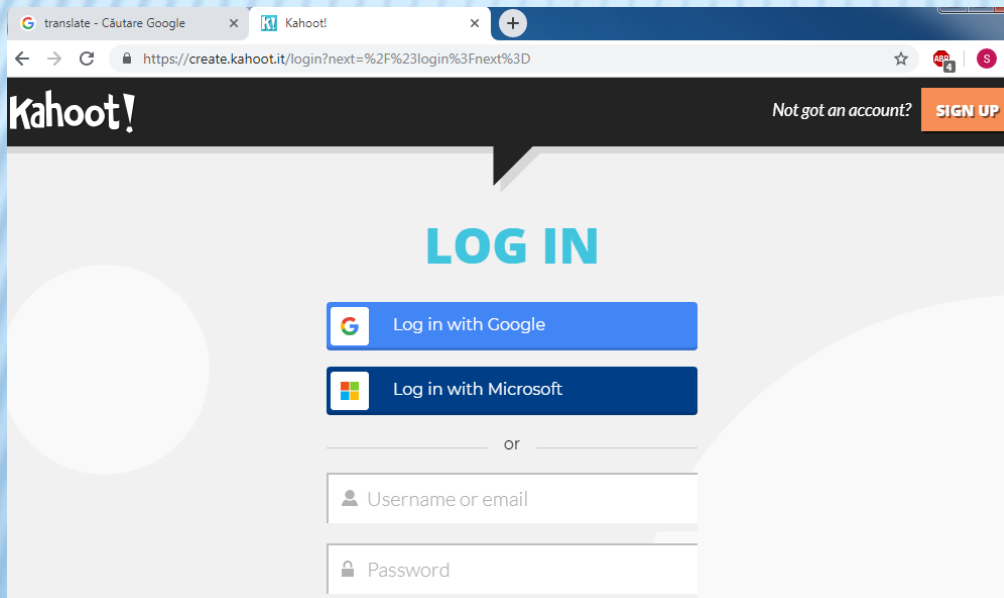




# KAHOOT

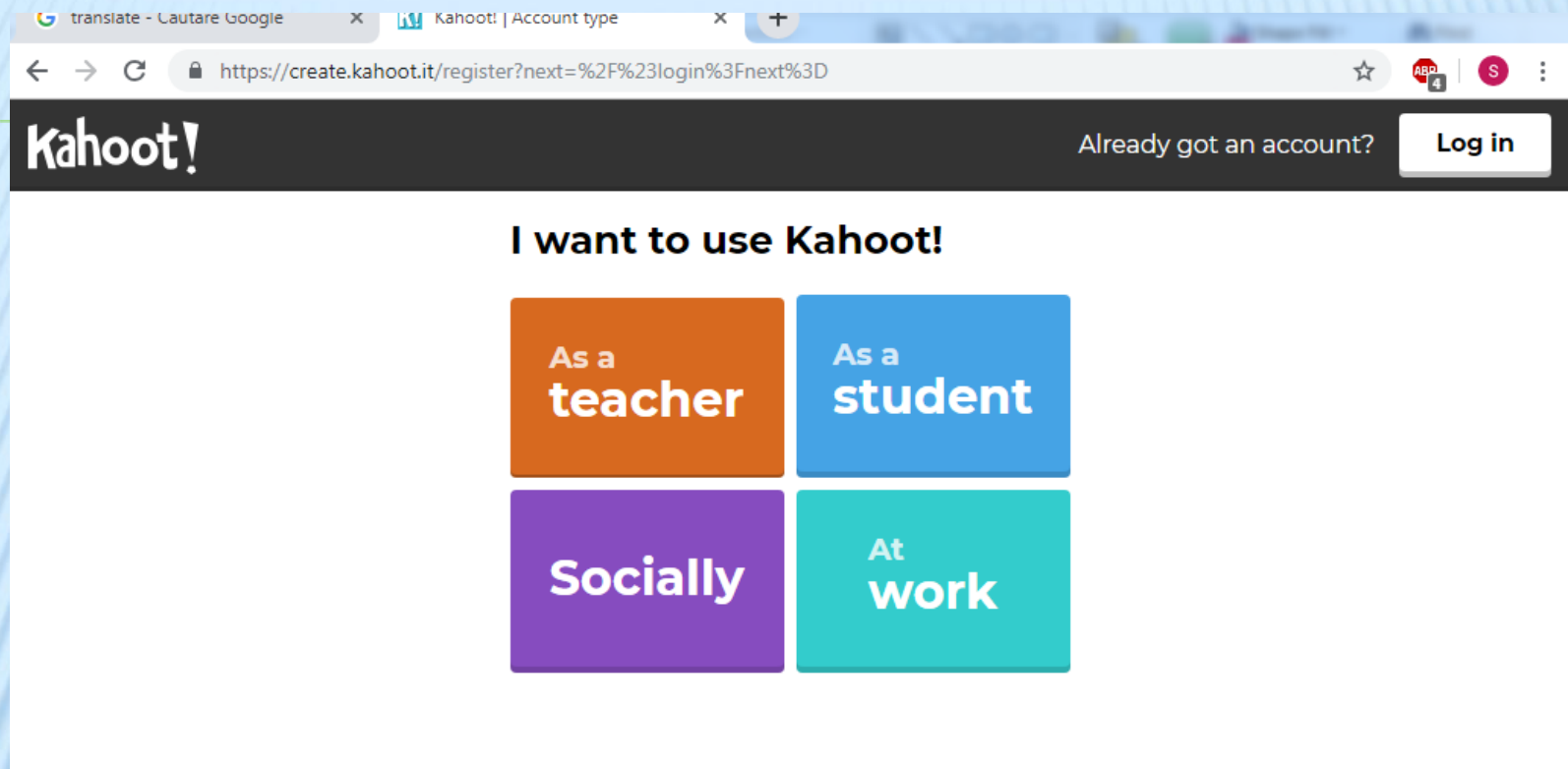
Cu acest program se pot realiza teste de evaluare la care elevii vor da răspunsurile pe telefoanele mobile. Punctajul apare pe calculatorul profesorului.

Se accesează linkul: <https://create.kahoot.it/#login?next=>

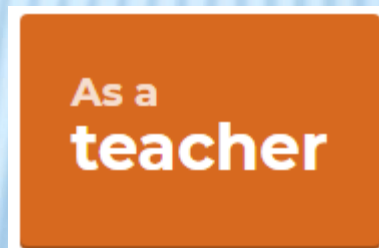


Va creați un cont pe KAHOOT accesând

**SIGN UP**



✖ Legeți opțiunea



< Back

## Sign up



Sign up with Google



Sign up with Microsoft

or



Sign up with email

← → ↺ https://create.kahoot.it

Pro tip: help your students ace tests by using Kahoot! reports for review and prep. [Learn more](#)

Kahoot! Home Discover Kahoots Reports Upgrade now Create

Find me a kahoot about...

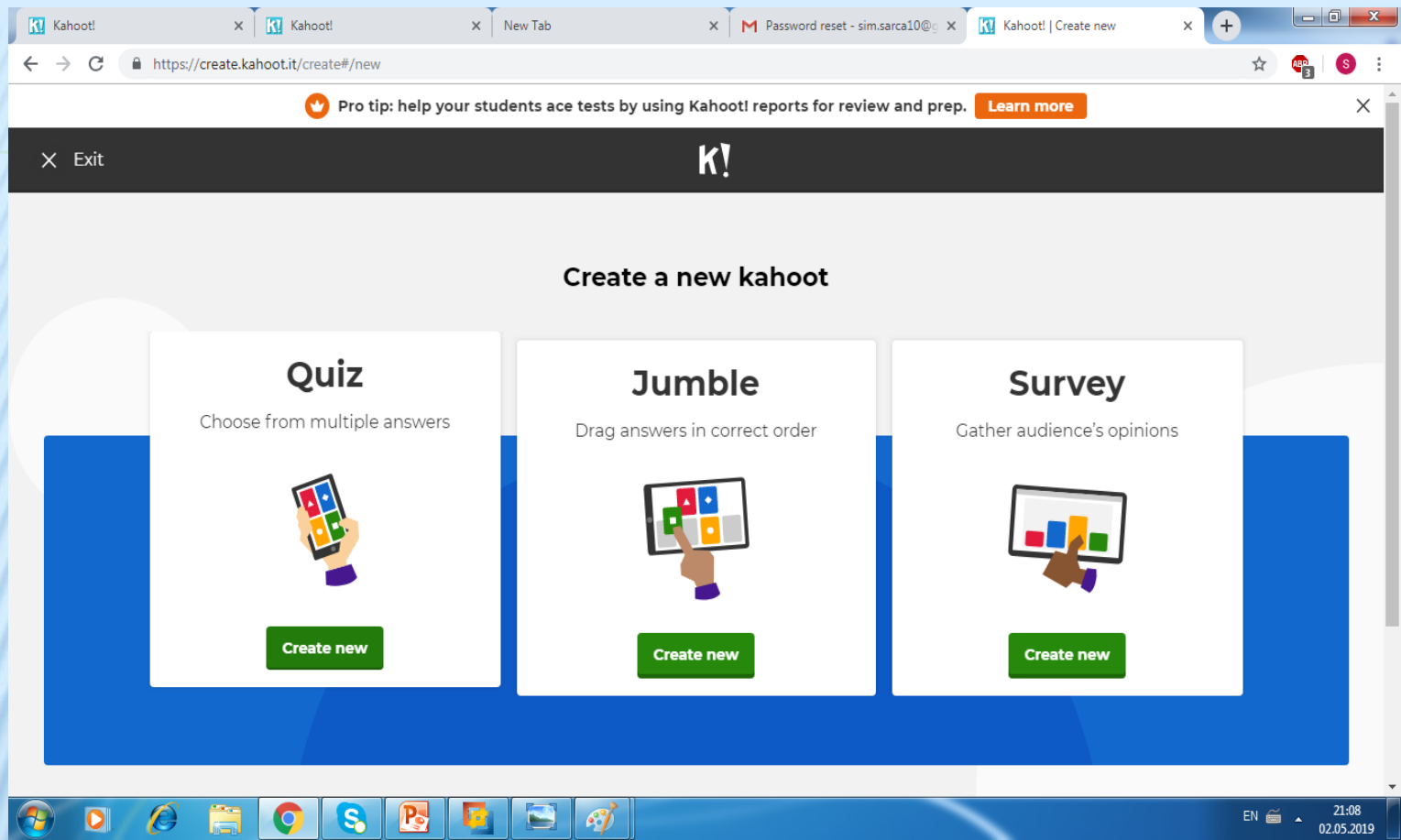
**SAVE 50% ON KAHOOT! PRO FOR YOUR SCHOOL**  
Offer ends June 30 [Upgrade now](#)

Four small image thumbnails: a person with a phone, a pile of chips, a person with confetti, and a Starry Night painting.

✗ Se accesează butonul

Create





- ✖ Pentru a realiza testul de evaluare se dă click pe Create new din opțiunea Quiz

← → ↻ <https://create.kahoot.it/create#/new/quiz/description> 🔍 ☆  

✕ Close **K! Quiz** **Ok, go**

Title (required)

Description (required)

Cover image ⓘ  

Image Library by Getty Images  
  
**New!**

Upload your image  
  
or drag & drop image

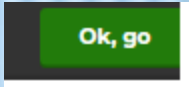
Location ⓘ

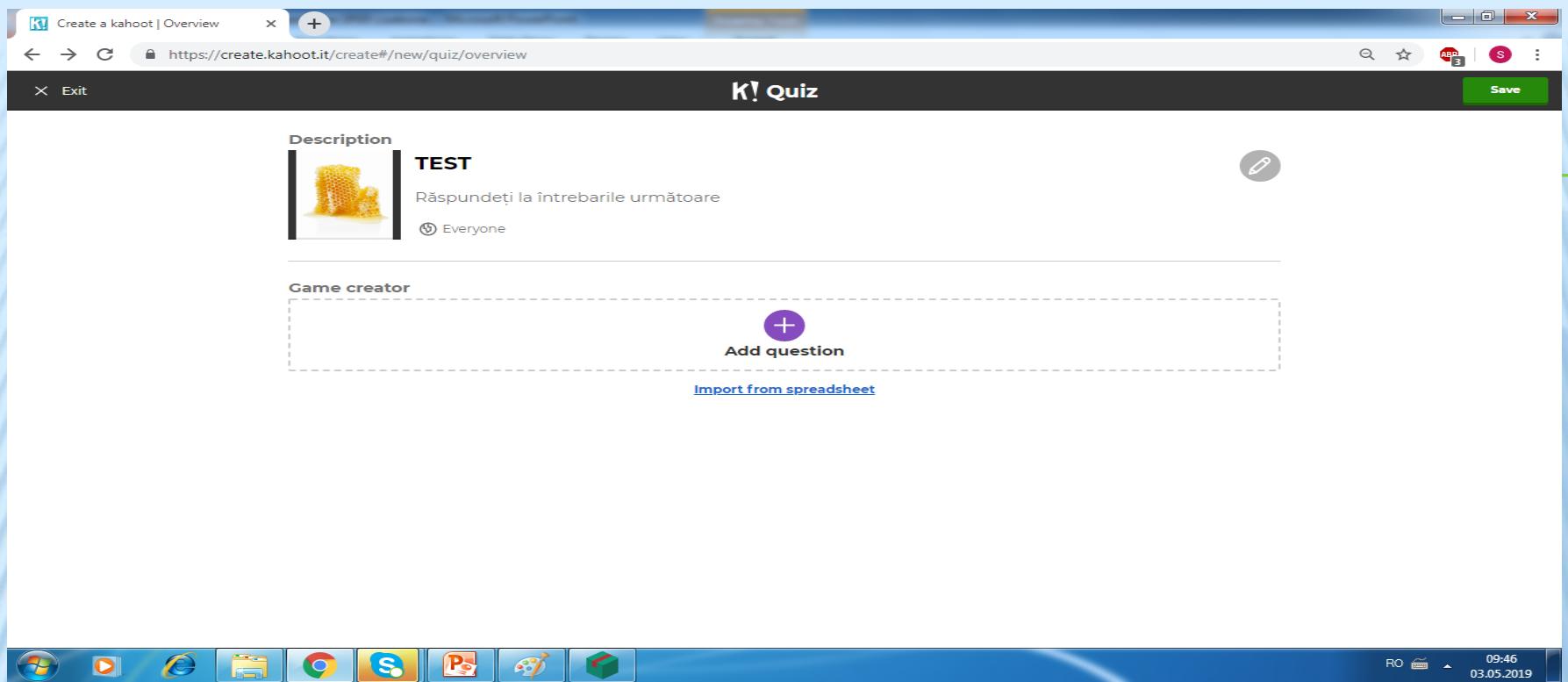
Visibility ⓘ  
 ▼

Language  
 ▼

Credit resources ⓘ

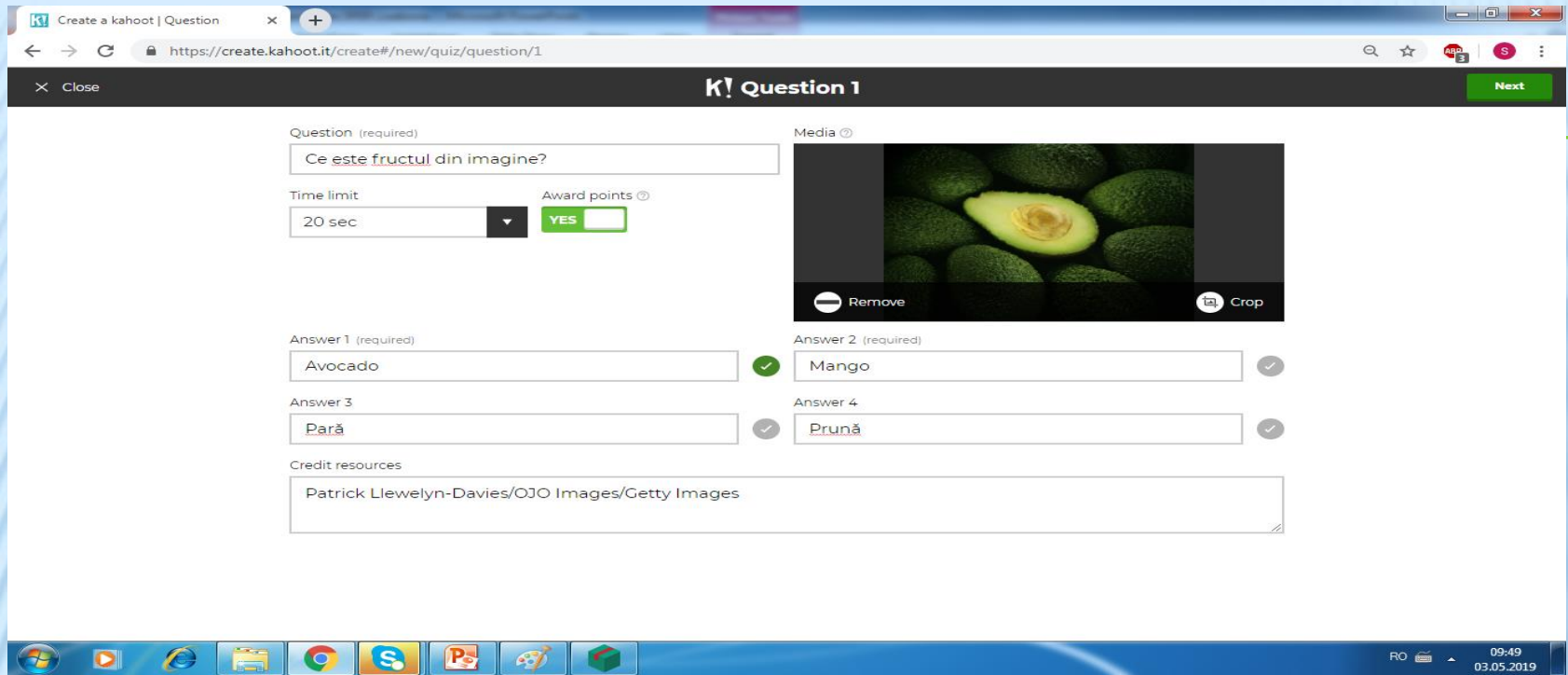
Intro video ⓘ

- ✕ Se completează titlul ( Test, Verificarea cunoștințelor la....)
- ✕ Se poate face o scurtă descriere
- ✕ Se accesează butonul  pentru a realiza testul dorit.

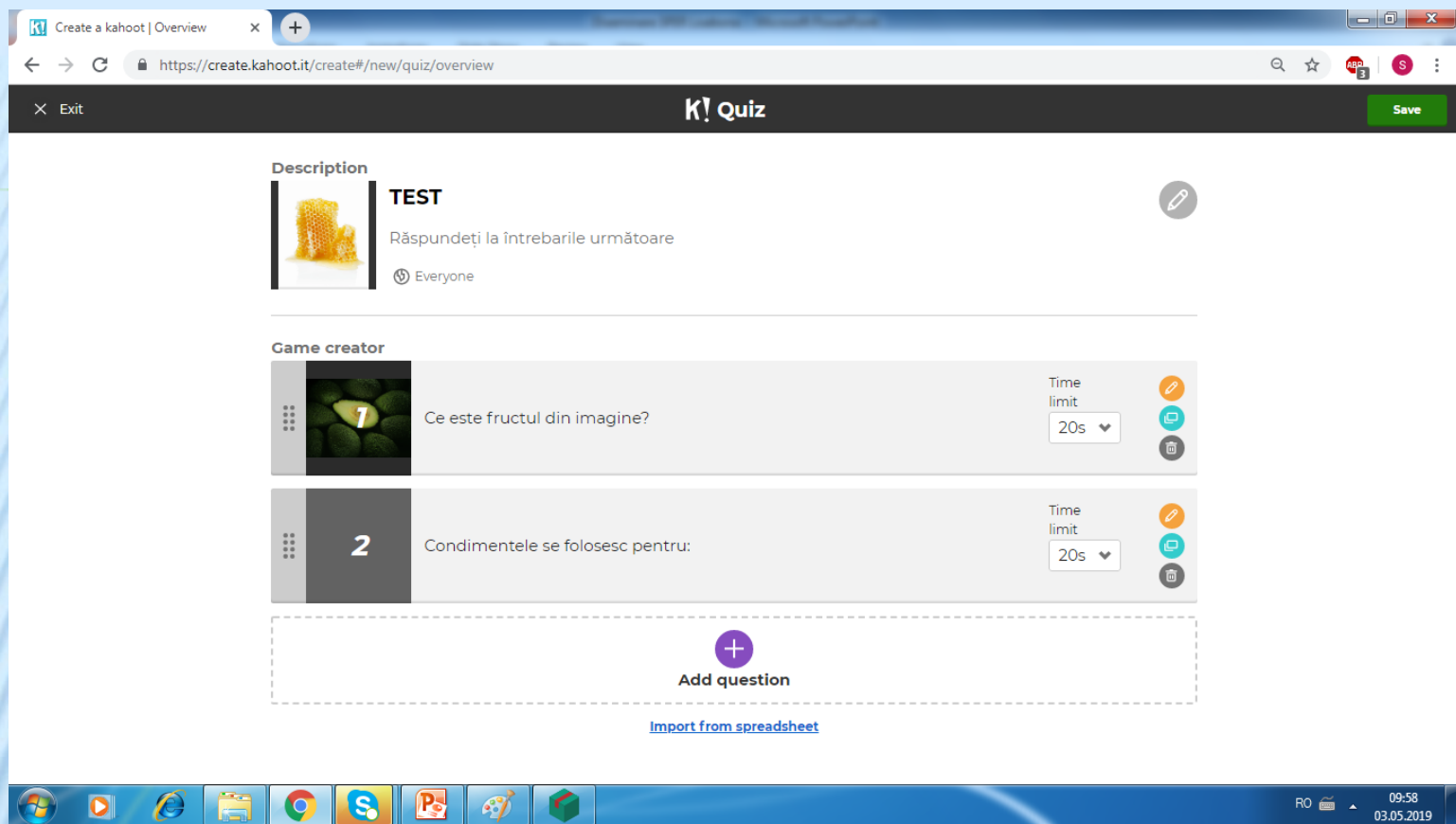


- ✖ Pentru a crea prima întrebare din test se alege Add questions.

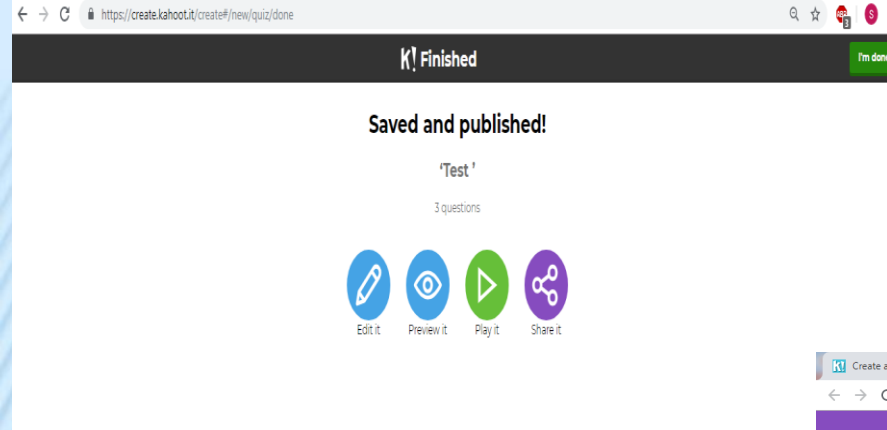




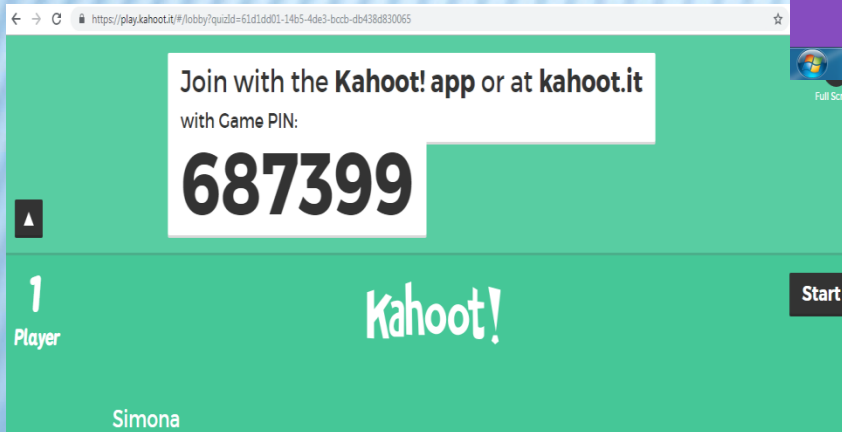
- ✖ Se scrie întrebarea
- ✖ Se alege timpul maxim de răspuns
- ✖ Se dau 4 variante de răspuns
- ✖ SE BIFEAZĂ RĂSPUNSUL CORECT
- ✖ Se dă click pe butonul NEXT pentru următoarea întrebare



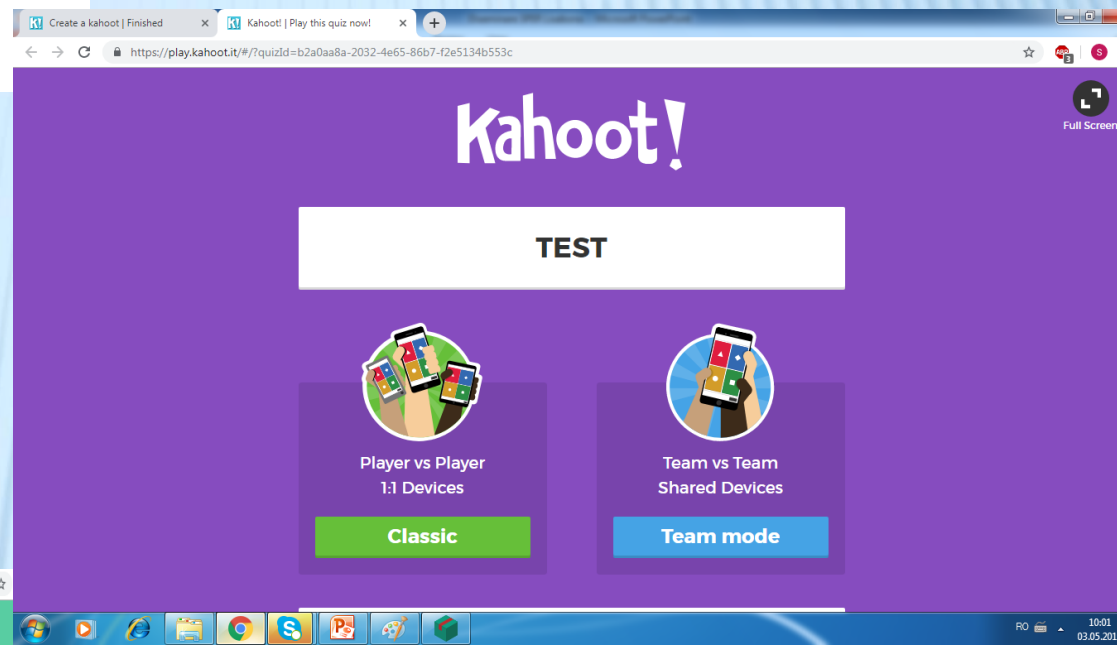
- ✖ Se repetă pașii anteriori până se introduc toate întrebările dorite.
- ✖ Se se dă click pe SAVE



✗ Se alege  
varianta Classic

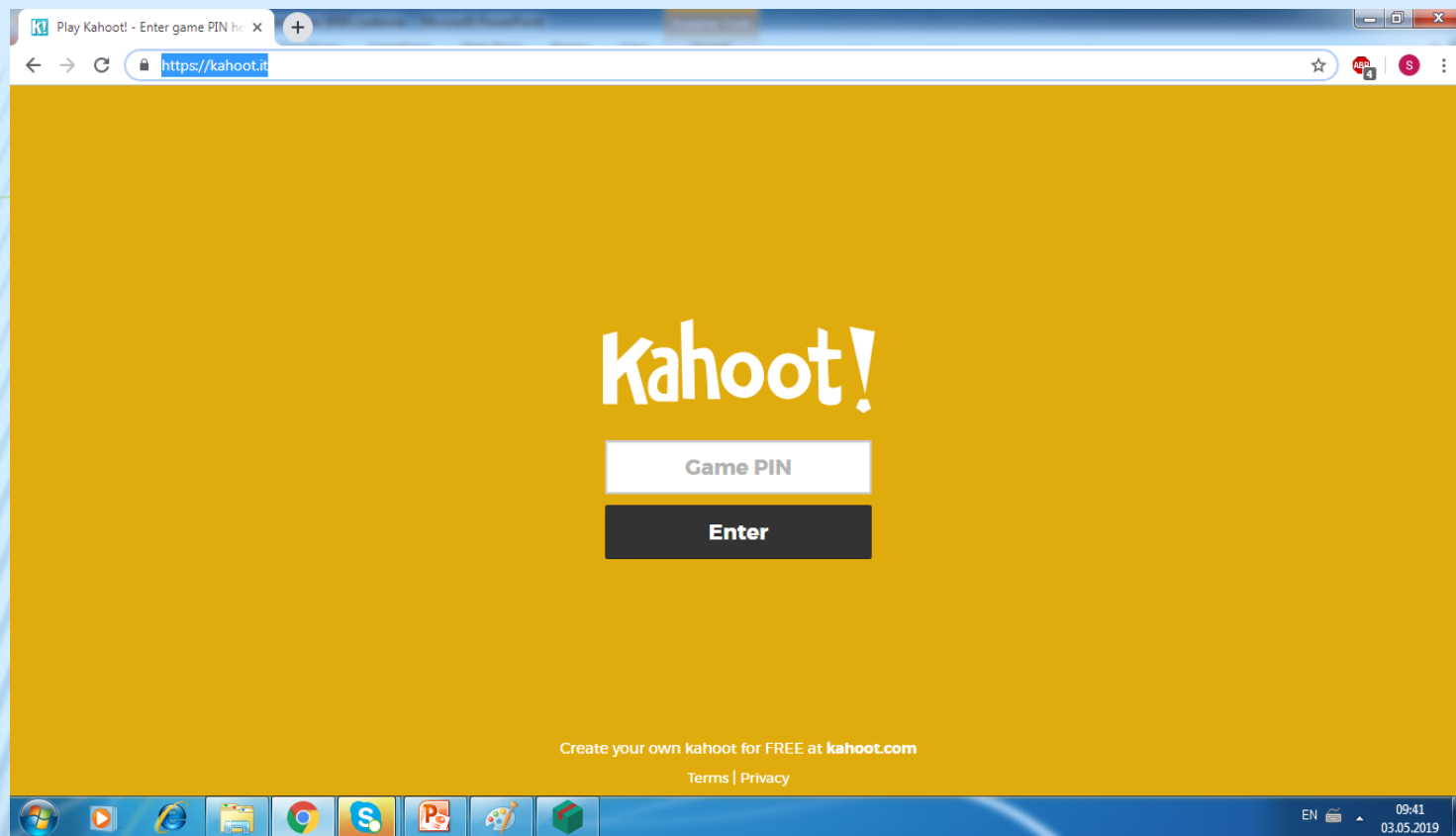


Se dă click pe butonul  
**PLAY IT**

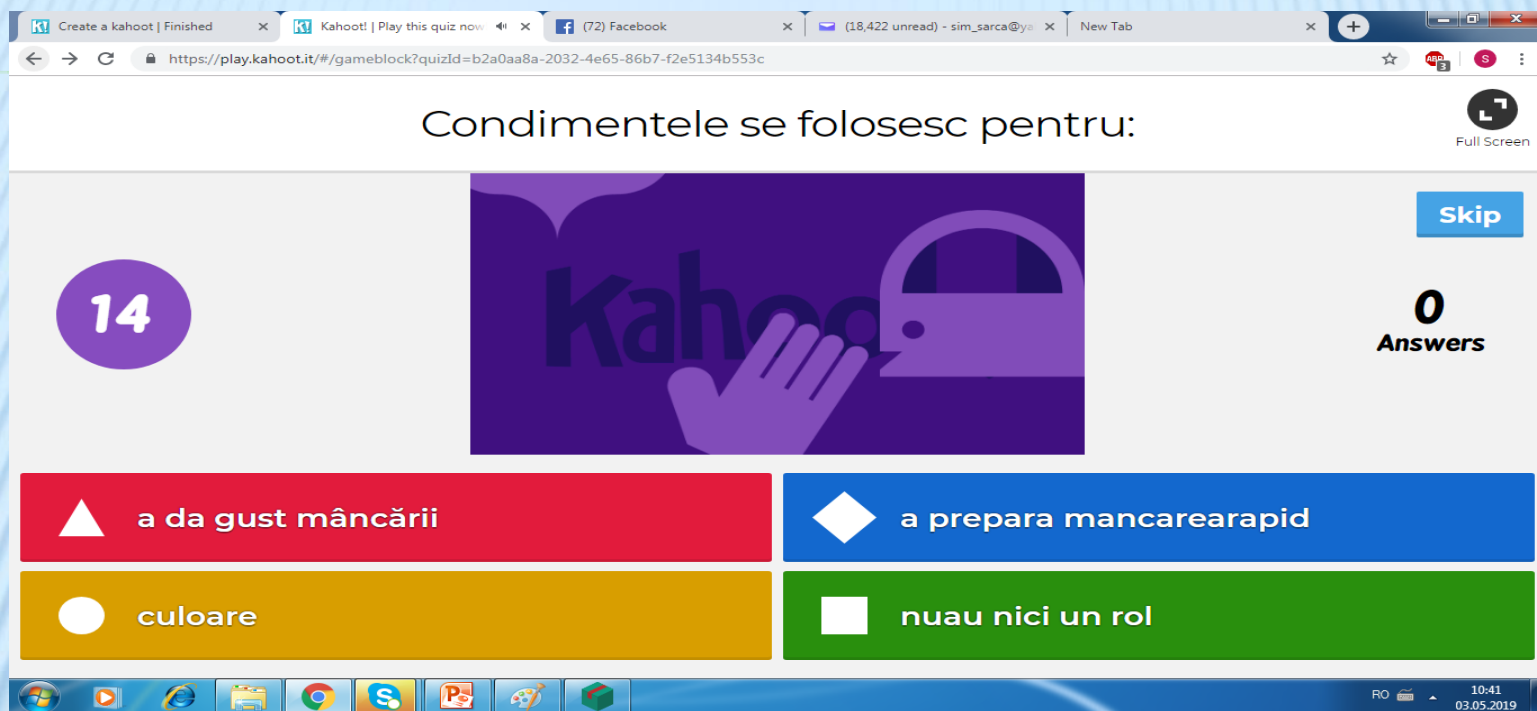


- ✗ Codul PIN pentru acest test este cel din imagine.
- ✗ Acest cod e diferit la fiecare accesare.

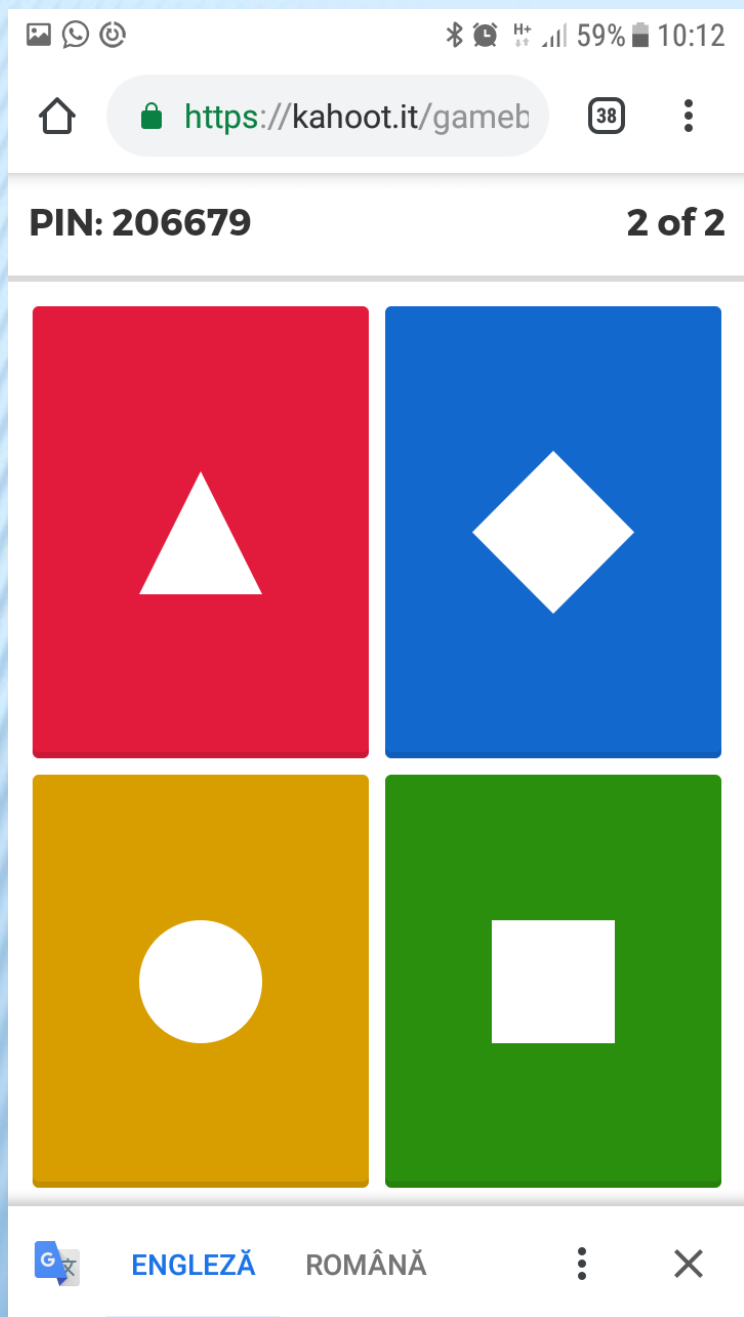




- ✗ Elevii vor accesa, pe telefoanele lor, linkul kahoot.it.
- ✗ Pentru a începe testul vor introduce CODUL PIN apărut pe ecran și vor da click pe butonul ENTER



- ✗ După ce s-au conectat toți elevii profesorul dă click pe START și pe ecran va apărea prima întrebare din test.



- ✗ La elevi, pe ecranul telefonului, va apare imaginea alăturată.
- ✗ Ei trebuie să bifeze varianta corectă în limita de timp impusă.
- ✗ La expirarea timpului pe ecranul videoproiectorului va apare a doua întrebare.



# Condimentele se folosesc pentru:



Next



Show media

End Game



a da gust mâncării



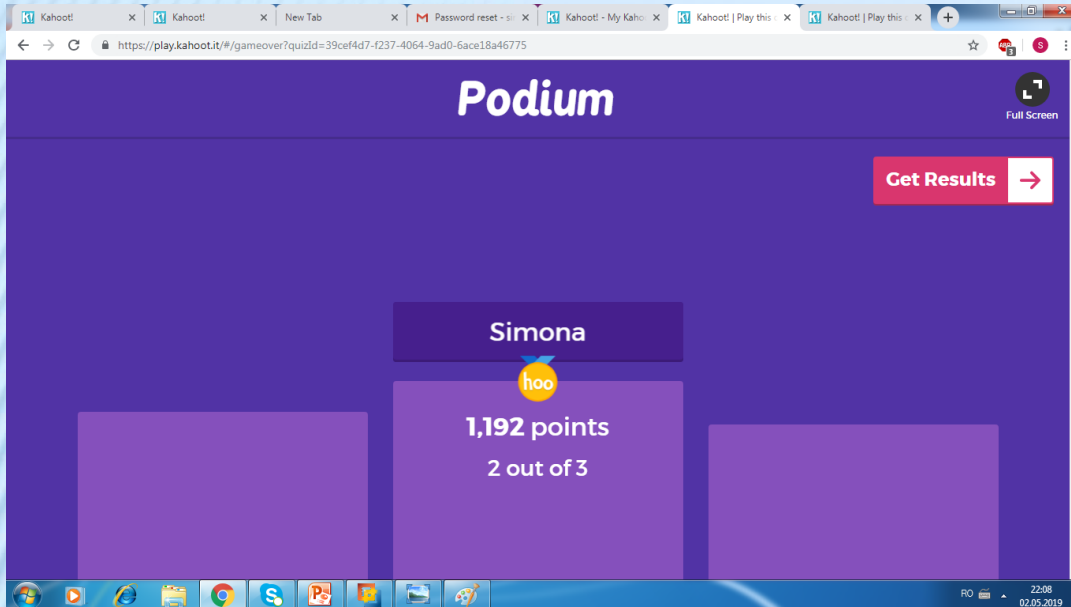
a prepara mancarearapid



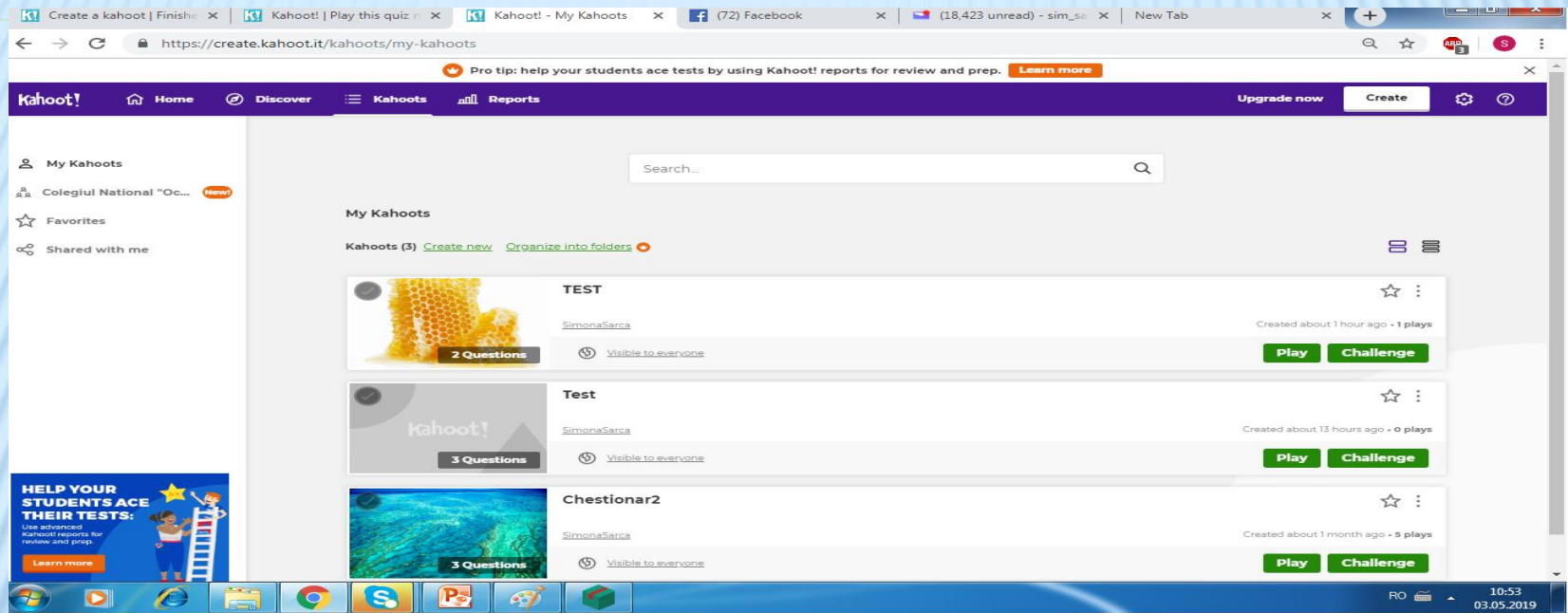
culoare



nuau nici un rol



- ✗ La sfârșitul testului programul va afișa numele celor care au răspuns corect la cele mai multe întrebări.
- ✗ Se poate alege opțiunea New Game pentru a crea un nou test.



✖ Puteți vizualiza toate testele create prin alegerea opțiunii 



# VĂ MULȚUMIM!!!

