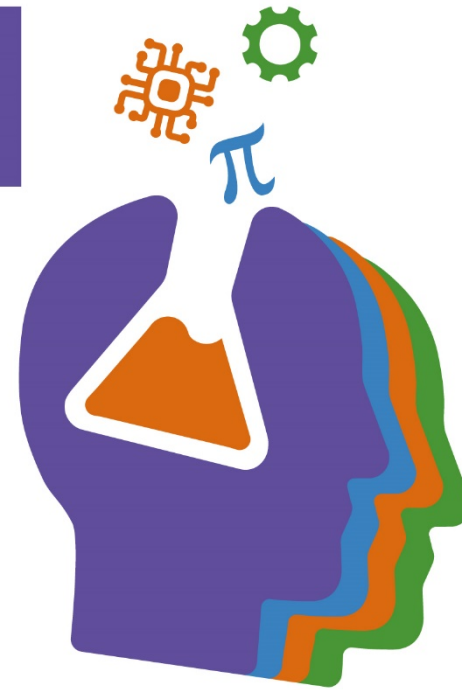


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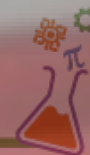


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Priročnik za študente

Smernice za podporo pri uporabi vsebin in orodij za izvajanje učnih projektov na platformi THINKER LAB.





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Dobrodošli, da se zabavate pri učenju predmetov STEM



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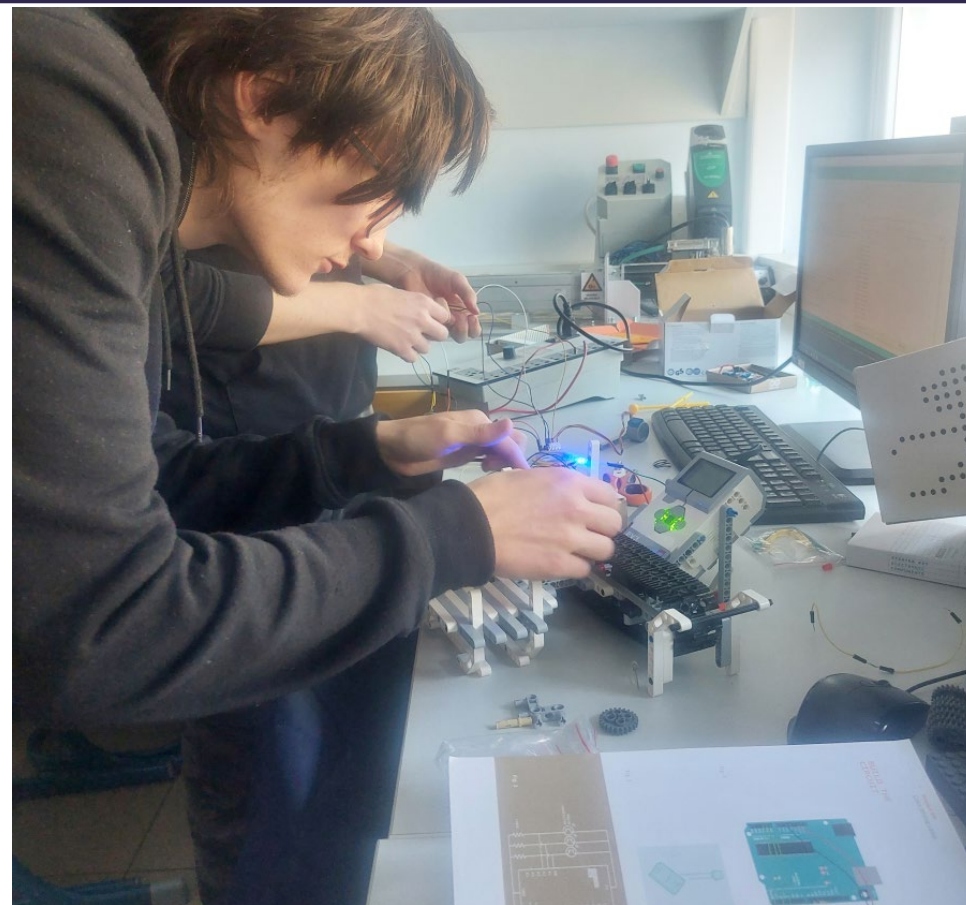


Uvod

Namen projekta **THINKER LAB** je razširiti izobraževalno ponudbo, ki je na voljo učencem, in jim ponuditi učne poti, ki so bolj povezane z **učnimi procesi soustvarjanja**, ki temeljijo na **laboratorijskem pristopu**.

Platforma Thinker Lab je nastala v okviru evropsko financiranega projekta, namenjenega izboljšanju znanja STEM pri učencih in **vključujočemu učenju**.

Ta **priročnik** je namenjen učencem, ki jih zanima uporaba naših projektov in so pripravljeni **sodelovati s sošolci**.



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2. Najprej preberite to - kako uporabljati platformo

Ta platforma projektov vam ponuja možnost učenja **veščin na področju STEM**.

Z reševanjem izzivov projektov, predstavljenih na tej platformi, se učite **predmetov STEM: naravoslovja, tehnologije, inženirstva in matematike**.

Z reševanjem izzivov v projektih se na zabaven način učite **teorije predmetov STEM, in sicer tako**, da izdelujete, gradite in preizkušate rešitve.





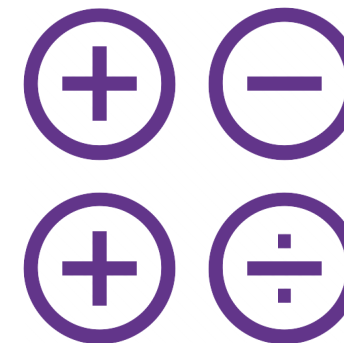
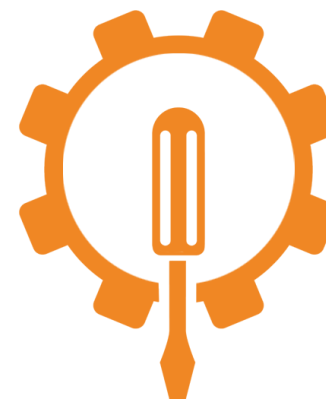
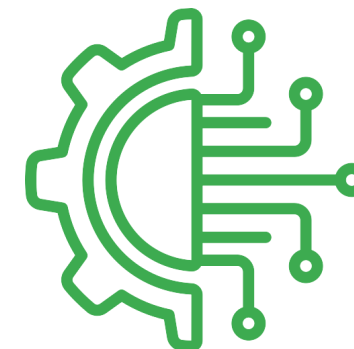
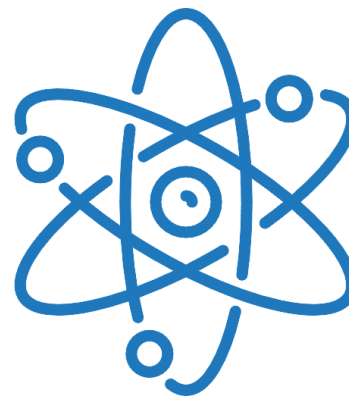
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2. Najprej preberite to - kako uporabljati platformo

Na naslovni strani vsakega projekta najdete simbol/simbole, ki povedo, **katere predmete STEM** ta projekt razvija.

Ko odprete opis projekta, so na voljo tudi informacije o spretnostih STEM. **Projekte lahko filtrirate** po kategorijah STEM ("filter by category" na začetni strani)



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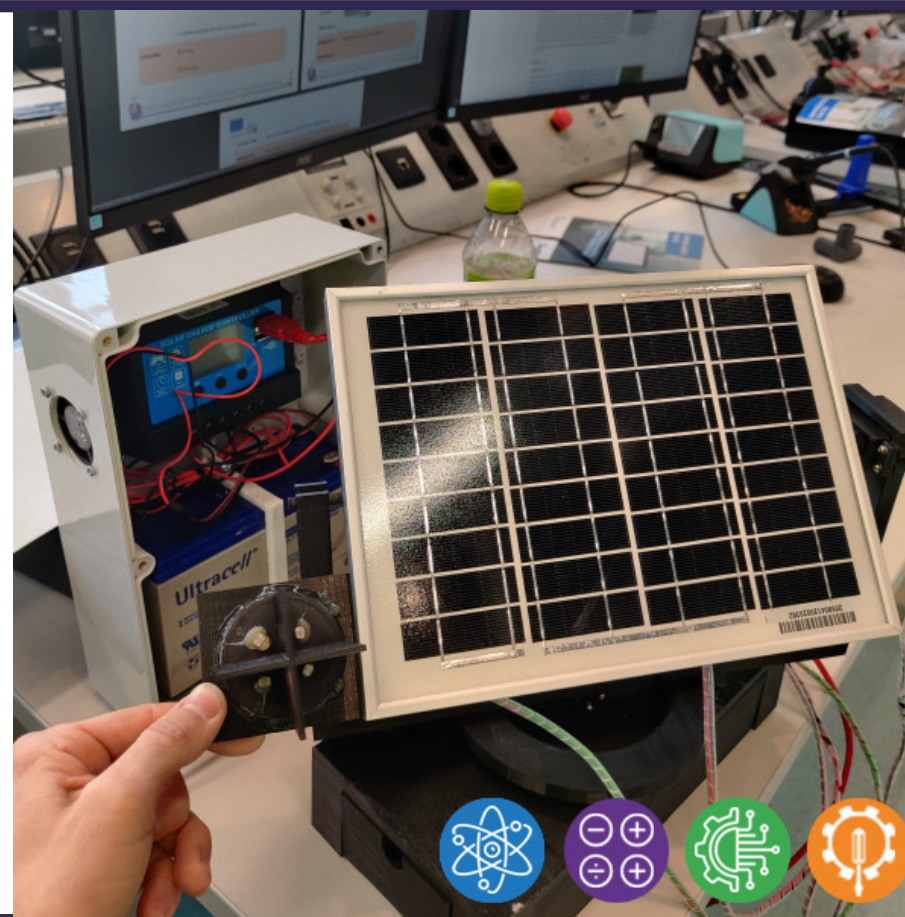


Uporaba poceni materialov

Pomemben element teh projektov je uporaba **poceni materialov**.

Želimo namreč, da **se lahko učite z delom in da** vas ne omejujemo z omejenim dostopom do visokotehnološke opreme in denarja.

Laboratorij lahko zgradite doma ali na prostem ali pa uporabite šolske prostore, če je to mogoče.



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Jezik

Na vsaki strani z opisom projekta lahko izberete **želeni jezik**.

V zgornjem desnem kotu je **spustni meni za Googleove prevode**.

Translation with google -

[HOME](#)

[PARTNERSHIP](#)

[PROJECTS](#)

[HACKATHON](#)

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3. Kako uporabljati projekte

Prvih **25 projektov** je pripravilo 5 poklicnih šol v Italiji, Španiji, na Švedskem, v Sloveniji in na Finskem.

Enega je ustvarila študentska skupina, ki je zmagala na partnerskem mednarodnem hackathonu.

Opomba: Za nalaganje študijskega gradiva je potreben račun Google.





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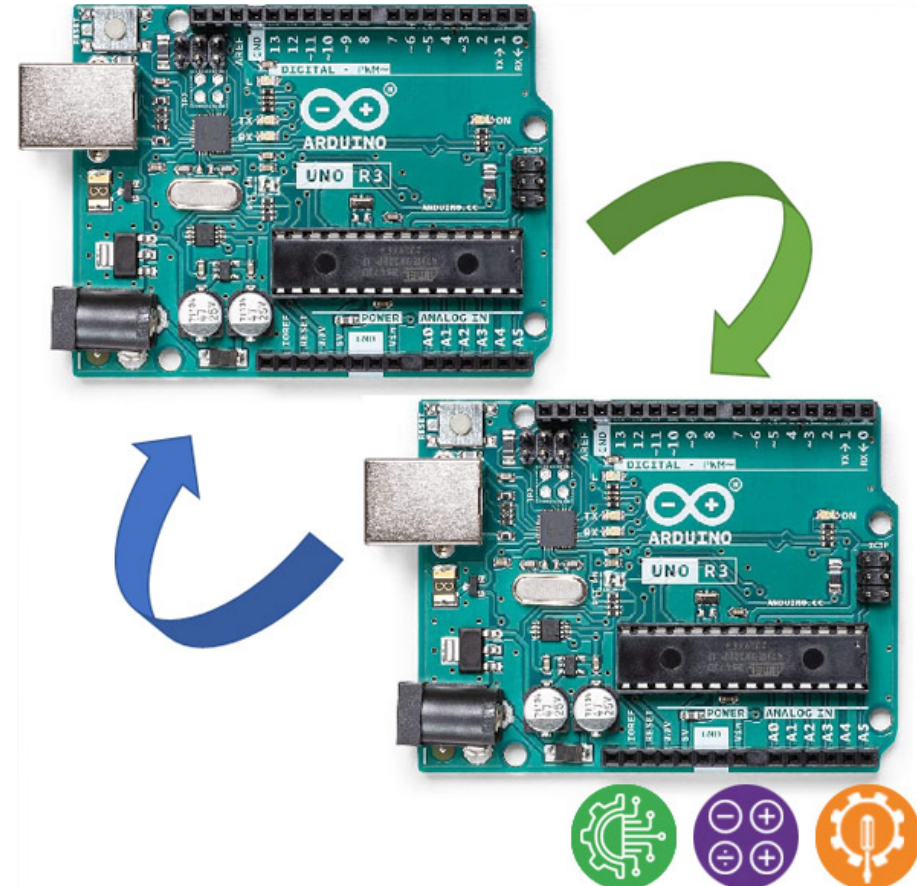


3. Kako uporabljati projekte

Izberete lahko **katerega koli od projektov** na platformi, izključno glede na svoje zanimanje.

Kliknite naslovno stran in našli boste podrobna **navodila in korake**, kako nadaljevati.

Projekti so opredeljeni s **težavnostnimi stopnjami**: zelo enostavno, enostavno, srednje težko, težko.



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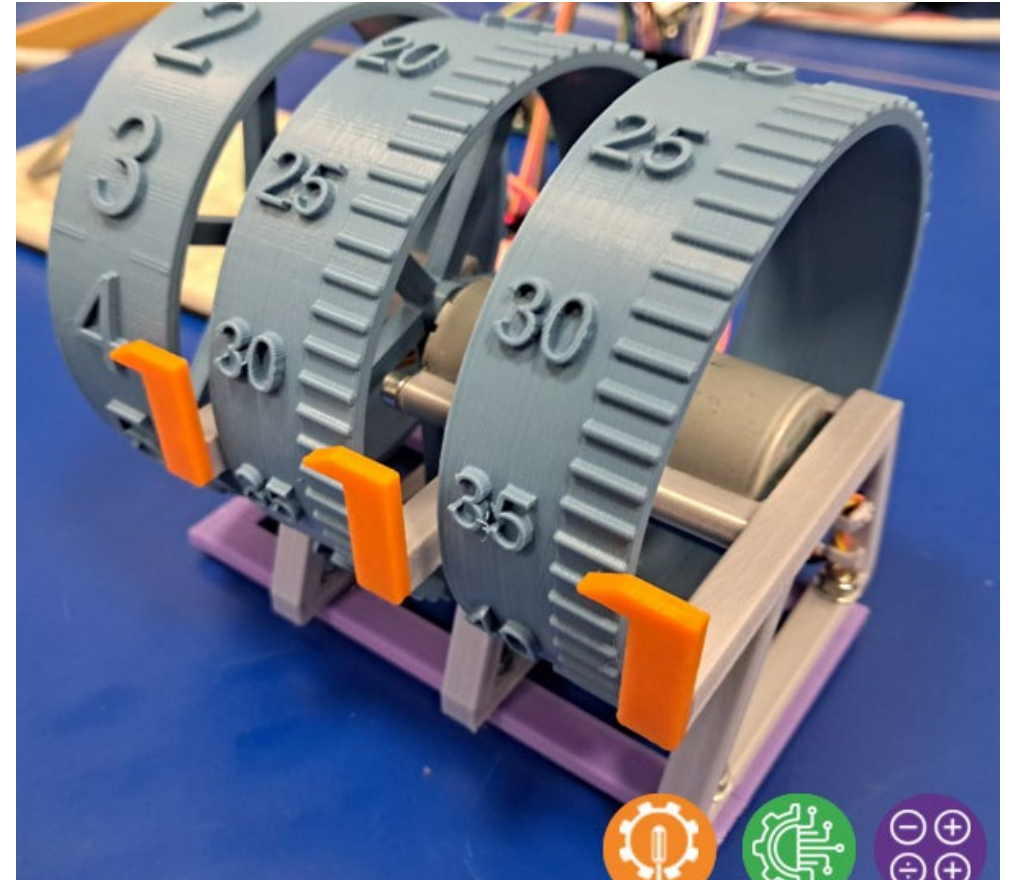
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3. Kako uporabljati projekte

Opisi projektov imajo enako strukturo:

- Kaj se boste naučili (**kateri STEM**)
- **Pričakovani čas**, potreben za izvedbo projekta
- Potrebni materiali in recikrirani materiali
- **Vodilno gradivo:**
besedilo/fotografije/videoposnetki
- **Nadaljnji koraki:** če se želite še bolj zabavati
- Zunanje **povezave** za koristne informacije
- Stopnja **težavnosti**
- **Vrednotenje** projekta in oglasne deske



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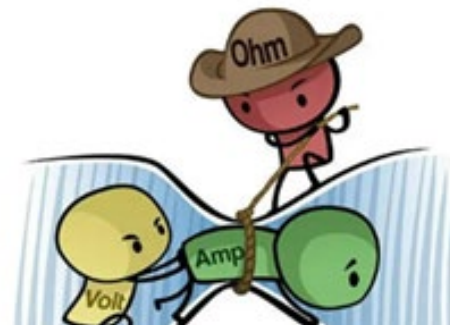
4. Vaše povratne informacije in pripombe

Prosimo vas, da projekt(e)
ocenite glede na vaše
izkušnje.

Friday, 28 April 2023 07:50

PLAY WITH OHM

Rate this item ☆☆☆☆☆ (0 votes)



Calculate a resistor value and its current flow

Learn how to apply a Voltage Divider and an Arduino

Download attachments:

[23_-_Play_with_Ohm.ino](#) (16 Downloads)



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4. Vaše povratne informacije in pripombe

Na koncu opisa projekta lahko podate tudi **povratne informacije in pripombe**.

Vaši komentarji in povratne informacije dajejo izdelovalcem projektov in drugim uporabnikom **dragocene informacije za nadaljnji razvoj** projektov, ki jih je lažje reševati.

Add comment

WARNING! If you add a comment you accept the privacy policy!

Name (required)

Role (Teacher, Student, Other)

1000 symbols left





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5. Vaš predlog za nov projekt

[NAZAJ](#)

Ali nam želite poslati nov projektni izziv, ki bi ga lahko rešili drugi?

Izpolnite obrazec, ki je na voljo na glavni strani. "**Naložite svoj projekt**".

Vaš predlog bo ocenjen in morda vas bomo kontaktirali, da vam zastavimo nekaj vprašanj in pojasnil.

Have you got a STEM project to share? Collaborate with ThinkerLab and make it available on the website!

UPLOAD YOUR PROJECT *



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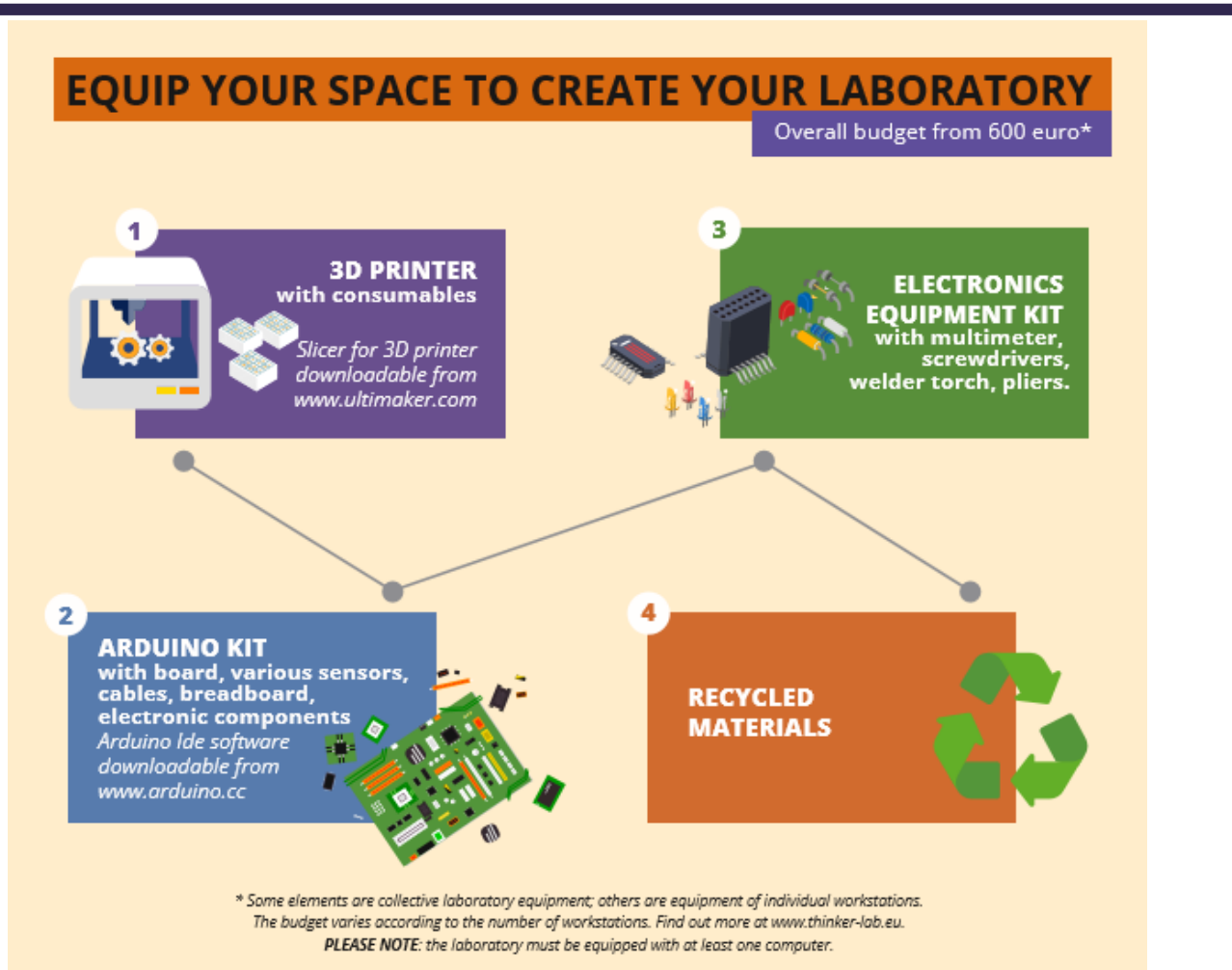
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Oprema

Za nalaganje ali razvijanje projektov potrebujete nekaj **digitalne opreme** in orodij.

Tukaj je kratek seznam, ki vam bo omogočil, da začnete razmišljati o tem.





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Zakaj bi se pridružili platformi Thinker Lab?



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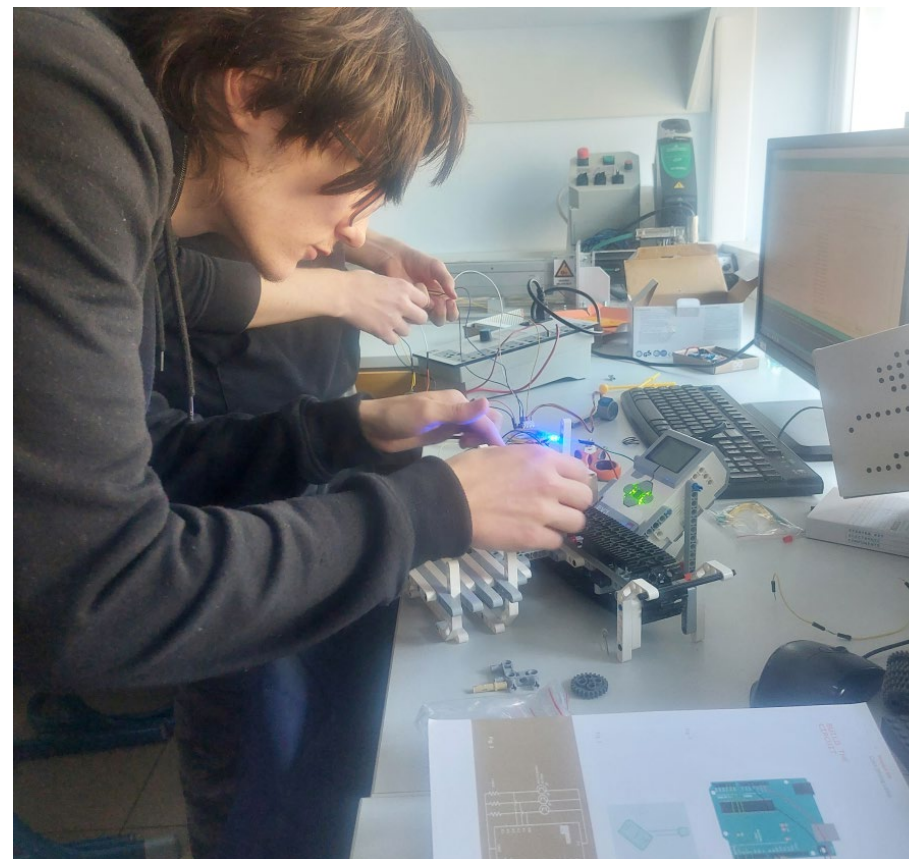
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Mehke veščine

ZAVEDAJTE SE SVOJIH SPRETNOSTI! S temi dejavnostmi lahko pridobite naslednje mehke veščine:

- **spodobnost učenja v medkulturnem okolju in sodelovanja z mednarodnimi študenti.**
- **samozavest**
- **spodobnost dela v skupinah.**
- **kritično mišljenje, npr. začetna sposobnost razmišljanja o različnih didaktičnih metodah in razumevanje razlik.**
- **začetna sposobnost samoocenjevanja pridobljenih spretnosti.**



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Znanje angleščine

Vadite svoje znanje angleščine z drugimi študenti.

Pomembno je, da se naučite tujega jezika in ga uporabljate v svojem poklicu.



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Digitalna znanja in spretnosti

Pridobite možnost uporabe digitalne tehnologije za učenje in zabavo, kot so videoposnetki, brezplačne aplikacije, predstavitve, spletne ankete.



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Internacionalizacija @ Home

Udeležite se **mednarodne izkušnje** brezplačno in brez selitve.

To možnost **internacionalizacije @ Home** je mogoče razviti tudi pred fizično mobilnostjo.



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Pripravljen - Pojdi!

Zdaj ste pripravljeni za delo!

**Upam, da se boste zabavali ob
učenju novih veščin!**



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