



# How do you think it works? How we think IT works

Training course for teachers  
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CONSTRUIT!

Making Construals

as a new digital skill

for creating open educational resources

# An example of an OER

<http://www.sheppardsoftware.com/mathgames/earlymath/BPEnoughCoins.htm>

- programmed for an explicit teaching purpose
- has a specific intended use – may not suit
- teacher is not intended to adapt or extend

# Issues for OERs

*Making construals as a new digital skill for creating 'open educational resources'*

- Open as '*allowed to change*' not enough – must be *technically possible* for teachers to engage with an OER and modify it.
- Conventional programming has limitations that make creating OERs difficult.
- Need to be able to integrate pedagogy with educational technology in an intimate way.

# Construals and OERs

[jseden.dcs.warwick.ac.uk/scifest](http://jseden.dcs.warwick.ac.uk/scifest)

‘an environment for making construals’

The Shopping Construal

The Shopping Game

Can *derive* the game from the construal

- together with many other OERs

# Motivating question

What are the pedagogical advantages of using construals rather than conventional programs in educational technology?

# The schedule

Introduction

I : Exploring and modifying construals: activities with the Shopping construal

II : Experiments and activities with construals of a Light Box, Hexagon Colouring and the Game of NIM

III : Applying construals to support teaching and learning

Final discussion/evaluation

# About the sessions ...

- I: Introducing the notion of a construal and the basic principles of making construals
- II : giving you a chance to play with some pre-built construals
- III : demonstrating the potential for applying construals in teaching with reference to e.g. collaboration, blending, guided walks and exploring

We welcome your feedback.