

## Meaningful, creative and secure use of ICT Collaborative Learning Processes within Educational Communities

Comenius Regio MCS: 2012-1-ES1-COM13-53749 1

ACTIVITY REPORT Date: 25/10/2013	
TITLE:	The Mobile Phone as an Object
SCHOOL/CENTRE	Zaleo
JUSTIFICATION	Students should be able to establish a <b>direct relationship</b> with the world that surrounds them, which in this case, is through an object that they encounter habitually and that they handle much more than one might initially think. Approaching this object in a natural method allows us to "normalize" its presence and display it as an object with connotations of different uses from those that families are more accustomed to, such as for viewing videos or a screen for games.
OBJECTIVES	Utilize the mobile device as:  an object of fun and learning in the classroom  Additional support to approach mathematical content: mobile contacts, stacking, arranging objects in a series, constructing  an expository object from using it safely, creatively, significantly, and collaboratively a symbolic object that allows us to effectively connect with others
PARTICIPANTS	Staff and families of the Zaleo educational community
TIMING / SCHEDULE	February 2014
RESOURCES	Mobile phones, projectors, computers
DESCRIPTION OF THE ACTIVITY	Zaleo students will interact with mobile phones in the classroom, first as a game with or without symbolism, then as a material for curricular content (number schemes, mobile contacts, and geometric shapes) and after as a base of artistic expression where they will be able to transform this object into something close to them.
EVALUATION CRITERIA	-New possibilities for using mobile phones have been discoveredStudents have produced mobile contact lists, personalizing mobile phones with other phones belonging to people significant to them and therefore, personalizing phones as a link to themStudents have worked through competencies associated with mathematics, attention, memory, recognition of shapes and figures, grafic expressionaesthetics and the symbolic game.
EVALUATION: lessons learned, key achievements, proposals for improvement, agreements	
RELATED FILES	

Please, use additional sections or sheets if needed





