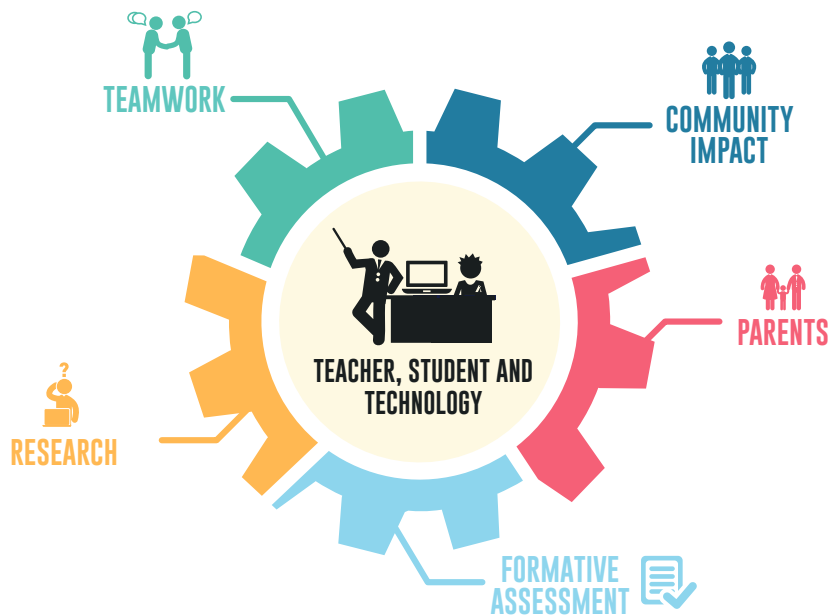


OUR THEORETICAL FRAMEWORK



1] INNOVATIVE LEARNING ENVIRONMENTS (ILE)

We create learning environments for the 21st century where

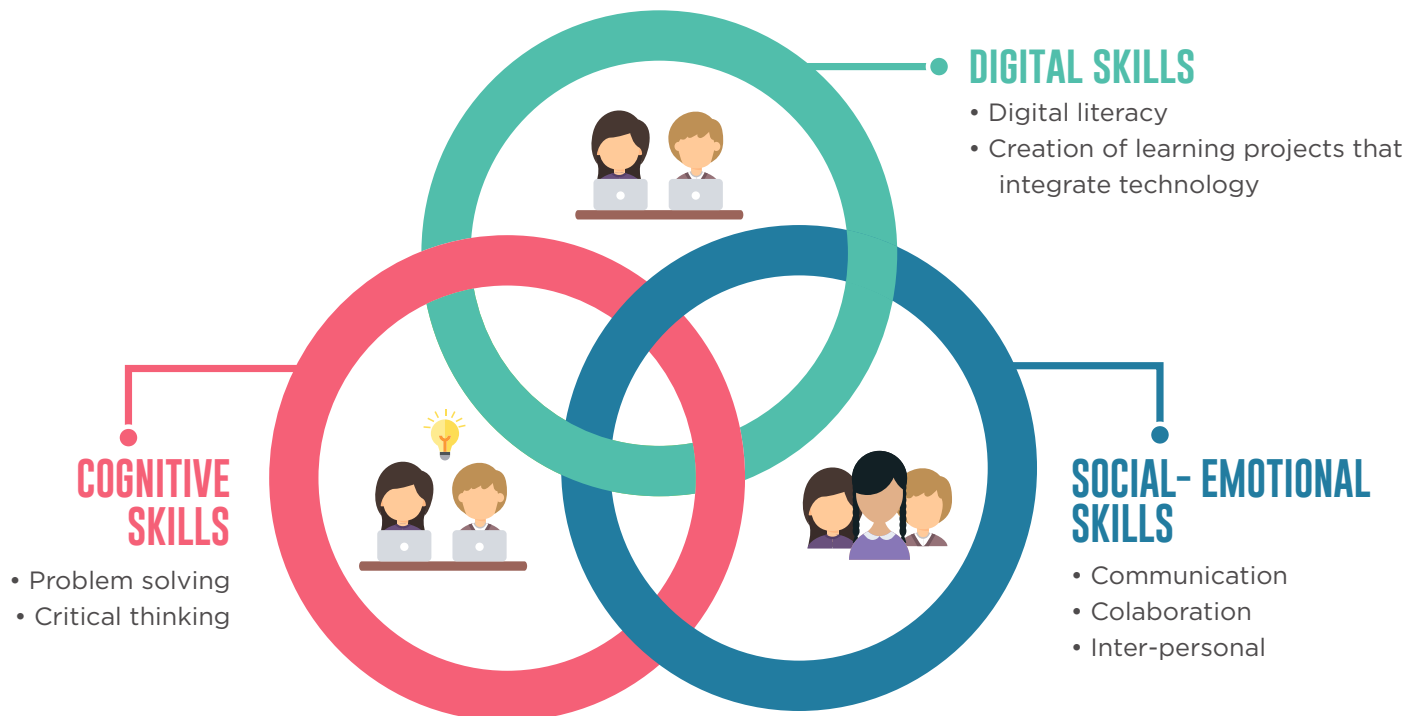
- Emotions are integral to learning
- Learners are at the centre
- The social nature of learning is facilitated
- Individual differences are recognized
- All students are stretched
- Learning is assessed
- Builds horizontally

2] STANDARD COMPETITION EC0121 DESIGNING PROJECTS TO INTRODUCE ICT IN THE TEACHING-LEARNING PROCESSES



Organization for Economic Cooperation and Development







DEVELOP SKILLS ICT



UNETE MODEL



SKILLS DEVELOPED THROUGH THE USE OF TECHNOLOGY IN EDUCATION

USE OF TECHNOLOGY	DESCRIPTION	BENEFICIARY
Use of technology 	General use of hardware and software elements.	Students / Teachers
Information management 	To search, select, organize and create information using digital media and sources.	Students
Communication and collaboration 	Use of communication and collaboration tools and platforms.	Students
Digital citizenship 	Safe, legal and ethical practice for ICT (ciberbullying, social networks, copyright, security, etc.).	Students
Teaching techniques with ICT 	To incorporate ICT in the teaching sequence, as well as the use of multiple teaching methodologies.	Teachers
Evaluation and professional development 	Feedback of teaching practice with colleagues through communication and collaboration tools; elaboration of digital evidence portfolios and evaluation process using ICT tools and platforms.	Teachers

