

# PRIMARIA

## 1. Digital Landscapes (Primaria)

Participants learn how to create sensory environments that fosters the students' relationship with nature, technology, and everyday surroundings through community interactions and creative play.

## 2. Scratch Jr. Workshop for Teachers (Students 5-7 years-old): *The App is available in 70 Languages* (Primaria)

Participants explore the exciting world of coding and learn how to use Scratch Jr. to enhance their teaching experience. Scratch Jr. is a block-based visual programming language that allows teachers and students to create interactive stories and animations

## 3. Empowering Elementary Teachers: *Using Children's Literature to Teach Reading and Writing* (Primaria)

This workshop is designed to equip teachers with strategies for effectively using selected mentor texts in their instruction. Teachers learn about the value of mentor texts in developing critical reading and writing skills and explore strategies for reading and writing with mentor texts, such as close reading, identifying the author's purpose, and analyzing text structure.

## 4. Philosophy and Fundamentals of the Reggio Emilia Approach (Primaria)

Participants will practice the fundamentals of the Reggio Emilia approach including the child as a researcher, the teacher as researcher and facilitator, parents as partners, the creation of intentional environments, project-based learning and the atelier (workshop) as a place for exploration.

## 5. Enhancing Executive Function in the Classroom (primaria) \*

Practical workshop on building executive functioning in the classroom. Participants practice developing a set of high-level cognitive capacities, processes, and skills essential for regulating behavior, including activation, attention, motivation, impulse control, goal selection, flexibility. Participants consider modeling, context, and challenge strategies to instill patterns that facilitate students' acquisition of behaviors and automaticity.

## 6. Learning Stations: *A Tool for Student Autonomy and Differentiation* (primaria)\*

Workshop on developing learning stations that provide a creative classroom experience. This model promotes student autonomy and minimizes dependence on the teacher. Students complete a unit distributed among different workstations. These stations provide a variety of activities in different physical places and with different materials facilitating understanding and handling of content. With the help of a roadmap, students follow a circuit or route through the stations according to their abilities, tastes, and interests, thus adapting to their personal rhythms and taking responsibility for their own interests and learning.

*Workshops where the presenters will speak in Spanish are marked with an asterisk\**

# PRIMARIA/ESO

## 7. Beyond the Text: *Exploring Multimodal Literacy in the Classroom* (Primaria/ESO)

Teachers explore the exciting world of using multiple modes of communication such as images, videos, sounds, and text, to enhance students' understanding and expression. Teachers learn to select appropriate modes for their students and integrate them into their existing curriculum. They also explore strategies for teaching critical reading and writing skills, such as analyzing and composing multimodal texts.

## 8. Picture This: *Using Graphic Novels to Bring Literacy to Life* (Primaria/ESO)

Participants will explore the exciting world of graphic novels and learn how to use them to enhance teaching and learning. Graphic novels are an engaging way to teach literacy skills, critical thinking, and visual literacy. They can be used across all content areas and are particularly effective in engaging reluctant readers.

## 9. SeeSaw: *A Flexible Portfolio* (Primaria/ESO)

Using portfolios to assess student progress over time is a valuable way to evaluate and provide feedback to student progress. In this workshop, teachers explore the exciting world of digital portfolios and learn to use SeeSaw to enhance their teaching experience. These methods can also be applied to paper portfolios.

## 10. Padlet for Teachers - *Enhancing Classroom Collaboration and Creativity* (Primaria/ESO/Bachillerato)

Participants are introduced to the various features of a digital corkboard, and how it can be used for various classroom activities such as brainstorming, discussion forums, digital portfolios, and project-based learning.

## 11. The Teaching Portfolio as a Tool for Professional Growth (Primaria/ESO/Bachillerato) \*

Workshop on establishing a teaching portfolio as a key tool for day-to-day self-assessment of ongoing performance in the classroom. The portfolio includes evidence of and reflections on improvement, helps generate goals related to standards of the profession, and facilitates collaboration and reflection among colleagues.

## 12. Book Creator Workshop for Teachers (Primaria, ESO)

Participants explore the dynamic digital tool Book Creator which is an interactive platform that allows teachers and students to create and publish interactive digital books. Teachers can use Book Creator to design engaging and interactive lesson plans, facilitate collaborative projects, and provide students with opportunities to showcase their creativity.

## 13. Empowering Students: *Interactive Protocols for Active Engagement with English Language Skills* (Primaria/ESO)

This workshop is designed to provide participants with the tools and strategies they need to promote student-centered learning and active engagement with core English language skills. Through hands-on activities and discussions, participants will explore interactive protocols, such as think-pair-share and gallery walks, that can be used to teach reading and writing skills.

# ESO/BACHILLERATO

## 14. Transforming Education through Design Thinking (ESO/Bachillerato)

This workshop has participants consider design thinking and how it can be implemented in the classroom to support student-centered learning and differentiation. Those who join will experience design thinking with a short activity in which teachers define a problem, brainstorm, and build a prototype solution. Prototypes can be in any field: art, music, math, science....

**15. Scratch Workshop for Teachers (4o de primaria, ESO/Bachillerato)** Participants explore the exciting world of coding and learn how to use Scratch to enhance your teaching experience. Scratch is a block-based visual programming language that allows teachers and students to create interactive games, stories, and animations.

## 16. Can Do with Canva (Primaria, ESO/Bachillerato)

Participants learn the elements of visual literacy through graphic design. Through a library of images, shapes, and text possibilities we will learn how to design one's own newsletters, advertisements, and social media posts. Once students learn to use this tool, they can enhance their writing and speaking with visual representations.

## 17. Programming Power with Microbits workshop for teachers (ESO/Bachillerato)

Participants we explore the exciting world of programming and physical computing through Microbits. This micro-controller brings the power of programming into the palm of your students' hands. Teachers learn how to program Microbits using block-based coding languages such as MakeCode and Scratch.

## 18. Integrating Technology with STEAM Learning and Considering Forms of Assessment: (ESO/Bachillerato)

In this workshop, participants consider means of integrating technology such as coding, into their existing lessons to create transdisciplinary learning environments. We will look at how MIT's learning projects integrate past and present technologies. Introduction to assessment strategies that can be used in these learning environments are included as part of this exploration. We will look at how our team assessed the 600 portfolios developed by the Spanish students in the Full-Steam Ahead program.

## 19. Chatting with AI: *Learning with ChatGPT in the Classroom* (ESO/Bachillerato)

Participants explore AI chatbots to enhance student learning and engagement in the classroom. Participants create and customize chatbots for their specific learning goals and objectives. Strategies for teaching English using Chatbots is emphasized.

## 20. Lights, Camera, Learn: *Empowering Student Creativity with WeVideo in the Classroom* (ESO/Bachillerato)

Participants explore the exciting world of video creation and editing to enhance student learning and engagement. WeVideo is a cloud-based video creation and editing platform that allows teachers and students to create professional-looking videos for a variety of purposes.

## 21. Facilitating Hands-on Learning Experiences MIT style (ESO/Bachillerato)

In this workshop, participants learn how to foster innovation and creativity in the classroom through examples of hands-on learning projects. The workshop explores some of activities offered as a part of MIT's Full STEAM Ahead effort that provided online resources and hands-on activities to support learning-by-doing for 600 Spanish students while still participating remotely during the COVID-19 pandemic. We will outline the process by which teachers can adopt these methods into their classrooms for active and engaging learning. Teachers will create their own models in class.

## 22. Design of Self and Peer Assessment Tools for Students (ESO/Bachillerato) \*

Practical workshop on designing various tools that facilitate the collection of evidence, analysis, and decision-making by the students themselves or a peer. By specifying criteria for determining what is a successful experience or a quality work product in any sequence of activities, these tools have a variety of uses. Most importantly, they facilitate differentiation in the classroom and peer-to-peer learning.

**23. Tools of Mass Persuasion (ESO/Bachillerato)** This workshop expands teachers' understanding of digital literacy and how the internet can be used to help students of all ages become intelligent readers even as they are continually exposed to untested theories, unproven data and false information.

**INSPIRING CHANGE: NEW PEDAGOGIES,  
DIGITAL LITERACY, & THE CREATIVE CLASSROOM**  
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