

LUPS FMSOT

BLENDING
LOW-TECH
METHODS
WITH HIGH-TECH
ONES

KOCSIS REKA

LEAD-IN

- pressure to use high tech
- maintain students' attention and motivate them
- can we compete?

4 ARGUMENTS

- low tech rules
- high tech is not a magic cure-it-all
- be intentional and purposeful
- same methodological toolkit

METHODOLOGY RULES

- change the pace every 15-20 minutes
- help students open up
- cater for different learning styles

LOW-TECH ACTIVITIES

- group discussions
- pictures
- projects
- games: cards, board-games, drama games, word jumbles, crosswords, 20 questions

BENEFITS OF LOWTECH

- lower digital literacy
- less prone to technical glitches
- affordable and accessible
- provides tactile learning experience

HIGH-TECH ACTIVITIES

- virtual reality and augmented reality
- blended learning
- flipped classroom
- gamification
- internet
- AI

BENEFITS OF HIGHTECH

- very dynamic
- complex concepts
- enhanced communication
- personalized learning

BLENDING IN CLASS

- low-tech tasks and high-tech tasks should be built upon each other
- high tech should support aims and objectives
- SAMR

THE SAMR MODEL

Dr. Ruben R. Puentedura

S

SUBSTITUTION

Technology acts as a direct substitute, with no functional change

A

AUGMENTATION

Technology acts as a direct substitute, with functional improvement

M

MODIFICATION

Technology allows for significant task redesign

R

REDEFINITION

Technology allows for the creation of new tasks, previously inconceivable

ENHANCEMENT

TRANSFORMATION

KOCSIS REKA

THANK YOU

Q&A