Digital classroom: Using ICT in Education, Flipped classroom model, Gamification and STEM

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21. 10. 2019. STOCKHOLM

A. Introduction to ICT in Education

Impact of technology on education

- Easier communication and collaboration

- Gamification of education

- Better suited personalized content

- Flipped classroom

Quieter students

- often have insightful comments to share

- reluctant to speak up in class

WITH TECHNOLOGY

- feel more empowered behind a keyboard

- anonymity makes them feel relaxed

Outgoing students

- saying whatever comes into their head

- need to take more time to craft their responses

WITH TECHNOLOGY

- need to take the time to type an answer

- they pause and reflect before typing

- begin to think about using words carefully