

Section 2

Chapter 10 - Social Media And Education. Main Challenges, Strengths And Weaknesses Of Mobile Apps In Education

Exemplary case 2

Title: Digital primary education

Description:

During the school year 2018/19 the digital primary education was introduced as a restricted elective subject on secondary level (general secondary schools). Children are going to be educated to use the internet reflected.

During four years' pupils gather competences in eight different fields as following:

Social aspects of media transition and digitization

Pupils work on their social media profiles and check their personal privacy settings. They discuss and reflect what to share and how to interact on social media. They reflect their daily use of smartphones and tablets.

Competences of information, data and media

The pupils share with how they find information online. Together with teachers they develop strategies and methods how search the internet and the usage of tools. The quality of sources is going to be reflected and discussed as well as how to identify fake news or hoaxes over the internet.

Operating systems and standard applications

Pupils talk about what apps they use and what for. They use computers and write letters or other documents, work with spreadsheet applications to get a feeling for a professional usage of technology



Media design

Pupils discuss on the design of apps and how to find out about advertising in apps. They learn to realize that advertising is the hidden pricing of apps. Together in groups they discuss and share their opinions on reflective usage of apps and social media.

- Digital Communication and Social Media
- Safety

Pupils discuss together how they protect their digital devices and develop together strategies on how to set secure passwords.

Technical troubleshooting

Pupils learn and know about the most common problems that can occur while working with computers and mobiles. They know how to identify errors and describe them properly when assistance from administrators is needed.

Computational Thinking

Pupils learn basic terms of programming. Furthermore they reflect and develop demands and specifications for learning apps.