Global Junior Challenge
Projects to share the future

Published on *Global Junior Challenge* (https://gjc.it)

07/21/2017 - 16:27



Project **Laboratory 2.0: Learning with a Tablet** [1] was developed by a fourth-grade class at theIstituto comprensivo Velletri Centro with the coordination of Teacher Lara Rollo.

The children worked on issues they studied in class and presented the with apps, tablets and in a few cases computer software (Video Maker, Prezi, Codi-Amo, Padlet, Scratch, Edmondo, etc.).

The objective of the project, which will participate in the 8th edition of the Global Junior Challenge [2], is to make traditional studies more interesting through the use of fun and innovative technological tools. Tablets, which are usually used for fun and entertainment, can become a working tool via a methodological approach.

The use of new technology in didactics has made school work more practical and entertaining, also introducing children to computers in a healthy manner and preparing them

to use an important resource for their future.

Ascolta ""LABORATORIO 2.0: IMPARIAMO CON IL TABLET" partecipa al Global Junior Challenge" su Spreaker. [3]

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