



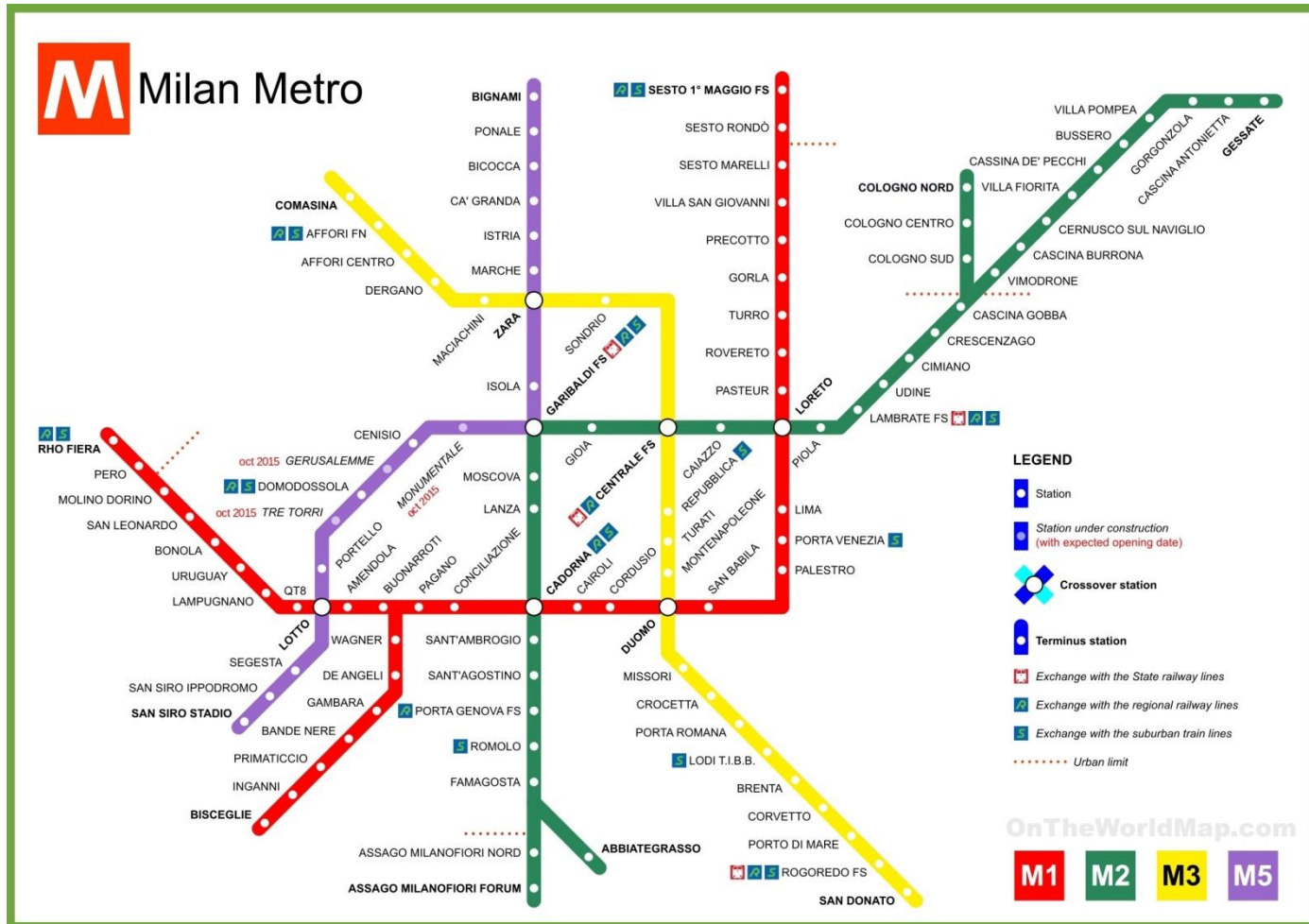
Co-funded by the
Erasmus+ Programme
of the European Union

IO1 Competence Map

First Multiplier Event - Italy

Fano, 3 luglio 2019

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Basics

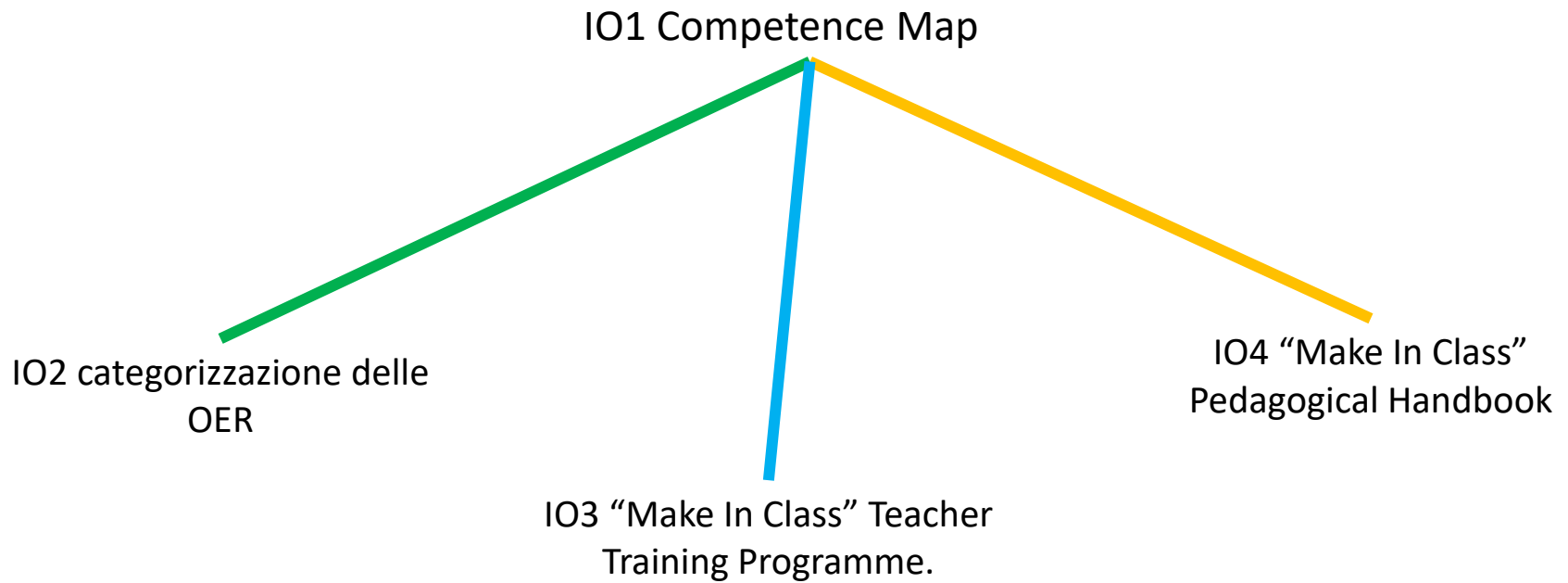
Partner leader: Co.Meta

Supporting Partners: Bylinedu and ISS Polo 3 Fano.

Gruppo Target primario: Docenti delle scuole secondarie (non esperti in making)

Obiettivi:

1. Identificare conoscenze, abilità e competenze acquisibili dagli studenti coinvolti in attività di making .
2. Creare uno strumento a supporto dei docenti per l'integrazione delle attività di making nelle loro lezioni.



Le fasi di realizzazione dell'output 1

Scenario 1 – basato sui risultati di apprendimento



Scenario 2 – incentrato sulle materie di insegnamento



Scenario 3 – incentrato sullo studente



Struttura del documento

- INTRODUCTION
- DEFINITION OF MAKING
- HOW WE HAVE CREATED THIS DOCUMENT
- THE POTENTIAL OF MAKER-BASED EDUCATION
- HOW THE COMPETENCE MAP CAN BE USED BY TEACHERS
- APPLYING LEARNING OUTCOMES
- SOFT SKILLS ACHIEVABLE WITH MAKING
- LEARNING OUTCOMES ACHIEVABLE WITH MAKING
- SKYLINE 3D MODELLING
- BUILD A TOY CAR
- PIEPSTHING GAME
- RECONSTRUCTING ANCIENT ROME
- MANUFACTURING A CAR MODEL
- BUILDING A DRONE
- CONCLUSIONS



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

Grazie

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.