

Istituto Comprensivo "Gianni Rodari"
Brandizzo (TO)

Classroom management solutions



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OBIETTIVI DEL CORSO

- Fornire metodologie e strategie innovative
- Promuovere la motivazione e l'attenzione degli studenti.
- Favorire clima positivo e cooperazione tra gli studenti.
- Fornire strumenti digitali ai docenti

europass Dublin

Teacher Academy

CLASSDOJO



CLASSDOJO



Piattaforma digitale utile per la gestione della classe

Incrementa il coinvolgimento degli studenti nelle attività didattiche

Motiva gli alunni ad impegnarsi e adottare buoni comportamenti

Coinvolge tutti (opzionalmente anche le famiglie degli studenti)

FEEDBACK

PUNTI POSITIVI

Aiuta gli altri

Impegno

Lavoro di Gruppo

Partecipazione

Persistenza

Svolge il compito

Aggiungi competenze

Compito non svolto

Distrazione

Disturba la lezione

Non ascolta

Aggiungi competenze

PUNTI NEGATIVI

Premi individuali e di classe



Individual Rewards

25+ a week

Treasure Box and Fun Friday



Class Rewards

| | |
|--------|--------------------|
| 80,000 | Ice Cream Party |
| 60,000 | Glowstick Fun |
| 40,000 | Popsicles |
| 20,000 | No Homework Pass |
| 10,000 | Extra Recess |
| 8,000 | Bring in a toy |
| 6,000 | Scratch Off Reward |
| 4,000 | Reading Outside |
| 2,000 | Special Pencil |
| 800 | Freeze Dance |
| 600 | Candy Treat |

PUNTI DI FORZA DI CLASSDOJO



RESTITUZIONE FEEDBACK



COINVOLGIMENTO INTERA
CLASSE



GESTIONE DEL
COMPORTAMENTO



RINFORZI POSITIVI



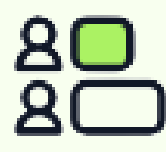
Classroomscreen

CLASSROOMSCREEN.COM

Strumento digitale che contiene diversi widget in un unico schermo e che si possono utilizzare in classe



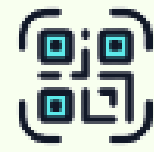
background



poll



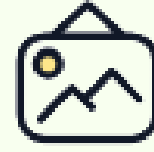
random
name



qr code



sound level



image



text



draw



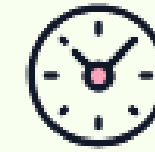
work
symbols



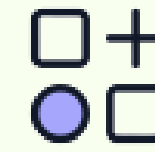
traffic light



timer

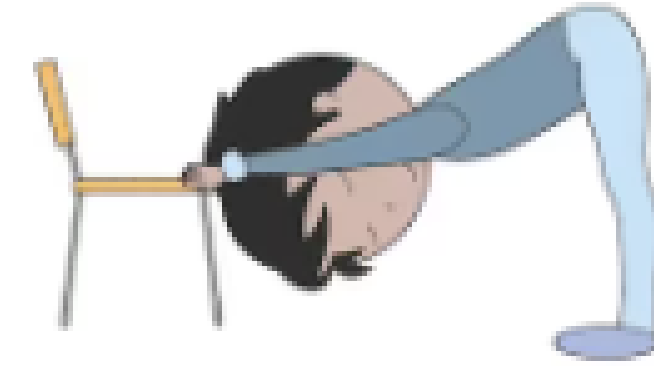
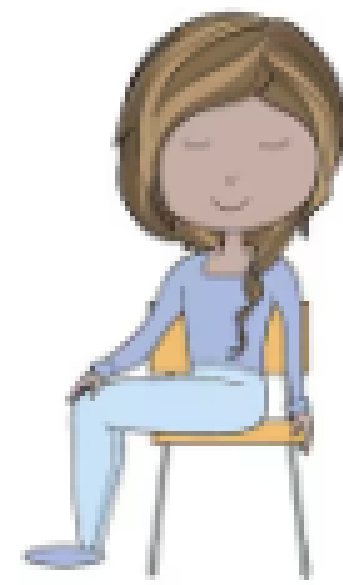


clock



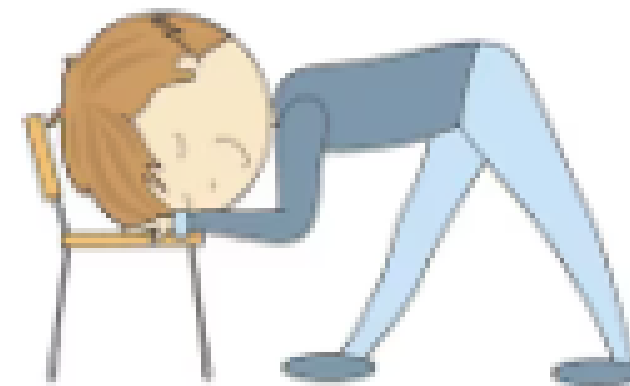
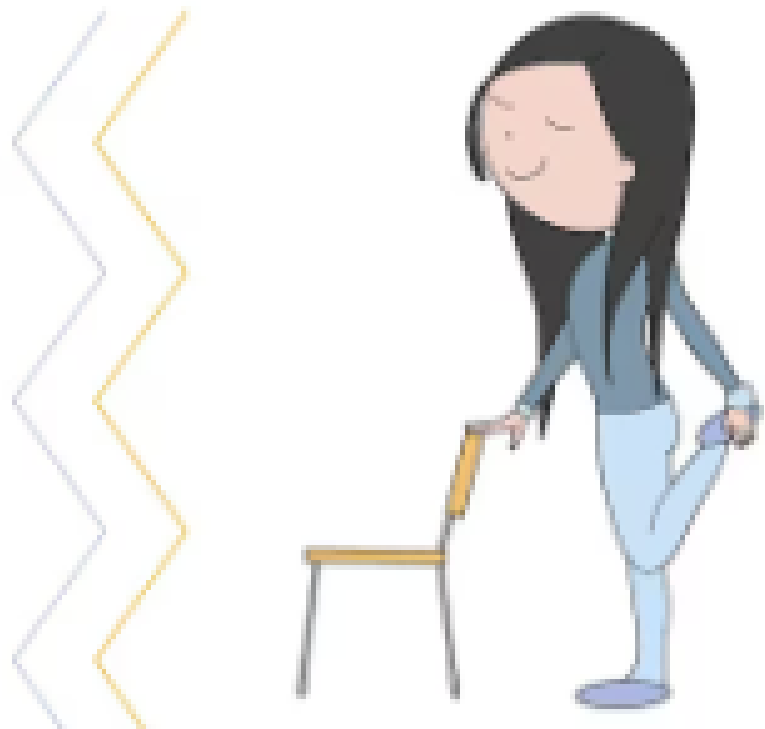
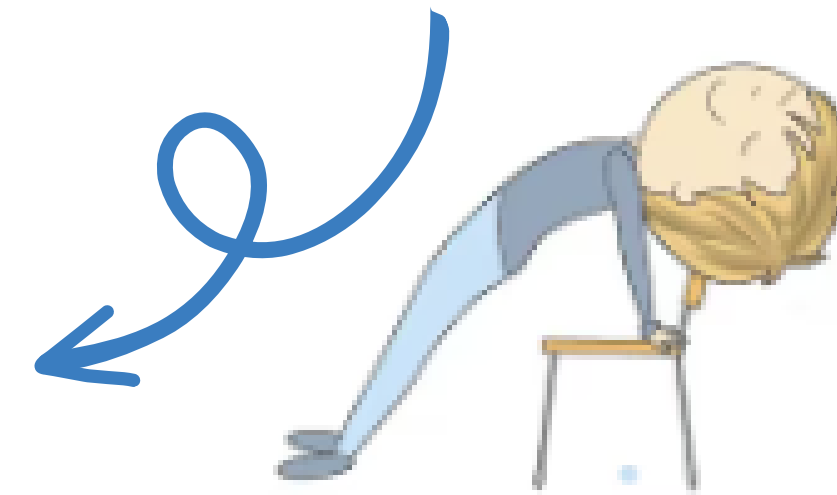
more
widgets





È una forma di yoga che promuove l'attività fisica e la **mindfulness**, favorisce il recupero dell'attenzione e allenta l'energia.

CHAIR YOGA



THE SECRET STRENGTH SPOTTER

attività che consente agli studenti di osservare e valorizzare i punti di forza di ognuno .

HAVE YOU EVER

Incoraggia gli studenti a esprimere e condividere le proprie esperienze.



Aiuta gli studenti a empatizzare e apprezzare similitudini e differenze con i propri compagni.

ASSIOMA DELLA GESTIONE DELLA CLASSE

"Your response to disruption must always be **less disruptive** for the rest of your class than whatever caused the initial disruption."



ASSIOMA DELLA GESTIONE DELLA CLASSE

Alcune idee:

- Prossimità fisica
- Linguaggio del corpo
- Situazioni di "imbarazzo"
- Ragionare con gli allievi
- Azione --> Conseguenza
- Silenzio per attirare l'attenzione
- Contatto visivo

ASSIOMA DELLA GESTIONE DELLA CLASSE

- Pianificare la disposizione dei banchi
- Accordo sulle regole condivise
- Maggiori responsabilità a alunni che creano distrazioni
- Obiettivi individualizzati
- Proporre scelte limitate agli studenti

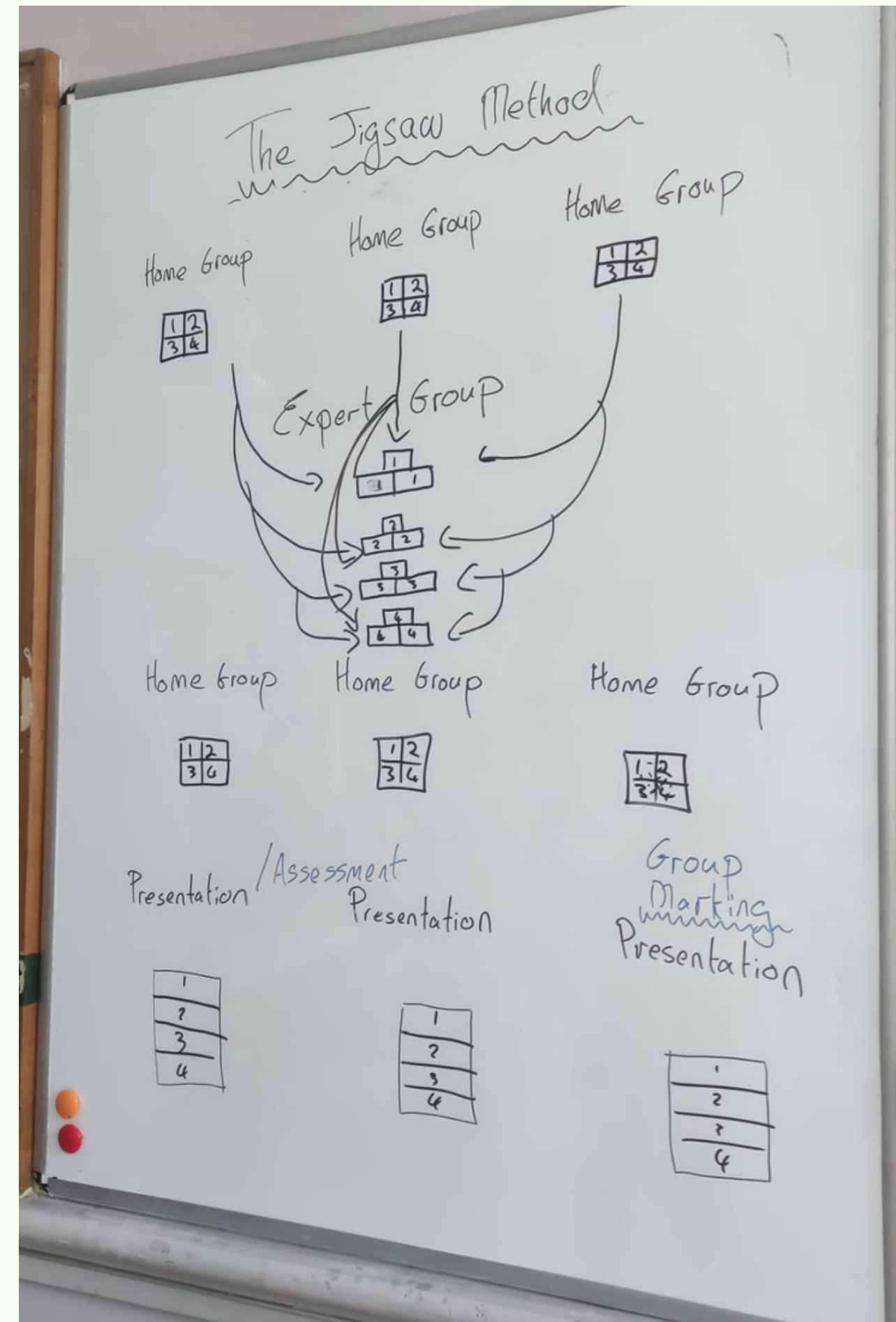
Jigsaw Strategy



JIGSAW STRATEGY

È una metodologia che favorisce l'apprendimento cooperativo e promuove il lavoro a gruppi.

Richiede tempo e tanta preparazione dei materiali.



POSSIBILI FASI DI LAVORO

(suscettibili di variazioni e adattamenti)



Gruppo Esperti #3 al lavoro

- 1) **DIVIDERE** gli **alunni** in sottogruppi esplicitando il macro tema
- 2) dividere le **lezioni** in più parti (**SEGMENTI**)
- 3) assegnare ad ogni gruppo la **RICERCA** di informazioni sul proprio segmento (formando temporaneamente i **GRUPPI ESPERTI** con uno studente per ogni sottogruppo (**gruppo base**))
- 4) Ogni **GRUPPO ESPERTI** ricerca il proprio specifico segmento di lezione e **CONSOLIDA** le conoscenze apprese o pregresse per la verifica degli apprendimenti

5) ritorno al **GRUPPO BASE** (home group) per **RIPORTARE** quanto appreso (ognuno per il proprio specifico segmento)

6) Ogni allievo del gruppo base **PRENDE NOTA** degli apprendimenti riportati dai compagni

7) Nel gruppo base si assegnano/**redistribuiscono i SEGMENTI ALTRUI** da riportare in fase di **PRESENTAZIONE**



8) Preparazione collettiva di un **CARTELLONE** per ogni GRUPPO BASE

9) **ESPOSIZIONE** alla classe oppure QUIZ individuale per la verifica degli apprendimenti



CHAT GPT

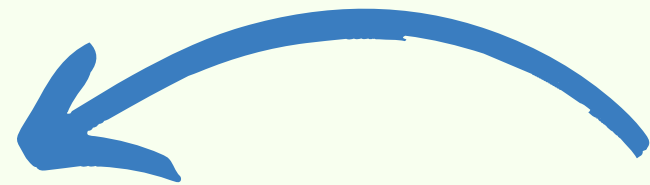


CHAT GPT



È un modello di intelligenza artificiale. Fornisce risposte testuali in format di conversazione.

Crea attività didattiche e materiali adeguati per ogni età di apprendimento.



Formidabile assistente dell'insegnante!

"Uno è lieto di poter servire" (cit. dal film L'uomo Bicentenario, 1999)



CHAT GPT

Versione gratuita, richiede solo
l'iscrizione

CHAT GPT Plus

20 dollari al mese, fornisce risposte
ancora più dettagliate e precise

Qualche esempio...

↓

Topic: The Animal Kingdom (Special Needs Class, Ages 6-10)

1. Introduction:

- Kick off the lesson with a fun, interactive question, like, "Who can tell me their favorite animal and why it's their favorite?"
- Transition into the topic of the day - "Exploring the Animal Kingdom," discussing how animals live in different parts of the world, eat different things, and have unique abilities.
- Introduce the Jigsaw method in an accessible and friendly way, highlighting that everyone will get to become an 'animal expert' and share their knowledge with the rest of the class.

2. Splitting the Topic:

- Break the topic into four subtopics: Mammals, Birds, Reptiles, and Insects.
- Reasoning: This division covers the major classes of animals, providing a comprehensive look at the animal kingdom.

3. Forming Expert Groups:

- Form four expert groups, with one student in each group.
- Give each student one of the four animal classes to explore.

4. Study in Expert Groups:

- Provide each student with sensory-friendly and accessible resources specific to their animal class:
 - Mammals: Pictures and tactile models of various mammals, audio recordings of mammal sounds.
 - Birds: Feathers, pictures of different birds, audio recordings of bird songs.
 - Reptiles: Pictures and safe, tactile models of various reptiles, videos of reptiles in motion.
 - Insects: Pictures and models of different insects, magnifying glass to look at insect models.
- Guide each student in creating a simple project to share their findings. This might be a picture collage, a model with play-doh, or a puppet for a mini-puppet show.
- Reasoning: Accessible resources cater to different learning needs and make the learning process more interactive and engaging. Creating a project provides a tangible way for students to share their learning.

5. Forming Jigsaw Groups:

- Bring all the students back together in one group.
- Make sure each student understands they will get a turn to teach the group about their animal class.

6. Learning in Jigsaw Groups:

- Each student takes turns presenting their animal class and sharing their project.
- Facilitate an encouraging and supportive environment, prompting other students to ask questions or share what they liked about each presentation.
- Reasoning: Peer teaching can enhance students' own understanding, and providing a supportive environment can boost their confidence and communication skills.

7. Evaluation/Reflection:

- Have a simple group activity to reinforce what they learned, such as matching pictures of animals to their correct class.
- Ask each student to share one thing they learned from each of their classmates.
- Reasoning: A group activity can further reinforce the learning and promote cooperation, while sharing learnings can help consolidate the knowledge gained from the jigsaw activity.

Handwritten notes:
have groups: [1/1] [2/2] [3/3] [4/4]
expert groups: [1/1] [2/2] [3/3] [4/4]
[1/1] [2/2] [3/3] [4/4]
[1/1] [2/2] [3/3] [4/4]

Handwritten notes at bottom:
Mammals BB Dinosaur → una analisi immagine
Chal GPT P.S
h.o

Topic: The Solar System (Science Class, Ages 6-10)

1. Introduction:

- Start the lesson by asking a question to pique interest, such as, "Have you ever looked at the night sky and wondered what's out there?" ♥
- Introduce the topic of the day - "The Solar System," explaining that we'll be exploring planets, stars, and other exciting objects in space.
- Introduce the Jigsaw method, making sure to explain that each student will become a 'space explorer,' discovering facts about a particular part of the solar system and then sharing these discoveries with the class. ♥

2. Splitting the Topic:

- Divide the main topic into four subtopics: The Sun, The Inner Planets (Mercury, Venus, Earth, Mars), The Outer Planets (Jupiter, Saturn, Uranus, Neptune), and Other Celestial Bodies (Comets, Asteroids, Meteors).
- Reasoning: This division provides a comprehensive exploration of our solar system, allowing students to grasp the variety and vastness of space.

3. Forming Expert Groups:

- Form four expert groups and assign each one of the subtopics.
- Ensure a balanced mix of different learning strengths in each group (visual learners, auditory ♥ learners, kinesthetic learners).

4. Study in Expert Groups:

- Provide each group with age-appropriate resources relating to their subtopic:
 - The Sun: Simple books about the Sun, videos explaining how the Sun works, and tactile solar system models.
 - The Inner Planets: Images and models of the inner planets, videos or animations showing their orbits.
 - The Outer Planets: Images and models of the outer planets, videos showing the gas giants and their unique features.
 - Other Celestial Bodies: Pictures of comets, asteroids, and meteors, videos explaining what they are and how they move.
- Encourage each group to prepare a creative presentation of their learning. This could be a poster, a model, a song, or a mini play.
- Reasoning: A mix of visual, auditory, and tactile resources can cater to different learning styles and make the learning process more engaging.

5. Forming Jigsaw Groups:

- Form new jigsaw groups, each containing one member from each expert group.
- Explain that each student will share their 'space discoveries' with their new group.

6. Learning in Jigsaw Groups:

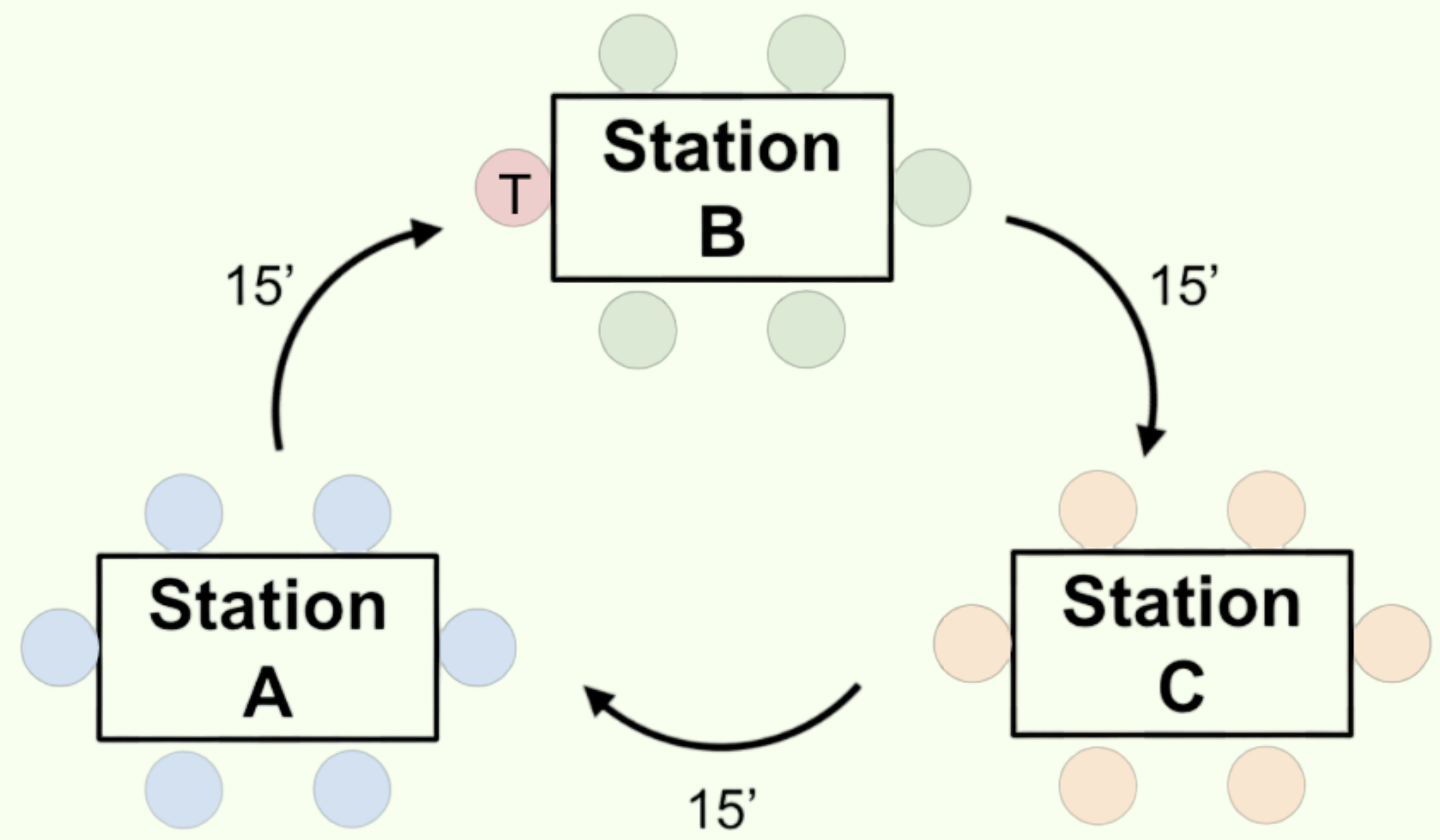
- Students take turns presenting their subtopic, using their creative presentation to aid their explanation.
- Encourage active listening, questioning, and providing constructive feedback.
- Reasoning: This approach reinforces students' understanding, develops their communication skills, and promotes teamwork.

7. Evaluation/Reflection:

- Conduct a simple quiz or an interactive activity like a solar system scavenger hunt to consolidate learning. *vacina al terzo*
- Ask students to reflect on what they learned, what they found challenging, and what they enjoyed about the jigsaw method.

Handwritten notes:
1
2
SELF EVALUATION

STATION ROTATION

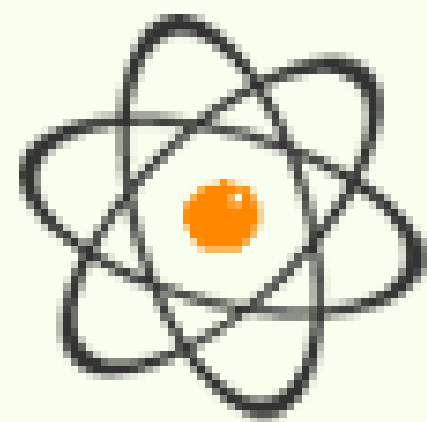


STATION ROTATION



Metodologia che prevede diverse stazioni di apprendimento e lavori in gruppo con compagni diversi per ogni stazione..

Lo studente cambia stazione dopo un certo tempo. In ogni stazione sono presenti diversi strumenti da utilizzare e si prevedono diverse modalità di apprendimento dei contenuti. (esercizi interattivi, ricerca con devices, apprendimento cooperativo, etc.)



Jeopardy Labs

Sito web per creare il proprio **gioco didattico digitale**.

Favorisce il **coinvolgimento** degli studenti e il **ripasso** dei concetti in modo interattivo e il **lavoro cooperativo**.

The screenshot shows a web browser displaying the Jeopardy Labs interface. The URL is jeopardylabs.com/play/quiz-for-4d. The page features a grid of question categories and point values. The categories are Matematica, Scienze, Arte, Storia, and Sport. The point values are 100, 200, 300, 400, and 500. The 100-point cell under Matematica is highlighted with a yellow border. At the bottom, there are three player scoreboards for 'Buozzi', 'Don Milani', and 'Via Alba', each showing a score of 0 and plus/minus buttons. A 'MENU' button is visible on the left side of the board. The browser's address bar and various extension icons are visible at the top.

| Matematica | Scienze | Arte | Storia | Sport |
|------------|---------|------|--------|-------|
| 100 | 100 | 100 | 100 | 100 |
| 200 | 200 | 200 | 200 | 200 |
| 300 | 300 | 300 | 300 | 300 |
| 400 | 400 | | 400 | 400 |
| 500 | 500 | | 500 | 500 |

Player Scoreboards:

- Buozzi**: 0
- Don Milani**: 0
- Via Alba**: 0

Quizlet



QUIZLET

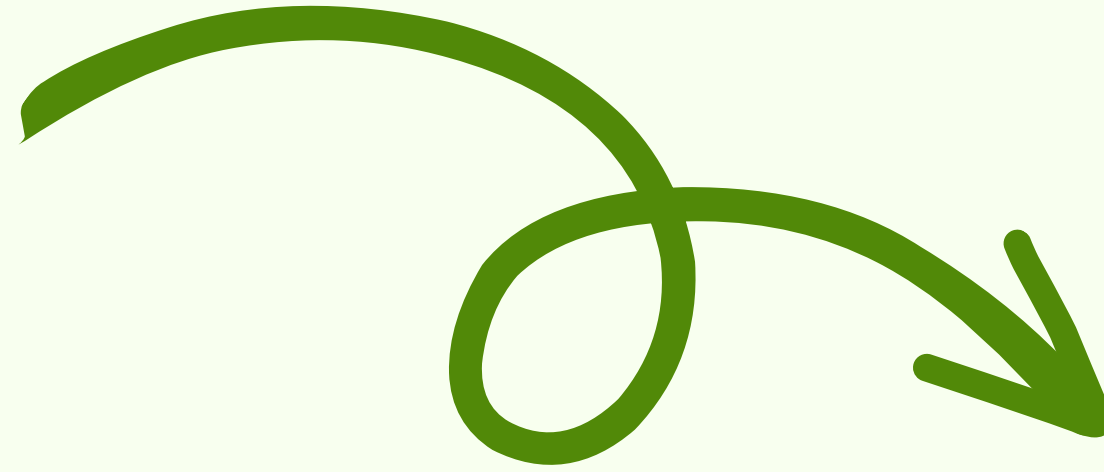


Piattaforma di apprendimento online con flashcard e set di appunti personalizzabili.

Offre modalità di studio interattive e accesso a una vasta libreria di set creati dagli utenti.

Lavoro in classe oppure studio individuale

HAON
DO
TRI



UNO
DUE
TRE

Attività ludica che favorisce l'attenzione, la
concentrazione, promuove l'attività fisica.



GRAZIE PER L'ATTENZIONE!

Ireland Never
Leaves You

