Information technology in Kaišiadorys Algirdas Brazauskas Gymnasium

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Kaišiadorys
BALTIJOS JŪRA
Kuršių marios
PALANGA
KLAIPĖDA
MAŽEIKIAI
NAUJOJI AKMENĖ
JONIŠKIS
BIRŽAI
TELŠIAI
KRETINGA
PLUNGĖ
KURŠĖNAI
ŠIAULIAI
ROKIŠKIS
KUPIŠKIS
RADVILIŠKIS
PANEVĖŽYS
GARGŽDAI
KELMĖ
RIETAVAS
ŠILALĖ
ANYKŠČIAI
UTENA
VISAGINAS
RASEINIAI
TAURAGĖ
UKMERGĖ
JONAVA
JURBARKAS
KAUNAS
GARLIAVA
ELEKTRĖNAI
VILNIUS
VILKAVIŠKIS
MARIJAMPOLĖ
PRIENAI
ALYTUS
VARĖNA
DRUSKININKAI

History

❖ Kaišiadorys Secondary School was established on February 1st, 1924. There were about 50 students and 9 teachers.

❖ In 2013 the school was given the name of Algirdas Brazauskas who was the first president after the restoration of Lithuania's independence. Today the full name of the school is Kaišiadorys Algirdas Brazauskas gymnasium.

❖ Now this school has 488 students and 54 teachers.

Location

The school is located in the heart of Kaišiadorys. It’s surrounded by a park. It is near the church and train station.

Symbolic

- The school has its anthem, flag and logo created by the students and teachers. It also has a uniform.

Credo

- It is not enough to know – you have to be able to apply the knowledge;
- it’s not enough to exist – you have to be able to take a challenge;
- it’s not enough to want – you have to act.

Values

- ❖ Responsibility,
- ❖ Professionalism,
- ❖ Cooperation.

Information technology in the Gymnasium

- 200 computers;
- 59 tablets (30 eStars, 28 Samsung, 1 iPad)
- 9 Apple (MAC);
- 2 computers labs;
- Wi-Fi.

IT training in class 9 -10

What is taught in class 9?

I prepare scenario – a project with integration of all parts of my subject topic (Aš rengiu scenarijus, kur intergruoju dalyko temas):

- About information;
- PC structure;
- MS Word;
- MS Excel.

Scenario “How I Choose a New PC”

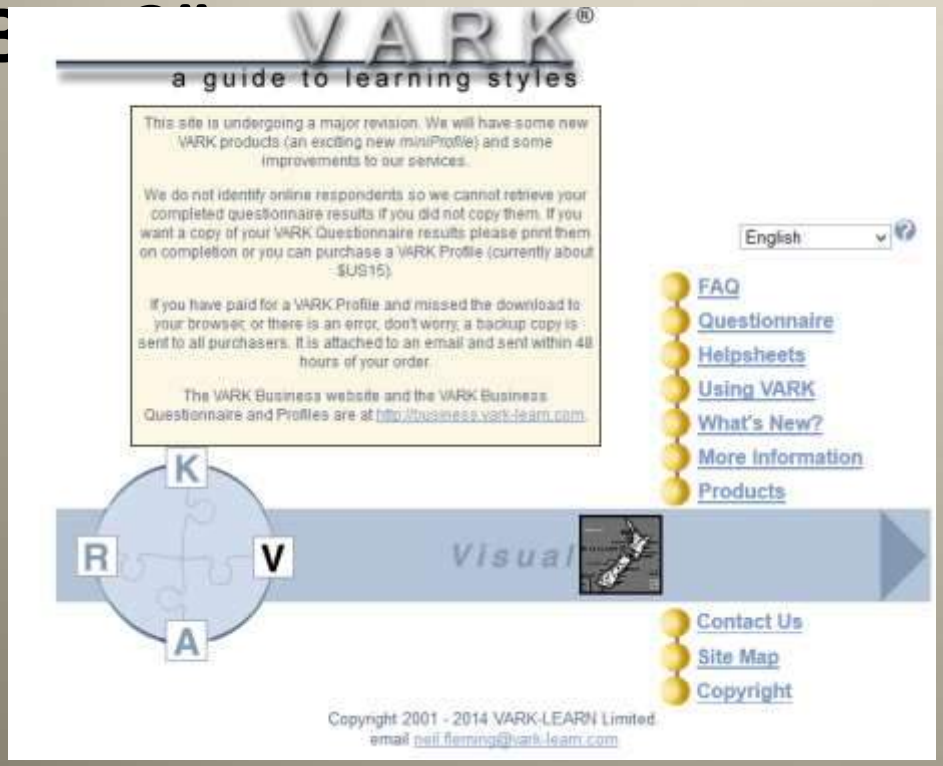
- Duration – 7 lessons
- Grade – 9th
- Age of Students – 15-16 years old
- Activities – Dream, Explore, Make, Show, engineering, Outdoor study
- Devices – tablets eSTAR, Samsung
- BYOD
- VLE – Edmodo, MovieMaker
- Apps and tools – QR reader, Aurasma.

The first lesson (1)

The students are encouraged **to think about how they learn best**, what helps them to learn. They will hear about the successful experience of other learners and then they will try to imagine how to become independent learners.

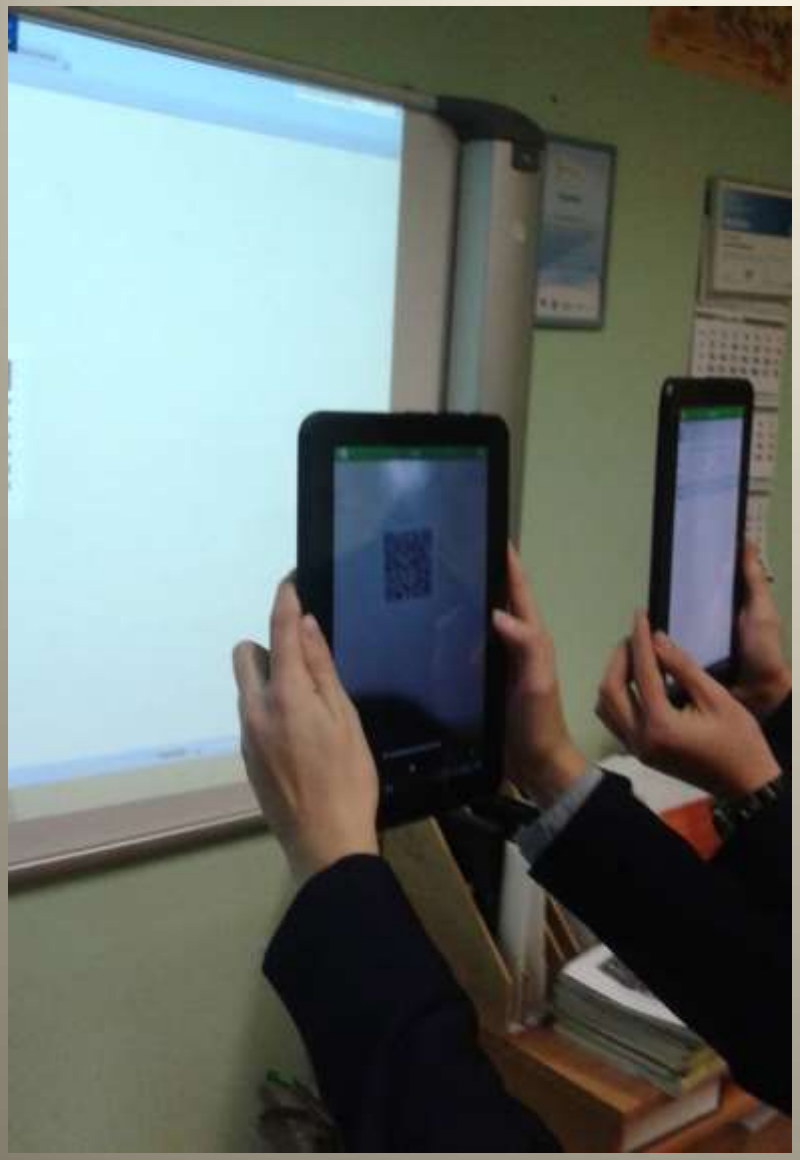
The second lesson (2)

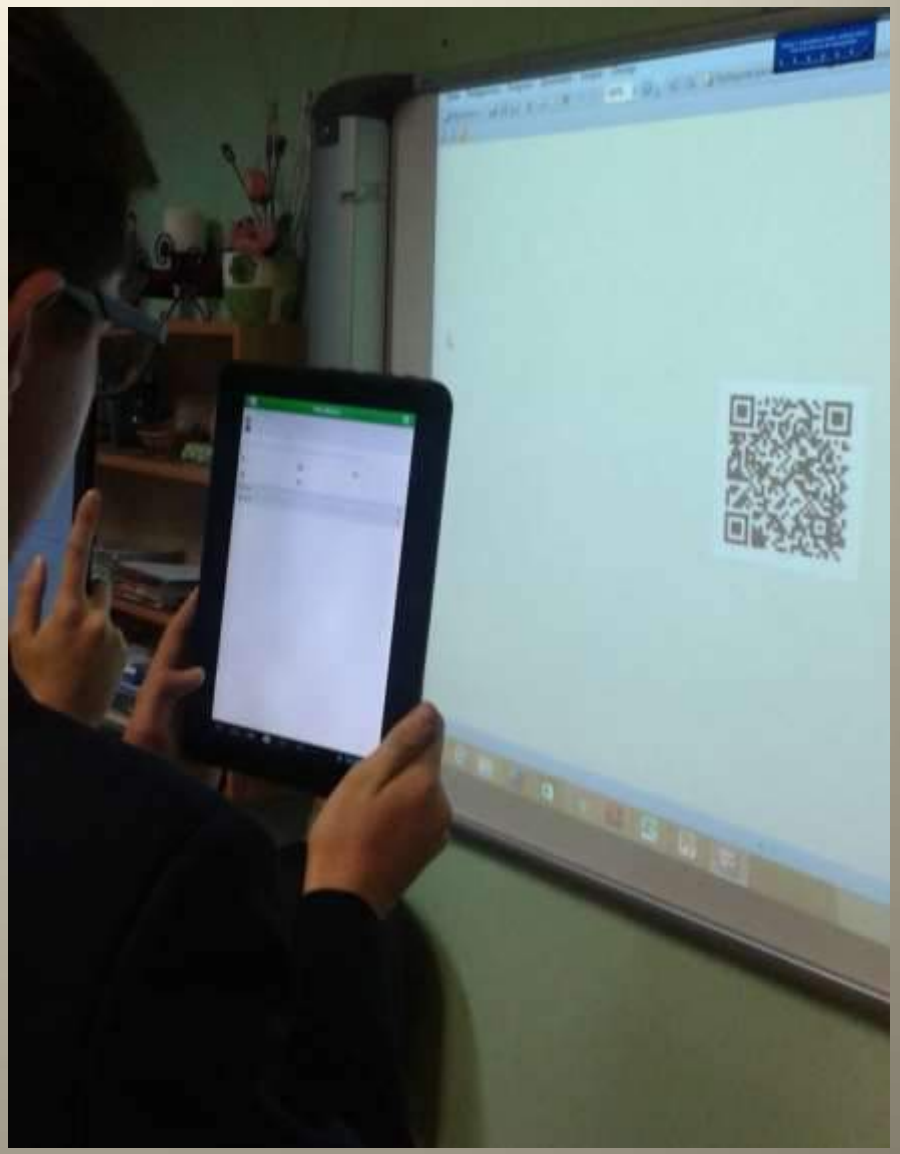
The students using Tablets and apps QR reader have the VARK Questionnaire "**How Do I Learn**



V- **Visual**
A- **Aural / Auditory**
R –**Read/write**
K- **Kinesthetic**

Questionnaire “**How Do I Learn Best?”**





The second lesson (App Aurasma)

First of all, a video about the creation of Aurasma is shown to the students.

The first creations of AURA

The students individually and in groups draw words (triggers) and make overlay from bases program.

We have a problem! Our devices make a mirror reflection of the pictures (triggers)

A Student with BOYD works successfully.

Homework.

Students have to watch the video about aurasmastudio.com

The third lesson App Aurasma

What is inside the computer case?

Brainstorming individually and in groups.

Devices in the computer case

Every group has to describe two devices.

Recommend them to do this task according to their learning style.

V- Creation of an aura and testing it;

A- Creation of an aura and testing it;

R –working out and presenting a description briefly;

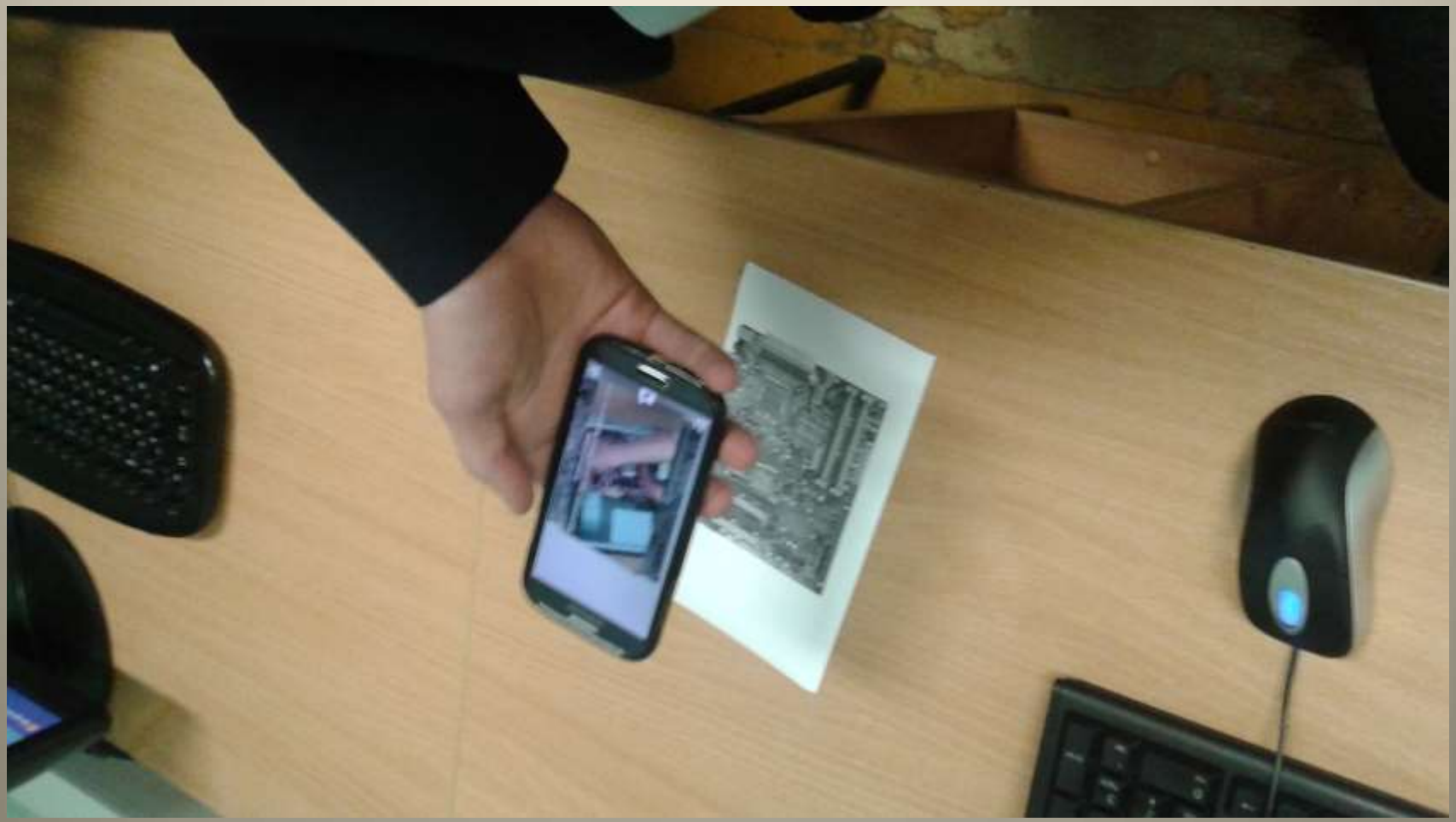
K – PC-breaking team finds the devices in the computer

PC-breaking team finds the devices

Creating Auras (triggers and overlay)

presentation

presentation



presentation

Next lessons

Creating a new group.

theStudents create triggers and overlays themselves.

They have also to create all the material (individually or in groups).

Results

- Exhibition of the pictures with the computer devices and their descriptions, as well as Auras.
- A brochure including the description of the computer devices and the pictures of Auras.

The Methods

- Project;
- Discussion;
- groupwork;
- edmo do.com;
- tablets;

What is taught in class 10

Work in the group.

- Role:
  - ,,manager“,
  - „mathematician“,
  - „programmer“,
  - ,,report promoter“.

- Sharing information

in the FB,
Google Drive
and e.mail

Apps

- Edmodo;
- Google drive;
- Photoscollage;
- iNigma;
- Aurazma.

Quizes

- testuok.lt
- edmodo.com
- socrative.com
- kahoot.it