

Item		Project: Digital School, Cla@ssi 2.0
<b>Introduction</b>	<p>The aim of Cl@ssi 2.0 is to modify learning environments through the constant and widespread use of technologies to support daily teaching. More than 150 first grade of secondary school classes become 2.0 classrooms: students and teachers can dispose of technological devices and multimedia devices and the classrooms are progressively equipped with devices for connection to the Internet. This project build, with the support of the A.N.S.A.S. and a network of associated Universities, an educational project for the experimentation of advanced teaching methods.</p>	
<b>Type of institution involved</b>	<p>Secondary School, Sestu (Sardinia)</p>	
<b>Title of the methodology used</b>	<p>This class has used the possibility of expression and writing offered by the Net, using it for its own needs, according to the logic of "cloud computing".</p>	
<b>Type of educator</b>	<p>Teachers</p>	
<b>Tool/tools used</b>	<p>Animoto and Photostory to create animations, Google maps for geo-referenced data, Mindomo and xMind for the creation of mind maps, CMap for conceptual ones, Blogger and Wordpress for the creation of blogs that support daily activities, Wikispaces to create shared texts, Googlesites for the definition of sites, Calaméo for the publication of crossdevice content, YouTube for the creation of dedicated video channels, Second Life for working with simulations and 3D scenarios, Glogster for posters, Prezi for making presentations not linear, Voki and GoAnimate to use talking characters, Scratch for short animations, Wordle to create tag clouds, Google docs to develop online checks, Chartle and related charts, Google Earth to see 3D monuments and historical sites, Edistorm for brainstorming activities, Moodle for the creation of digital classes, Dropbox for the shared storage of materials.</p>	
<b>Main Challenges, Key Success and Enabling Factors</b>	<p>From the use of the textbook we move to the use of content on the Net, digital texts, notes made in class, self-produced handouts in which the author's dimension of the children takes more and more field, gradually moving away from a stereotyped</p>	

	use of the media and taking more and more possession of multimedia language. Thus, we discover the innumerable possibilities to compile digital texts and stories.
<b>Lessons Learnt and Recommendations</b>	<p>With the introduction of Cl@ssi 2.0:</p> <ul style="list-style-type: none"> <li>• The class council is more to work in a team.</li> <li>• The parents report their surprise to see how their children, once users of the PC at home to connect only to Facebook, spend their time on the blog of the class or in chat with the teachers.</li> </ul> <p>But at the same time a settling time is necessary to allow professors and students to say whether this new organization is consolidated or not. The tools of the Net are explored, used and abandoned if they are not effective for the purpose.</p>
<b>Country</b>	Italy
<b>Name of the Institution/Education Center</b>	Italian Ministry of Education

## SOURCES

[http://www.istruzione.it/archivio/web/istruzione/piano\\_scuola\\_digitale/classi\\_2\\_0.html](http://www.istruzione.it/archivio/web/istruzione/piano_scuola_digitale/classi_2_0.html)

<http://www.indire.it/content/index.php?action=read&id=1765>



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