8ª Jornada
Intercomités
Madrid, 4 de diciembre de 2012

Innovación y Tecnología en Educación

Jesús Alberto Torres Ahijado
Director de Tecnología
@torresjesus

ASOCIACIÓN ESPAÑOLA PARA LA CALIDAD
AEC

Microsoft® Partners in Learning

Global Forum

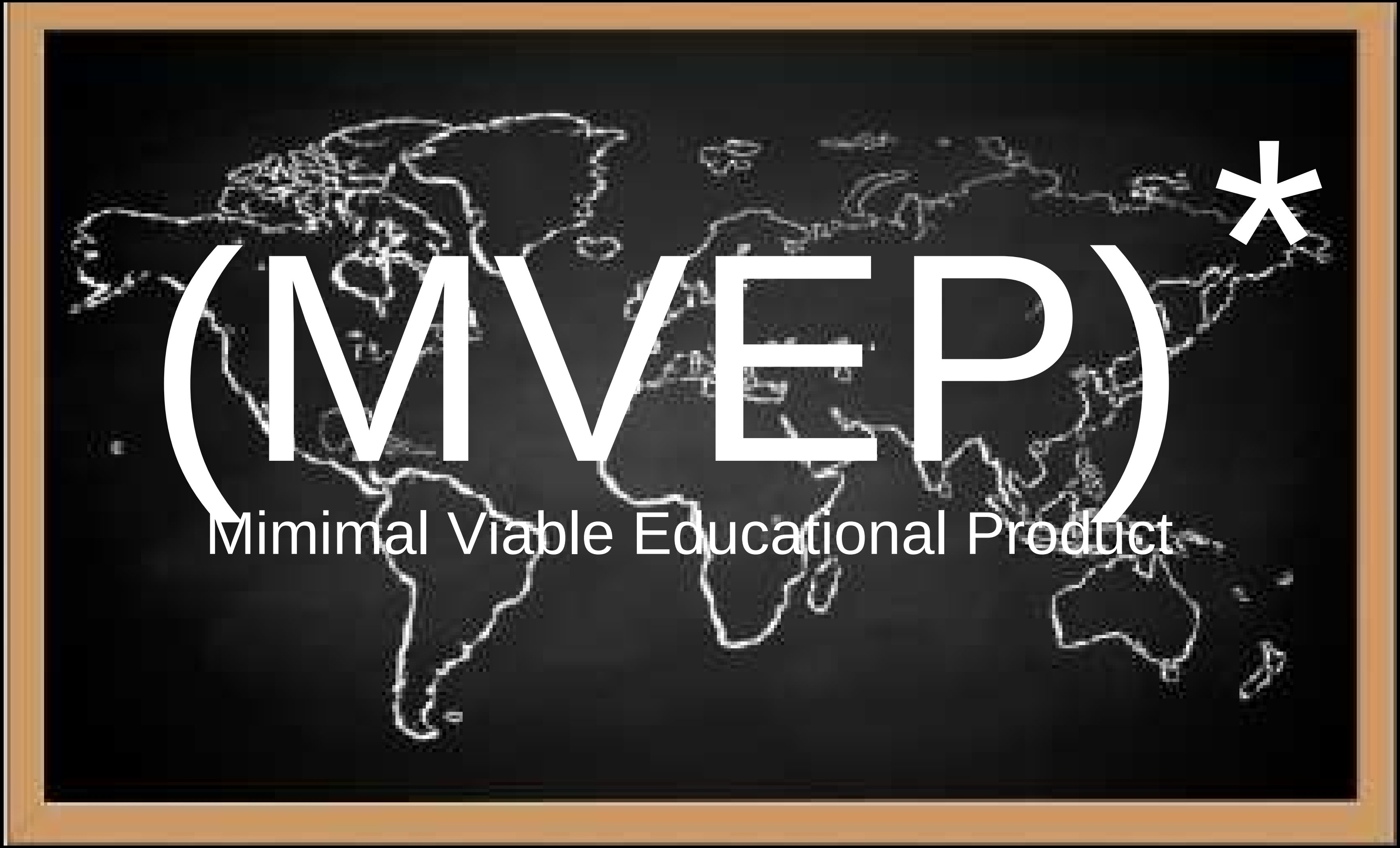
your ideas matter

PRAGUE 28NOV - 1 DEC

SEK

(MVP)*

Mimimal Viable Product



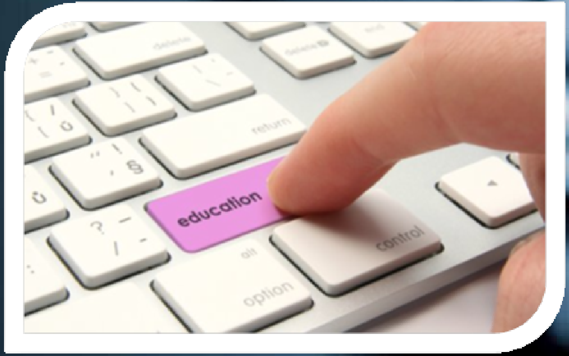
(MVEP)*

Mimimal Viable Educational Product

Economía de la Innovación

Empleo

Emprendimiento


education
return
control
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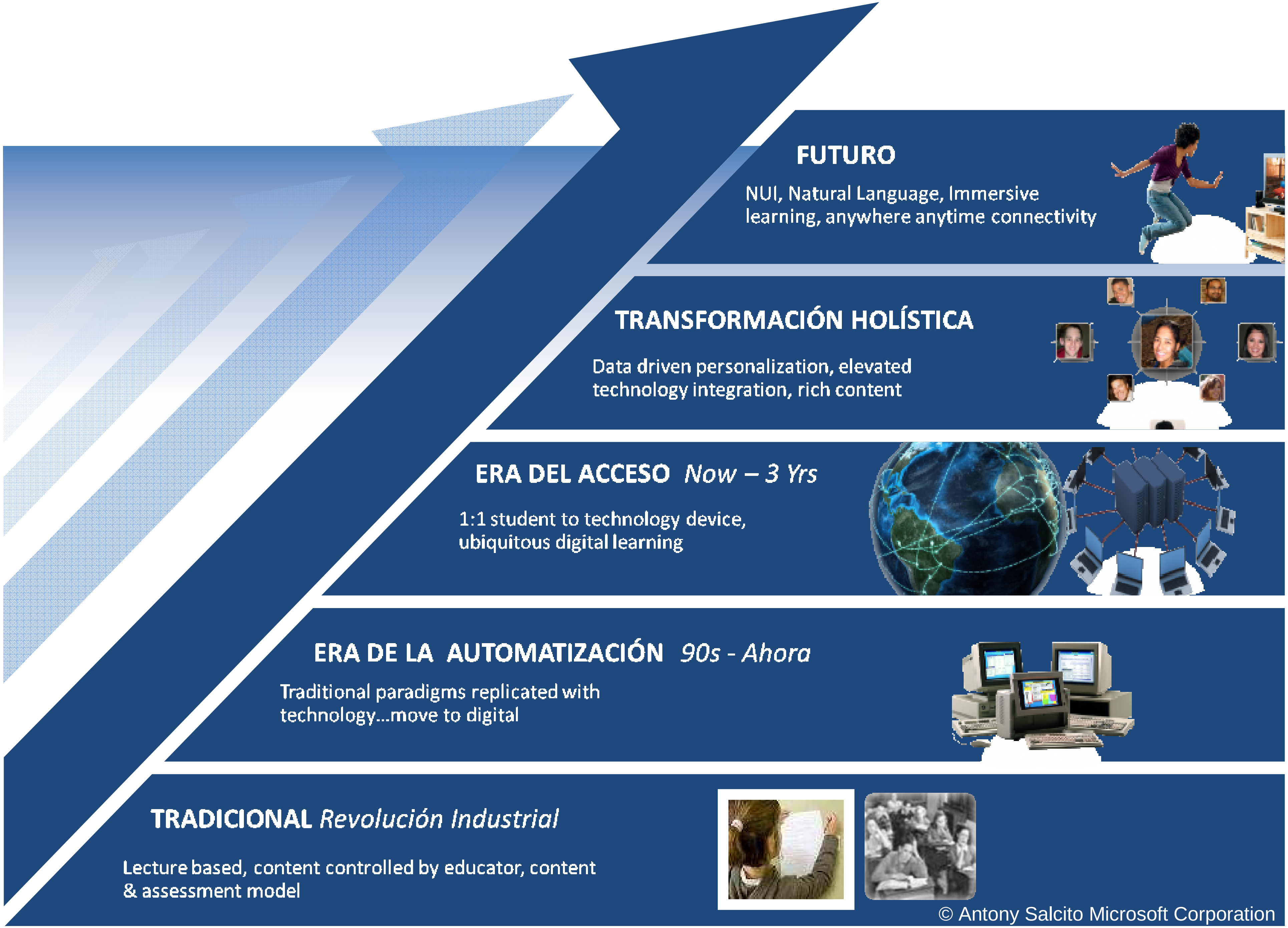
Talento

Conectar la educación con la vida real

- Desarrollo habilidades del S. XXI
- Aplicación relevante del currículo
- Transformación de los modelos de evaluación
- Desarrollo de habilidades sociales y emocionales
- Cultura de creatividad e innovación
- Acceso 24/7 a herramientas y recursos

The Core Knowledge Foundation & 21th Century Skills Fundation



FUTURO

NUI, Natural Language, Immersive learning, anywhere anytime connectivity

TRANSFORMACIÓN HOLÍSTICA

Data driven personalization, elevated technology integration, rich content

ERA DEL ACCESO *Now – 3 Yrs*

1:1 student to technology device, ubiquitous digital learning

ERA DE LA AUTOMATIZACIÓN *90s - Ahora*

Traditional paradigms replicated with technology…move to digital

TRADICIONAL *Revolución Industrial*

Lecture based, content controlled by educator, content & assessment model

© Antony Salcito Microsoft Corporation

Maths
Pag 74: 53-54-55-56
Christmas
Find two cars, three robots, one push-hair,
one table game, two skates, three dolls and
one dollhouse

bankia
REALIA

learning lab
educación
transformación

Aprendizaje individualizado

Desarrollo de Habilidades del S. XXI

Bilingüismo e Internacionalismo

Comunidad de Aprendizaje

PERSONALIZADO

PANTONE 485
PANTONE 185
PANTONE 183
PANTONE 1915
PANTONE 266
PANTONE 265
PANTONE 180
PANTONE 179
PANTONE 171
PANTONE 395
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PANTONE 356
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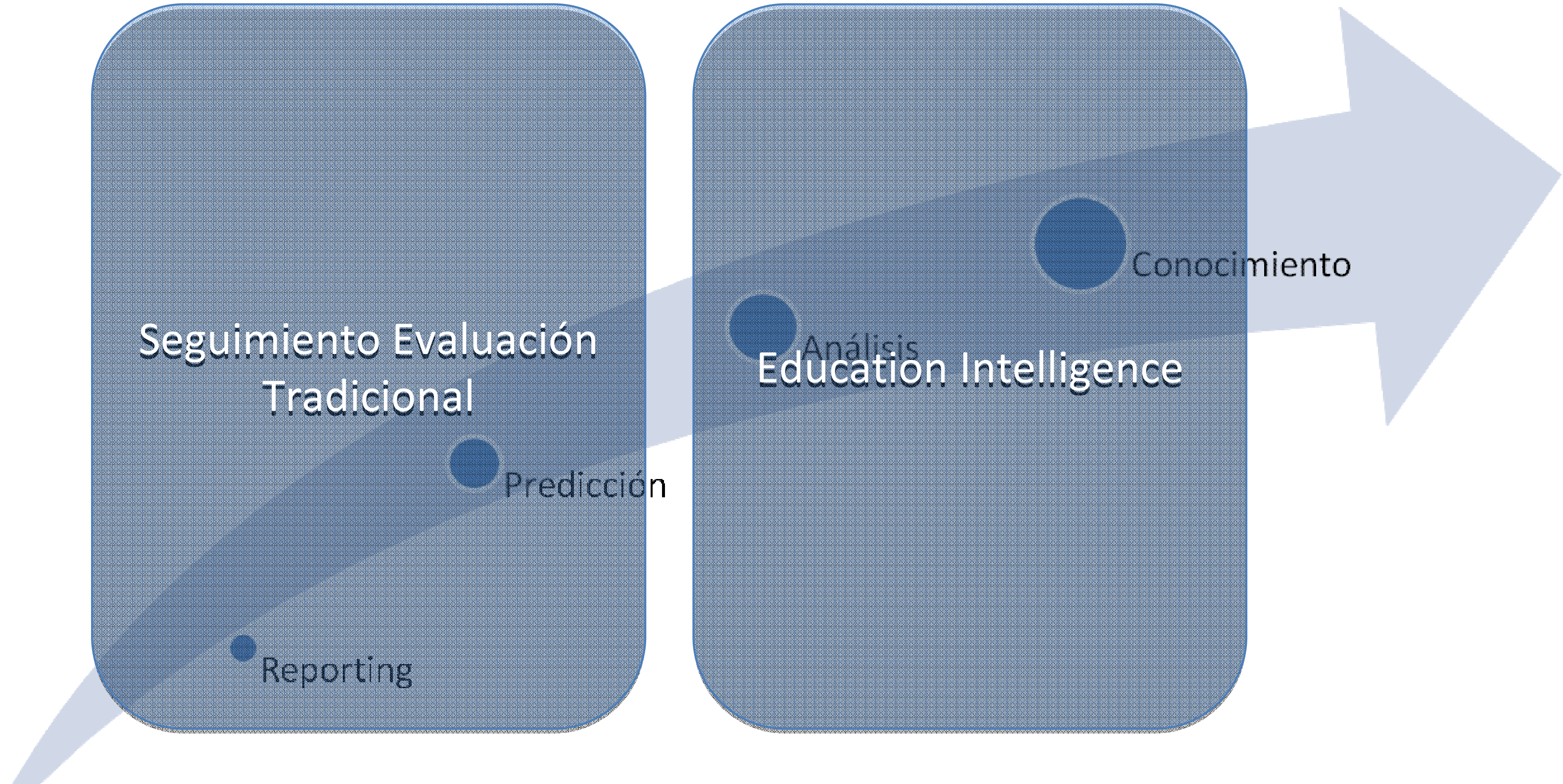
PANTONE 354


Seguimiento Evaluación Tradicional

Education Intelligence

Reporting
Predicción
Análisis
Conocimiento

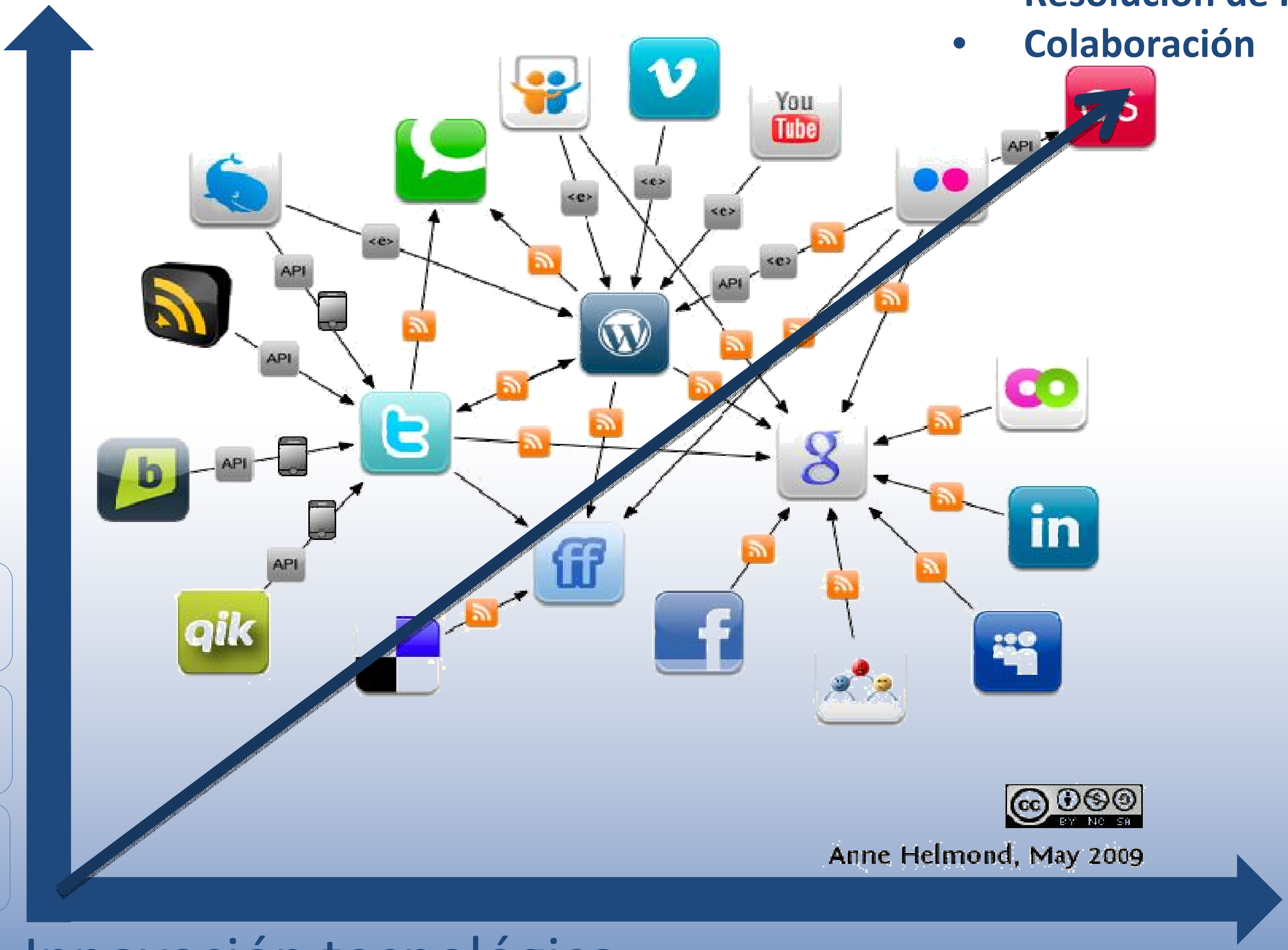
Trabajar con simulaciones y predicciones, descubrir y desarrollar necesidades de cada uno de los alumnos con el objetivo de lograr su máximo nivel y potencial.

SIGNIFICATIVO

“Me lo contaron y lo olvidé, lo vi y lo entendí, lo hice y lo aprendí”

Confucio

- **Fluidez Tecnológica**
- **Comunicación Efectiva**
- **Pensamiento Crítico**
- **Resolución de Problemas**
- **Colaboración**



Anne Helmond, May 2009

Patrón para el desarrollo de las habilidades del siglo XXI

Adquisición de Conocimiento

Profundización del Conocimiento

Creación del Conocimiento

Innovación tecnológica

Source: Innovative Teaching and Learning Research

Compartido

Interactivo

Co-Creativo

Global

Instantáneo y ubicuo

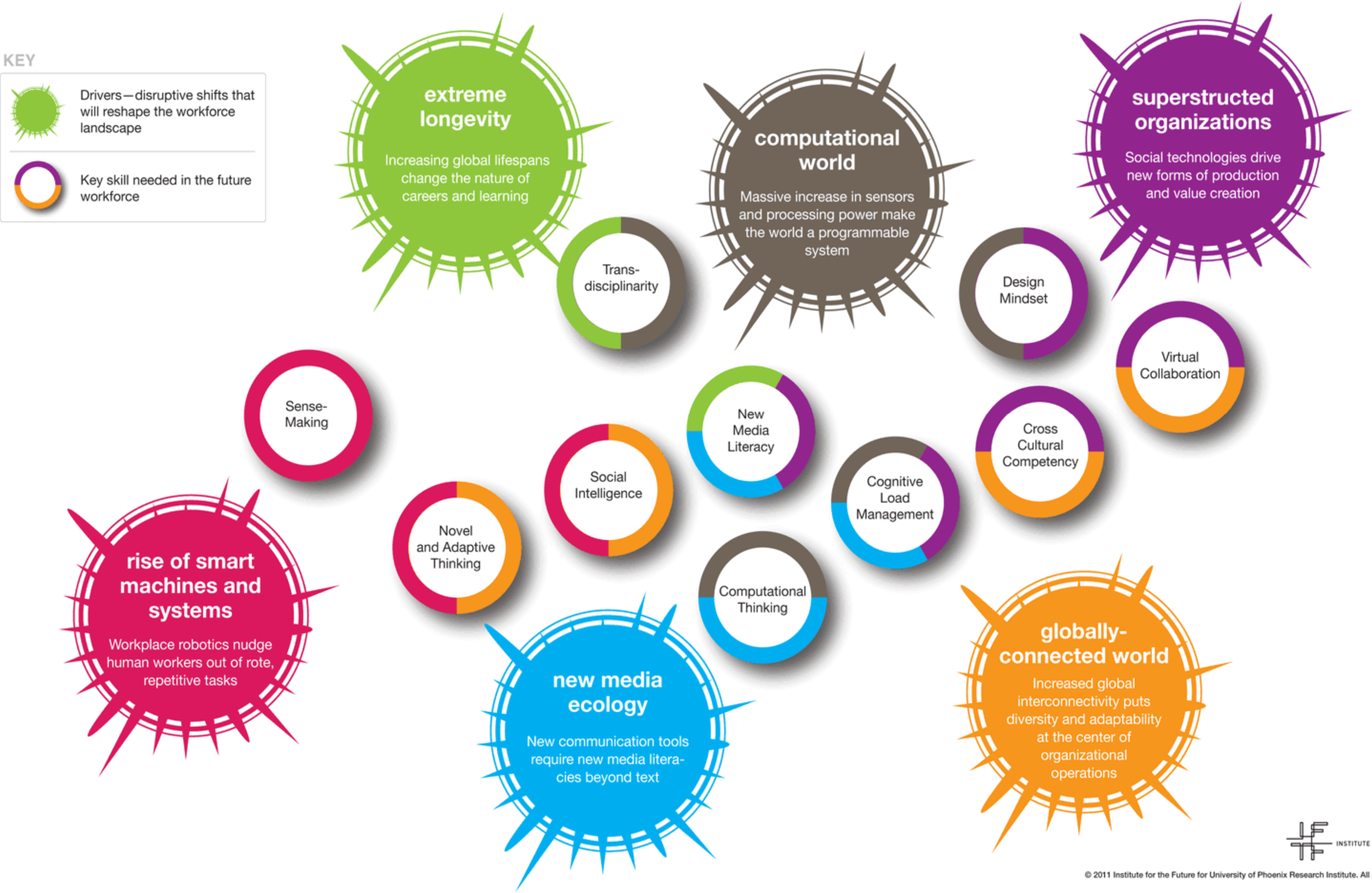
Libre

Relevante para la vida

Personal y único

Future Work Skills 2020

While all six drivers are important in shaping the landscape in which each skill emerges, the color-coding and placement here indicate which drivers have particular relevance to the development of each of the skills.



KEY

Drivers—disruptive shifts that will reshape the workforce landscape

Key skill needed in the future workforce

extreme longevity

Increasing global lifespans change the nature of careers and learning

computational world

Massive increase in sensors and processing power make the world a programmable system

superstructed organizations

Social technologies drive new forms of production and value creation

rise of smart machines and systems

Workplace robotics nudge human workers out of rote, repetitive tasks

new media ecology

New communication tools require new media literacies beyond text

globally-connected world

Increased global interconnectivity puts diversity and adaptability at the center of organizational operations

Trans-disciplinarity

Design Mindset

Virtual Collaboration

Sense-Making

New Media Literacy

Cross Cultural Competency

Social Intelligence

Cognitive Load Management

Novel and Adaptive Thinking

Computational Thinking

INSTITUTE FOR THE FUTURE

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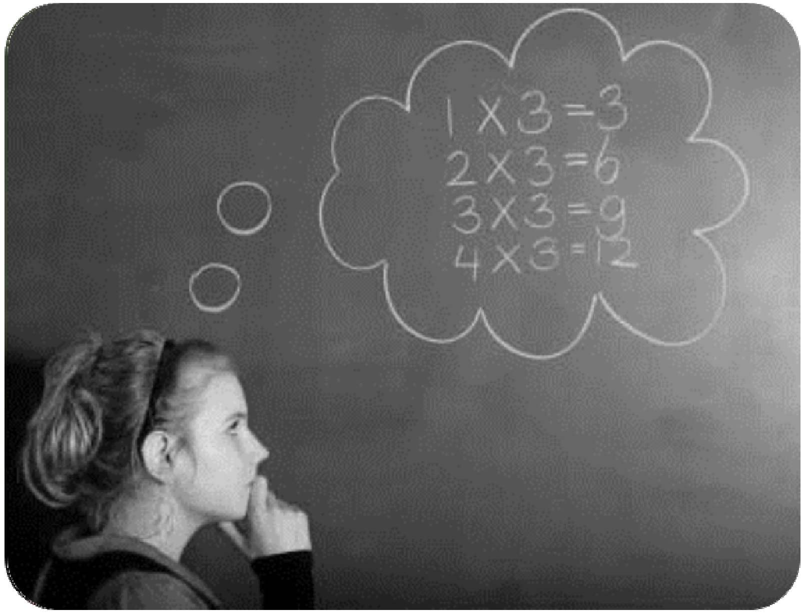
DIVERTIDO

SEK

- Cloud
- Mobile
- Social

MATHLETICS


1 X 3 = 3
2 X 3 = 6
3 X 3 = 9
4 X 3 = 12

Multiplication
48 x 2 = 9

ABC
BOB
BOOKS
ABC

SEK&Games

XBOX 360
KINECT

CONECTADO

NMC Horizon Report > 2012 Higher Education Edition

CONNECTED Learning

EQUITABLE, SOCIAL, AND PARTICIPATORY

Connected learning is a model of learning that holds out the possibility of reimagining the experience of education in the information age. It draws on the power of today's technology to fuse young people's interests, friendships, and academic achievement through experiences laced with hands-on production, shared purpose, and open networks.

PRODUCTION CENTERED

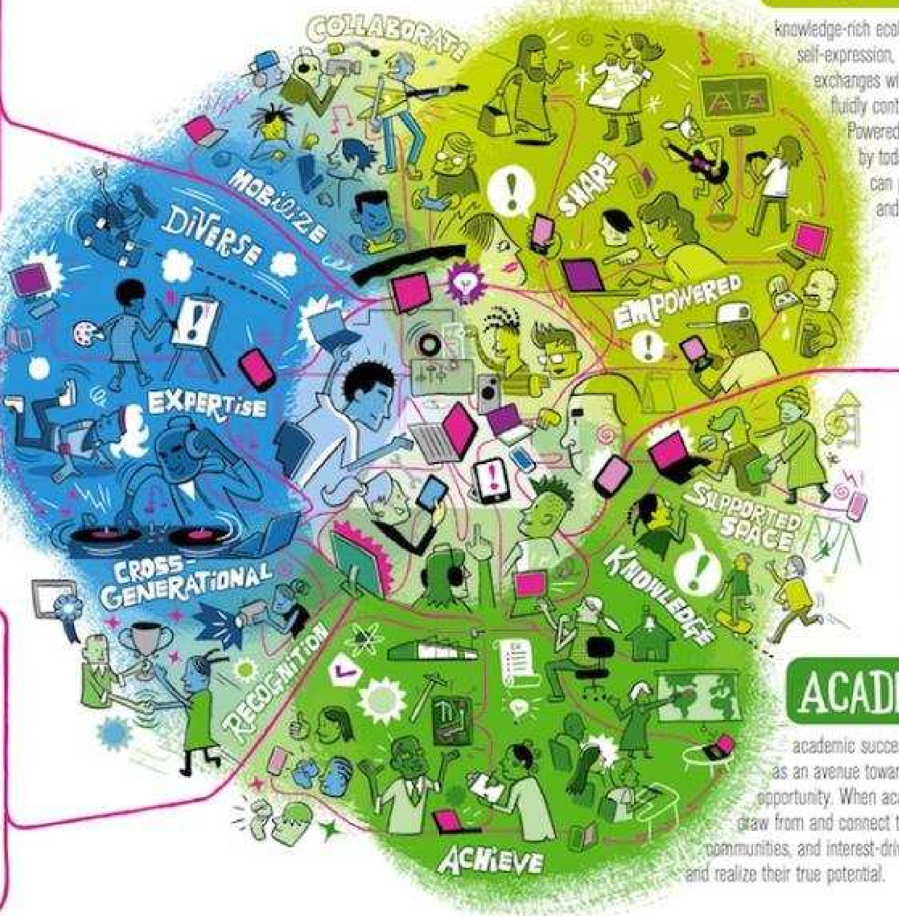
Connected learning prizes the learning that comes from **actively producing, creating, experimenting, and designing**, because it promotes skills and dispositions for lifelong learning, and for making meaningful contributions to today's rapidly changing work and social conditions.

INTERESTS

Interests foster the drive to gain knowledge and expertise. Research has repeatedly shown that when the topic is personally interesting and relevant, learners achieve much higher-order learning outcomes. Connected learning views interests and passions that are developed in a social context as essential elements.

SHARED PURPOSE

Today's social media and web-based communities provide unprecedented opportunities for caring adults, teachers, parents, learners, and their peers to share interests and contribute to a common purpose. The potential of **cross-generational learning and connection** unfolds when centered on common goals.



PEER CULTURE

Connected learning thrives in a socially meaningful and knowledge-rich ecology of ongoing participation, self-expression, and recognition. In their everyday exchanges with peers and friends, young people fluidly contribute, share and give feedback. Powered with possibilities made available by today's social media, this peer culture can produce learning that's engaging and powerful.

OPENLY NETWORKED

Connected learning environments **link learning in school, home, and community**, because learners achieve best when their learning is reinforced and supported in multiple settings. Online platforms can make learning resources abundant, accessible, and visible across all learner settings.

ACADEMIC

Connected learning recognizes the importance of academic success for intellectual growth and as an avenue towards economic and political opportunity. When academic studies and institutions draw from and connect to young people's peer culture, communities, and interest-driven pursuits, learners flourish and realize their true potential.

ACTIVE **RELEVANT** REAL-WORLD EFFECTIVE **HANDS-ON**
NETWORKED **INNOVATIVE** PERSONAL TRANSFORMATIVE

XPLANATIONS
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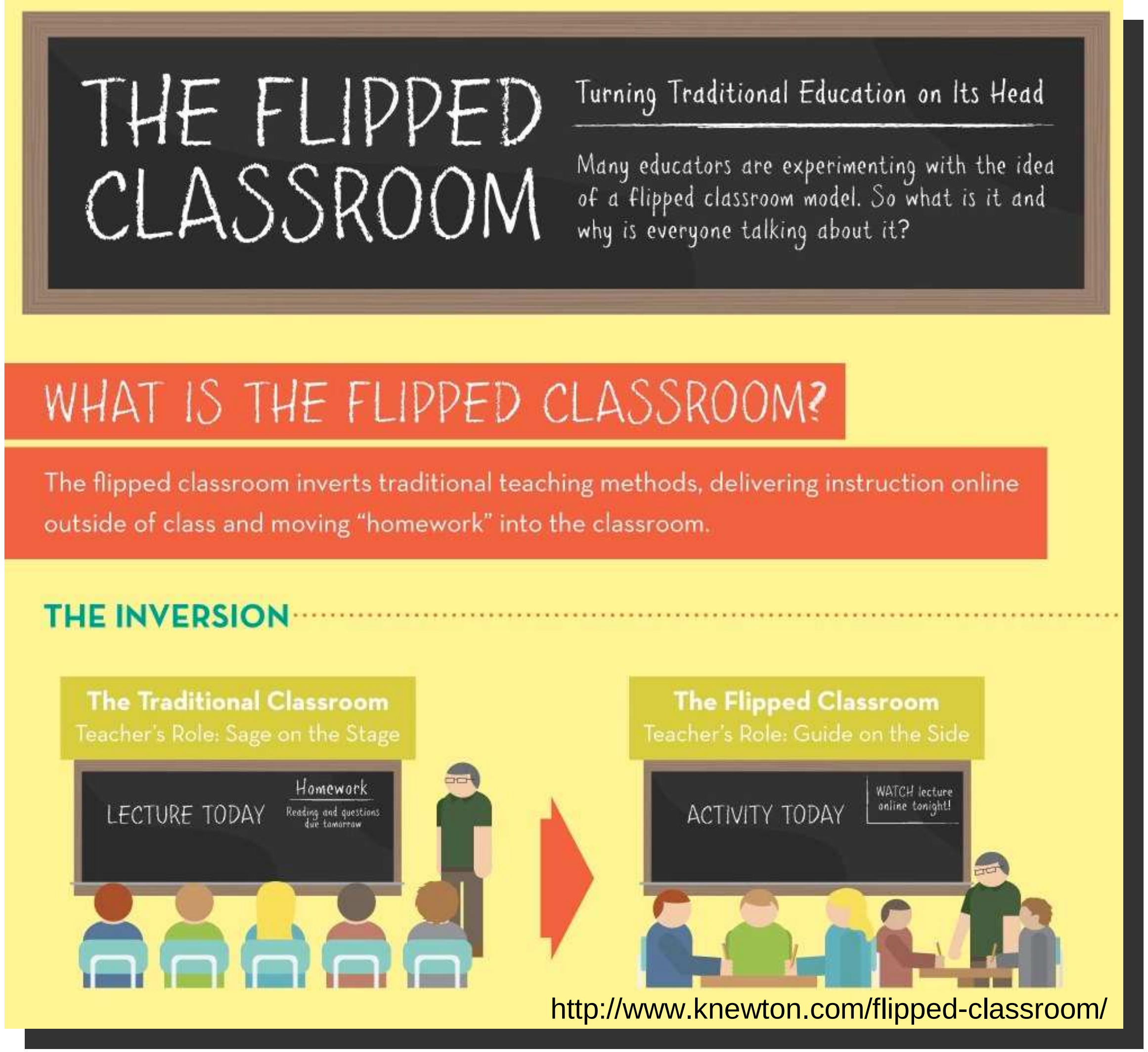

THE FLIPPED CLASSROOM

Turning Traditional Education on Its Head

Many educators are experimenting with the idea of a flipped classroom model. So what is it and why is everyone talking about it?

WHAT IS THE FLIPPED CLASSROOM?

The flipped classroom inverts traditional teaching methods, delivering instruction online outside of class and moving "homework" into the classroom.

THE INVERSION

The Traditional Classroom
Teacher's Role: Sage on the Stage

The Flipped Classroom
Teacher's Role: Guide on the Side

LECTURE TODAY
Homework
Reading and questions due tomorrow
ACTIVITY TODAY
WATCH lecture online tonight!

http://www.knewton.com/flipped-classroom/

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Algebra
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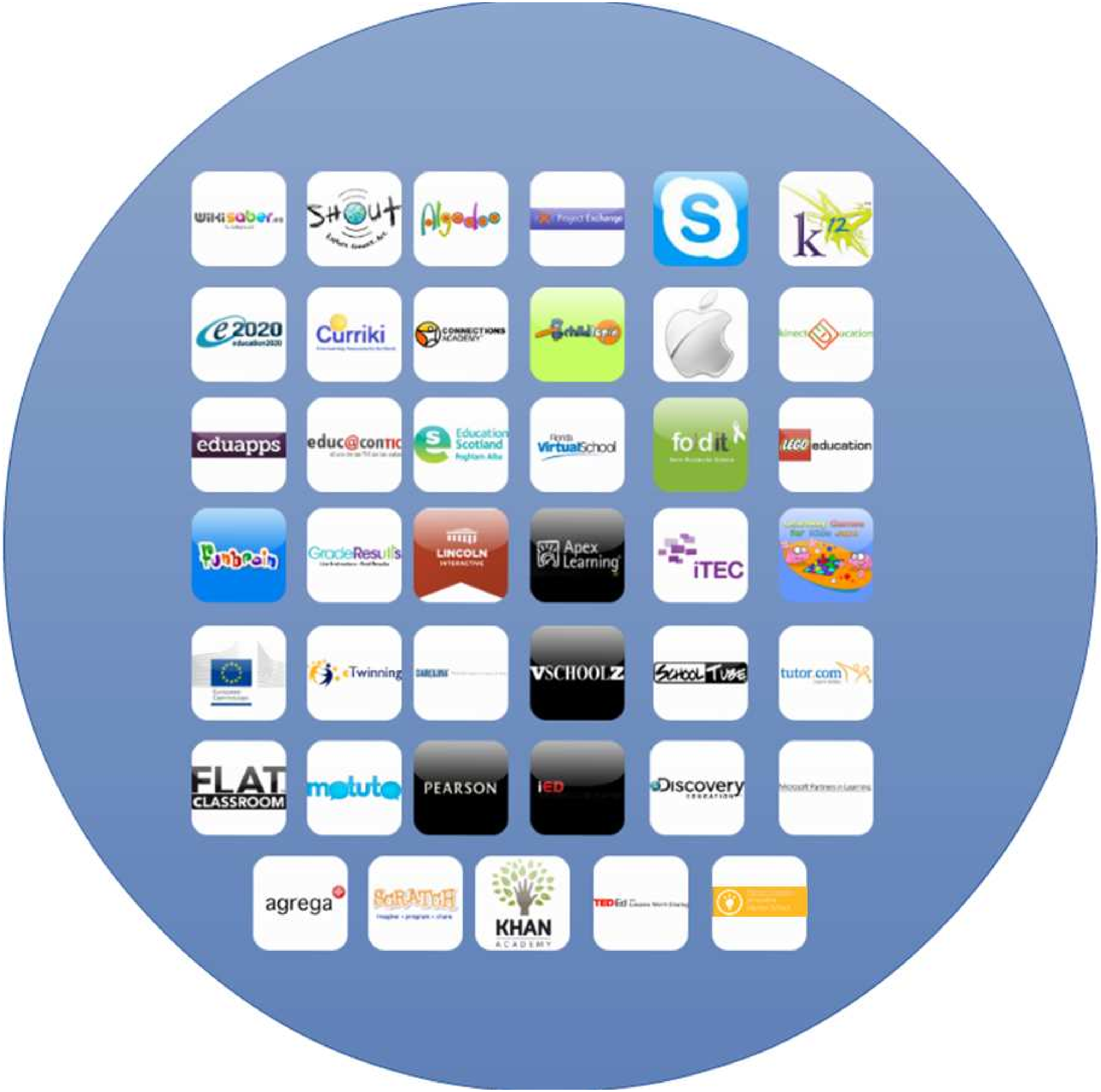
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Education Scotland
Foghlam Alba
Florida Virtual School
fodit
LEGO education
Funbrain
GradeResults
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Apex Learning
iTEC
European Commission
eTwinning
SAMSUNG
VSCHOOLZ
SchoolTube
tutor.com
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Discovery EDUCATION
agrega
SCRATCH
imagine · program · share
KHAN ACADEMY
TED Ed

Feliz Camino

He is not just going to school,
he is going to the future.

@torresjesus

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