



Wireless Web Kids

Mobile Learning in Primary and Secondary Education





[ED+ict]

EDucation & ICT

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Background of the project

- Exact science and engineering
- Companies faces shortage of labor forces
- Popularize sciences



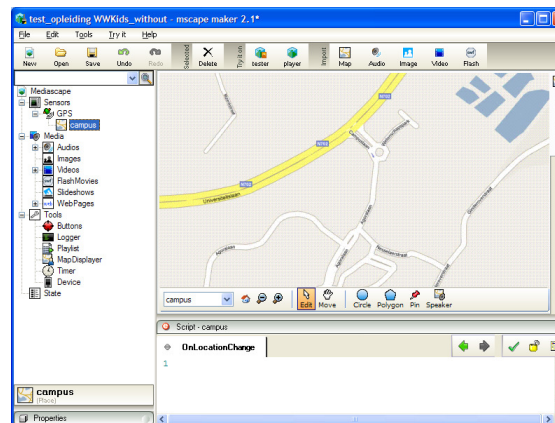
The project

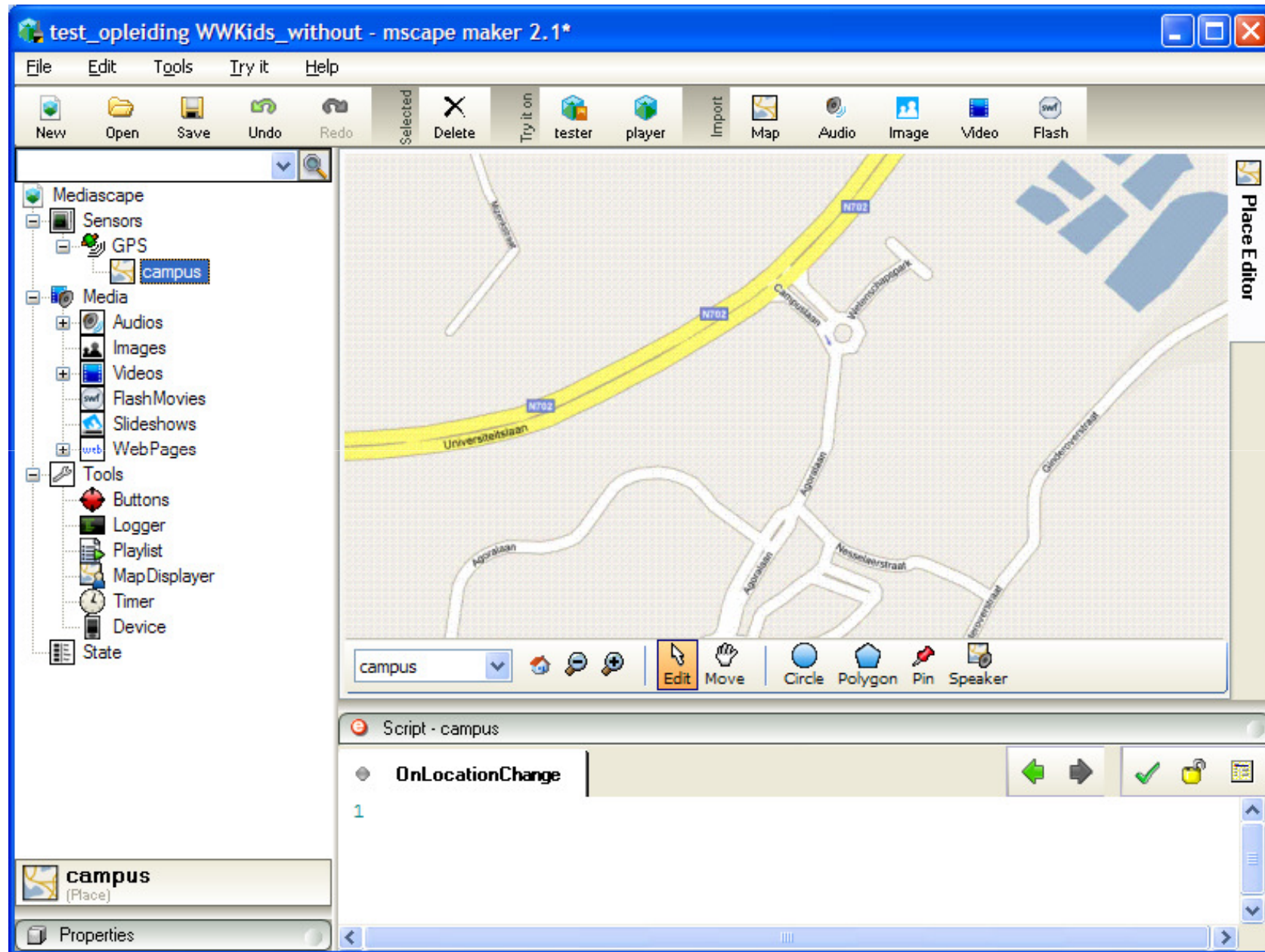
- Science popularisation '*Science make smart*'
- Flemish government - Department 'Economics, Science, Innovation'
- December 2007 – December 2010



The project

- Digital story (creating)
 - Students (16-18 years)
 - Collect information ([Wiki](#), collaborative)
 - History, geography, nature and culture
 - Make the story with MediaScape
 - Copy the story to the PDA or smartphone





The project

- Teachers
 - WEB 2.0 course
 - Wiki, blogs, social bookmarking, online office, etc.
 - Mobile technology
 - Familiarization with smartphones
 - Software ‘MediaScape’
 - Teachers must be able to help the students



The project

- Pupils(10 – 12 years)
- Confront them with new technologies
- Possibilities of new media, iPhone, Smartphone, WEB 2.0

web2.0

Learning elements

- Creating a digital stories asks for organizational skills
- WEB 2.0, tools are already used in real business-contexts
- ICT-technology is the core learning element
 - Mulitmedia
- Other learning domains
 - History, geography, economics and biology
- Language
 - Publish reports on a regional newspaper
- **Learning about, with and trough the use of ICT**

Misunderstandings

NIEUWE
LESTECHNIIEKEN



Misunderstandings



This is history



Summary

- Popularization of sciences and technology
- Digital stories on mobile devices
- Motivate students from already a very young age



Today's students are no longer
the people our educational
system was designed to teach.

M. Prensky



Thank you for your attention

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