

Item		Project: Digital School/New Technologies 2016/2017	
Introduction	The educational path of this project includes the introduction in a few classes, the use of the platform Fidenia. The goal is to put at the centre of didactic design not specific technologies but competent (digital) subjects who cooperate to produce knowledge and create value. The chosen platform stands as a "social learning" entirely dedicated to teaching to create virtual classes, share resources, create multimedia content, use the educational tools of the portal, assign checks and social dialogue between teachers, students and families.		
Type of institution involved	High School		
Title of the methodology used	It is planned to experiment the "flipped classroom" methodology		
Type of educator	External educator		
Tool/tools used	Fidenia		
Main Challenges, Key Success and Enabling Factors	<ul style="list-style-type: none"> • Promote the change of the teaching / learning process through the use of new technologies • Promote innovative teaching methods • Introduce the use of the platform "Fidenia" in at least two classes 		
Lessons Learnt and Recommendations	A training course will be needed for both teachers of the classes involved and for students and their parents. During the school year, it is planned to support a coding laboratory in order to spread computational thinking, create teaching units to be published on the platform.		
Country	Italy		
Name of the Institution/Education Center	This project is linked to the "National digital school plan" of the Italian Ministry of Education		

SOURCE

<http://www.maurolicomessina.gov.it/PROGETTO%20NUOVE%20TECNOLOGIE.pdf>



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