

**Online forum**

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# **Core Skills**

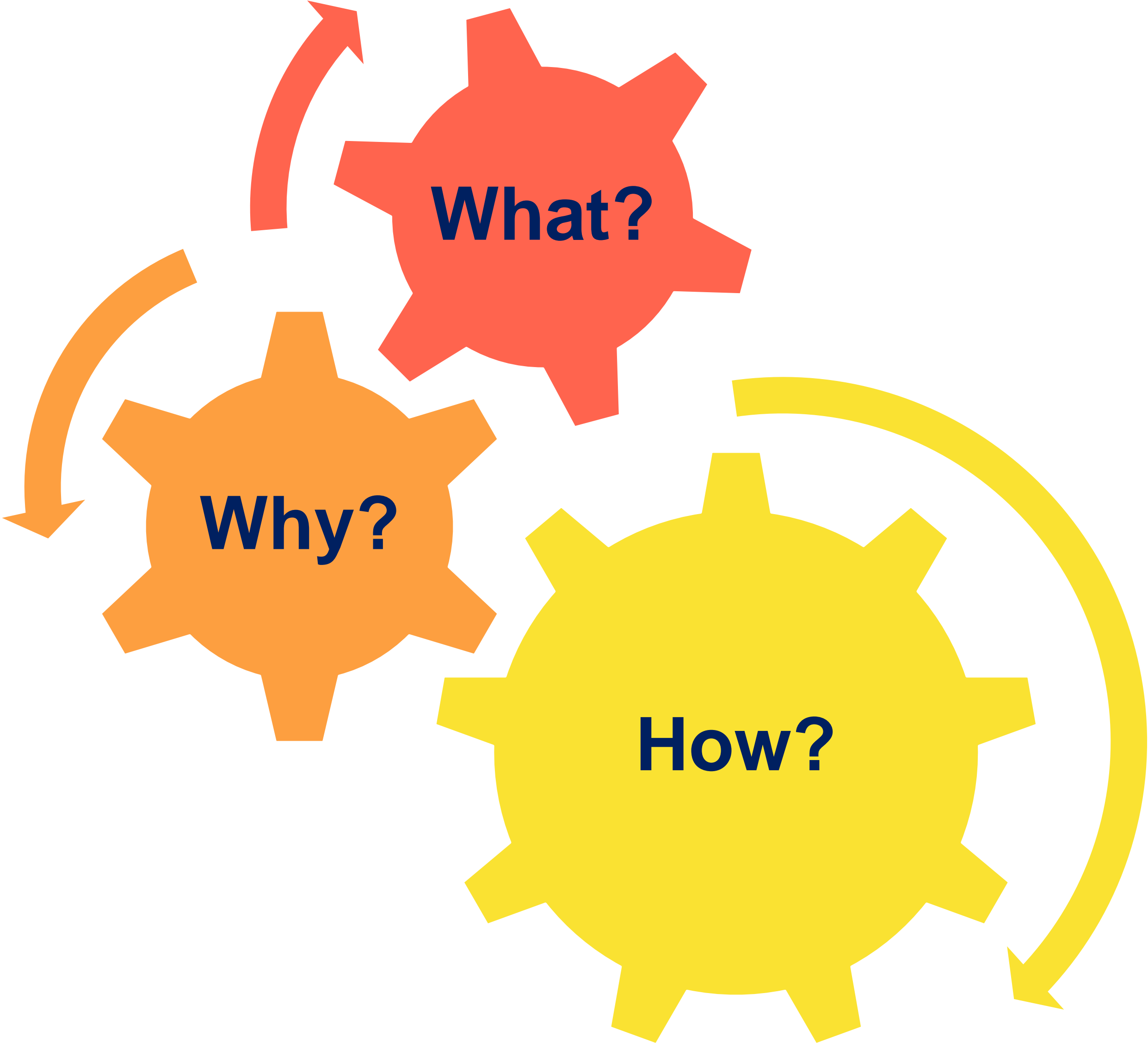
**What? How? Why?**

**Tetiana Dekshna**

**English teacher, teacher trainer**



# Purposes



# Questions to answer

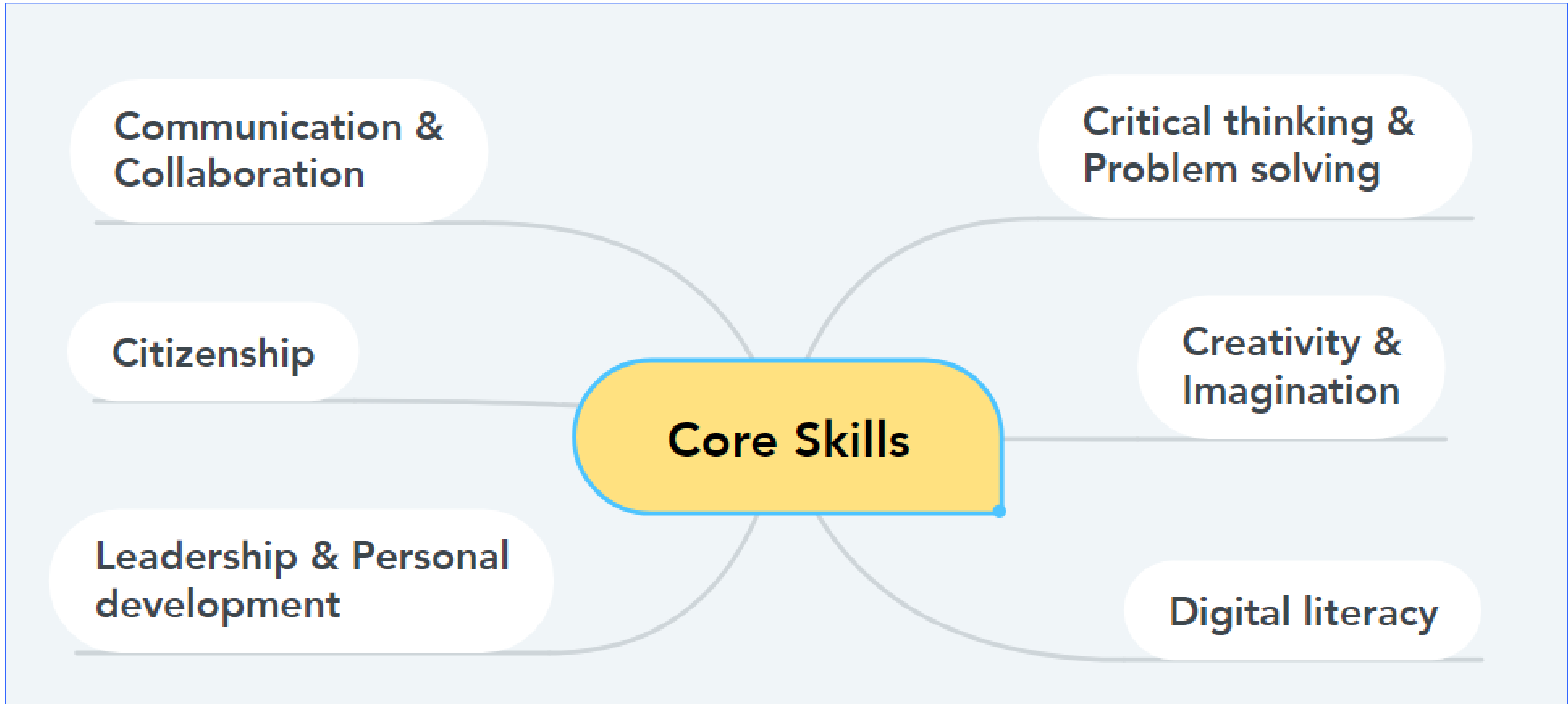
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**How can you adapt the ideas to your contexts?**

**How can they influence teaching and learning in the classroom?**

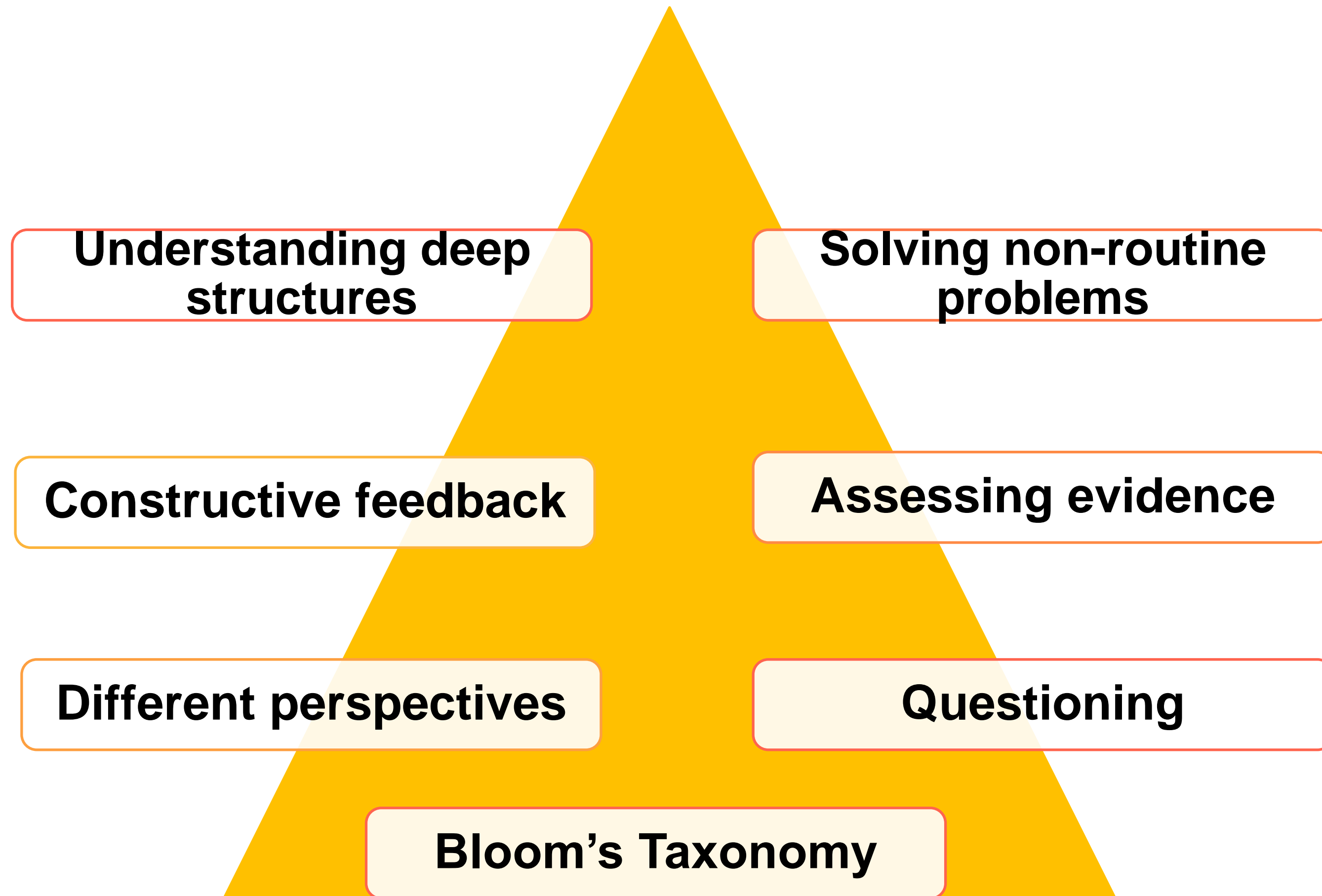
# The What

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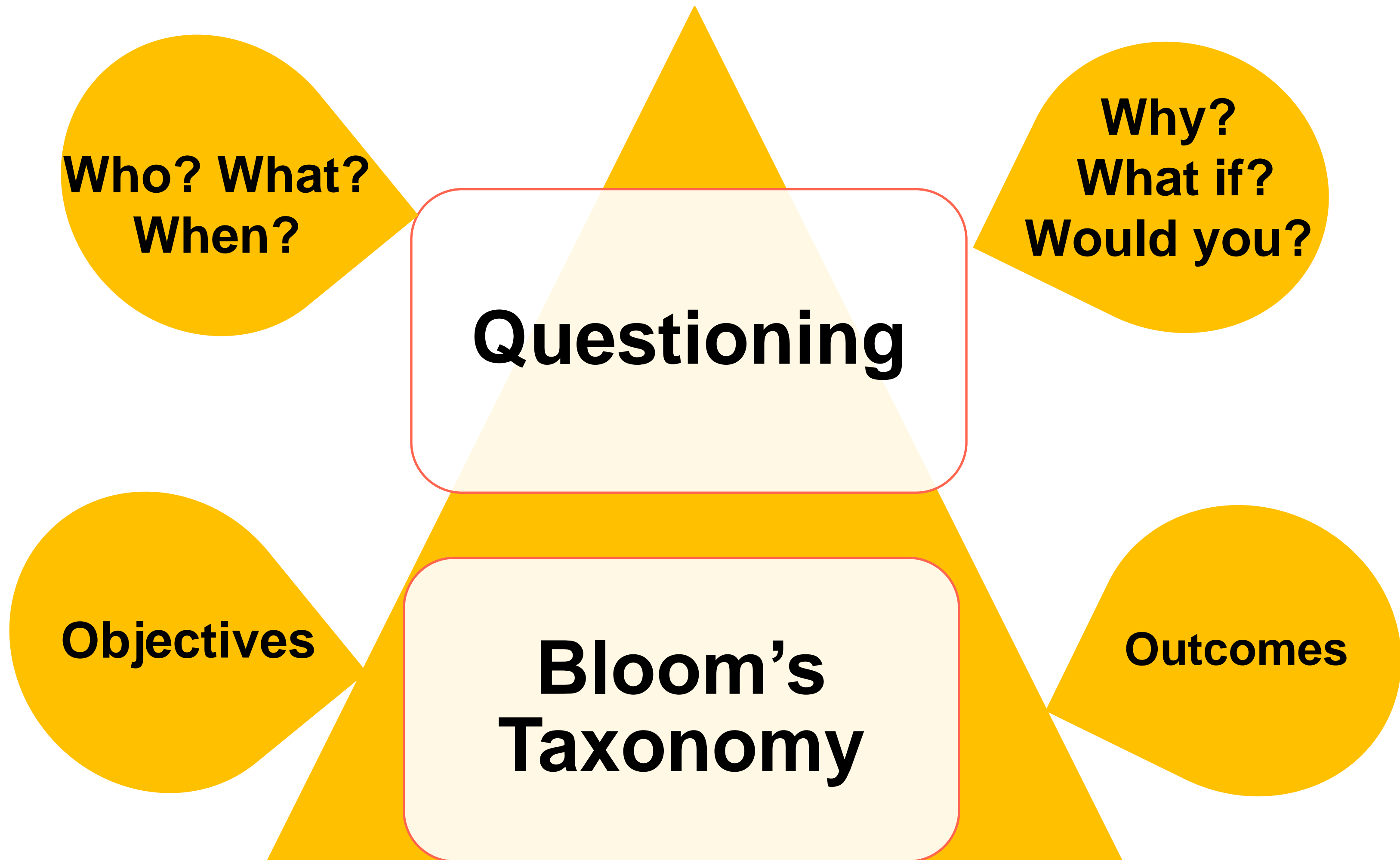
# Critical thinking & Problem Solving

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# What to start with

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# Step-by-step

## Questioning

- **Students** present a question
- **students** take a stance
- **students** get into groups

## Assessing evidence

- **students** collect data
- **students** analyze the data (fact or opinion)
- **students** reconsider their stance

## Consider different perspectives

- **students** formulate arguments
- **students** exchange arguments
- **students** assess the strength of evidence

# Communication Strategies

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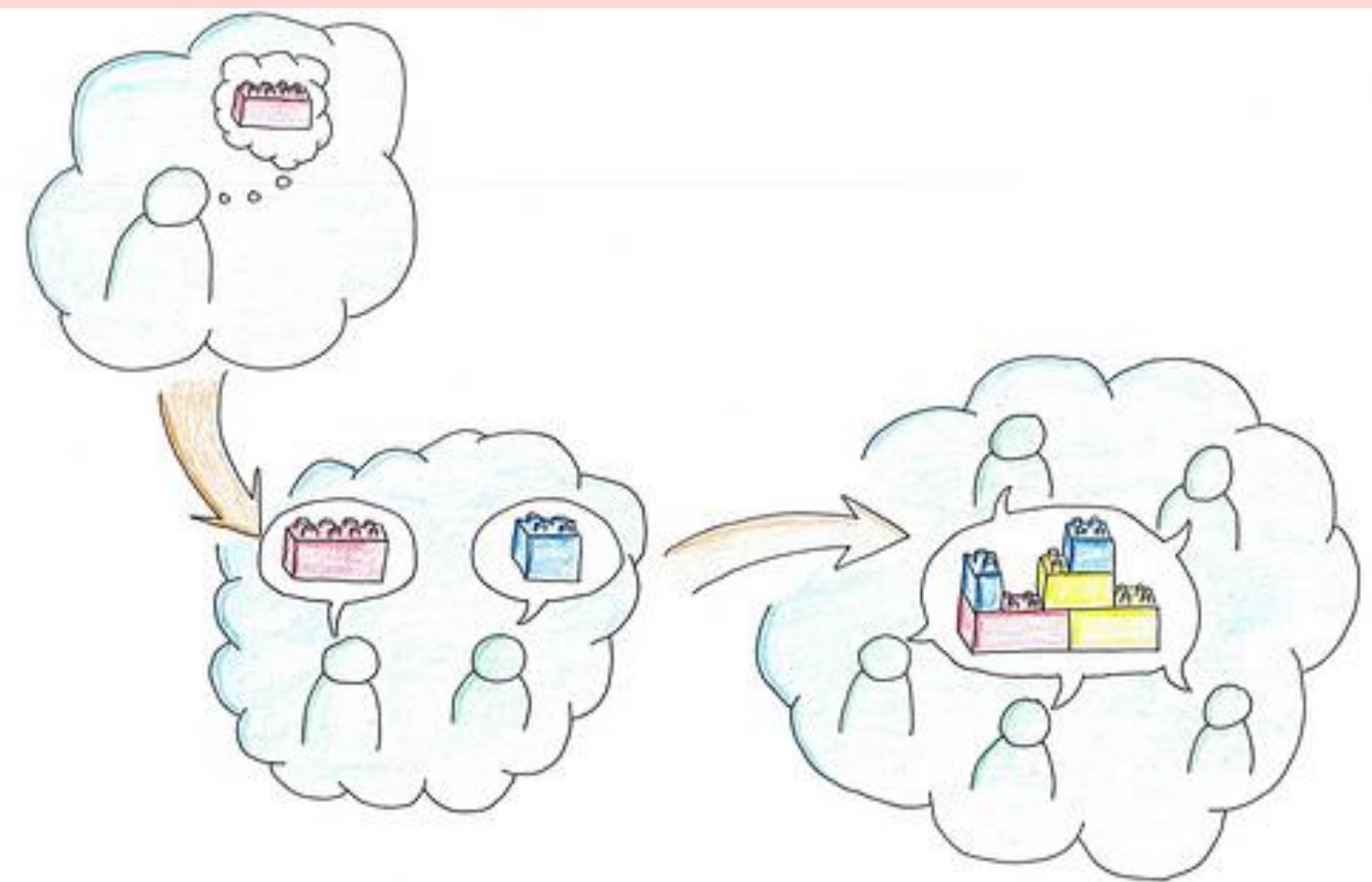
## Three before me

3B4ME

Brain, Book, Buddy, Boss



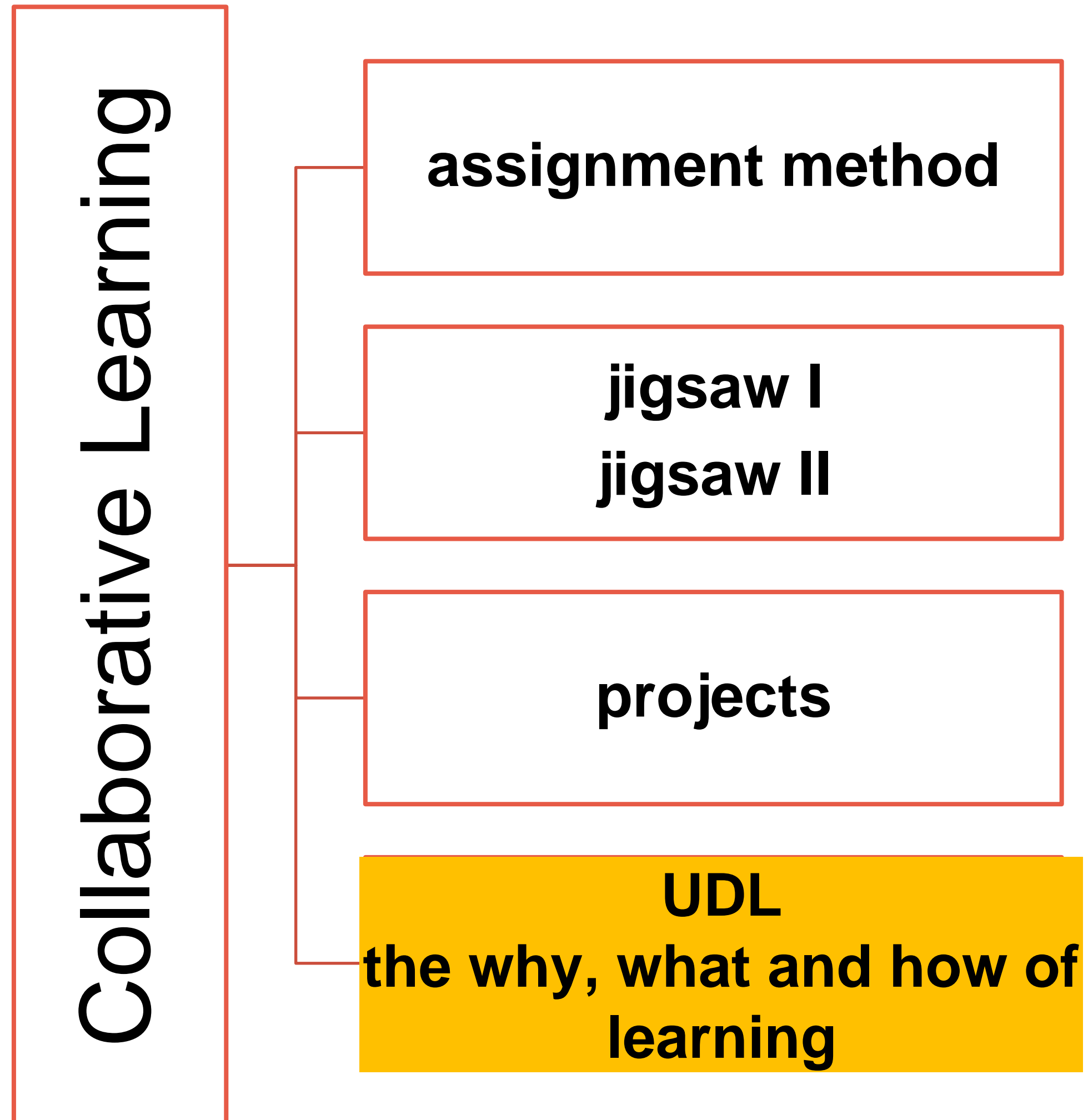
## Think-pair-share





# Collaboration

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# Capacities of Creativity



# Citizenship

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**competence**



**feeling**

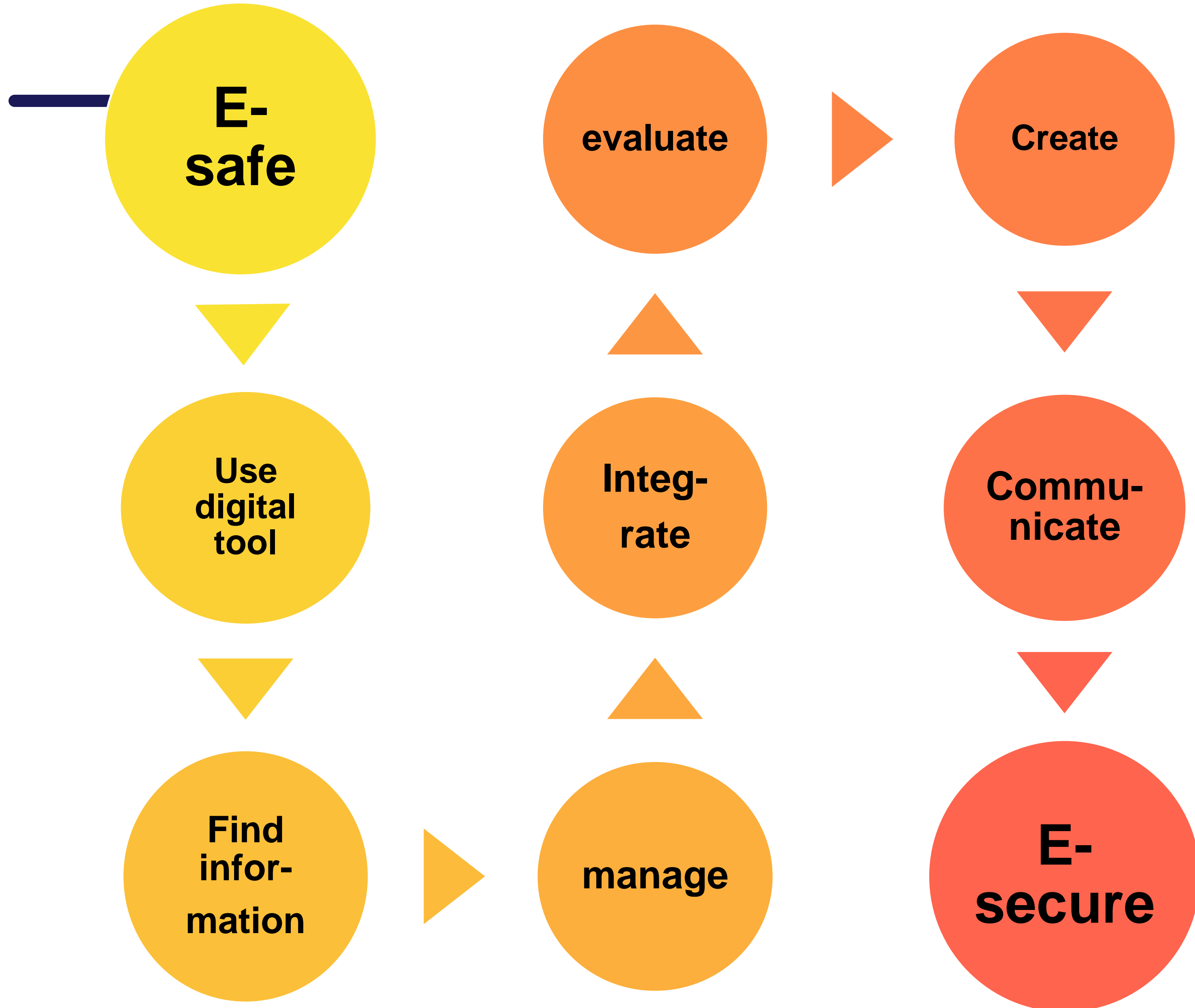


**practice**



**status**

# Digital Literacy



# Strategies for engaging children with digital literacy

**educational applications for tools**

**projects mobile technology, films**

**create information**

**engage with a broader audience**

**blogs**

**encourage literacy, share works**

**Integrate digital literacy into children's research skills**

**social-bookmarking sites (Diigo)**

**form groups, add bookmarks, evaluate those of others on a particular research topic**

# 5 Rs of Leadership



**Ready**



**Resourceful**



**Resilient**



**Responsible**



**Reflective**

# Promoting Leadership



e.g.  
Time keeper  
Recorder  
Leader  
Errand monitor



e.g.  
List 5 facts  
What did you like?  
What do you think was bad?  
What can you add?  
What do you feel?  
What would you do next?



e.g.  
a teacher, a doctor,  
a tramp, a fireman,  
a gardener, a  
footballer

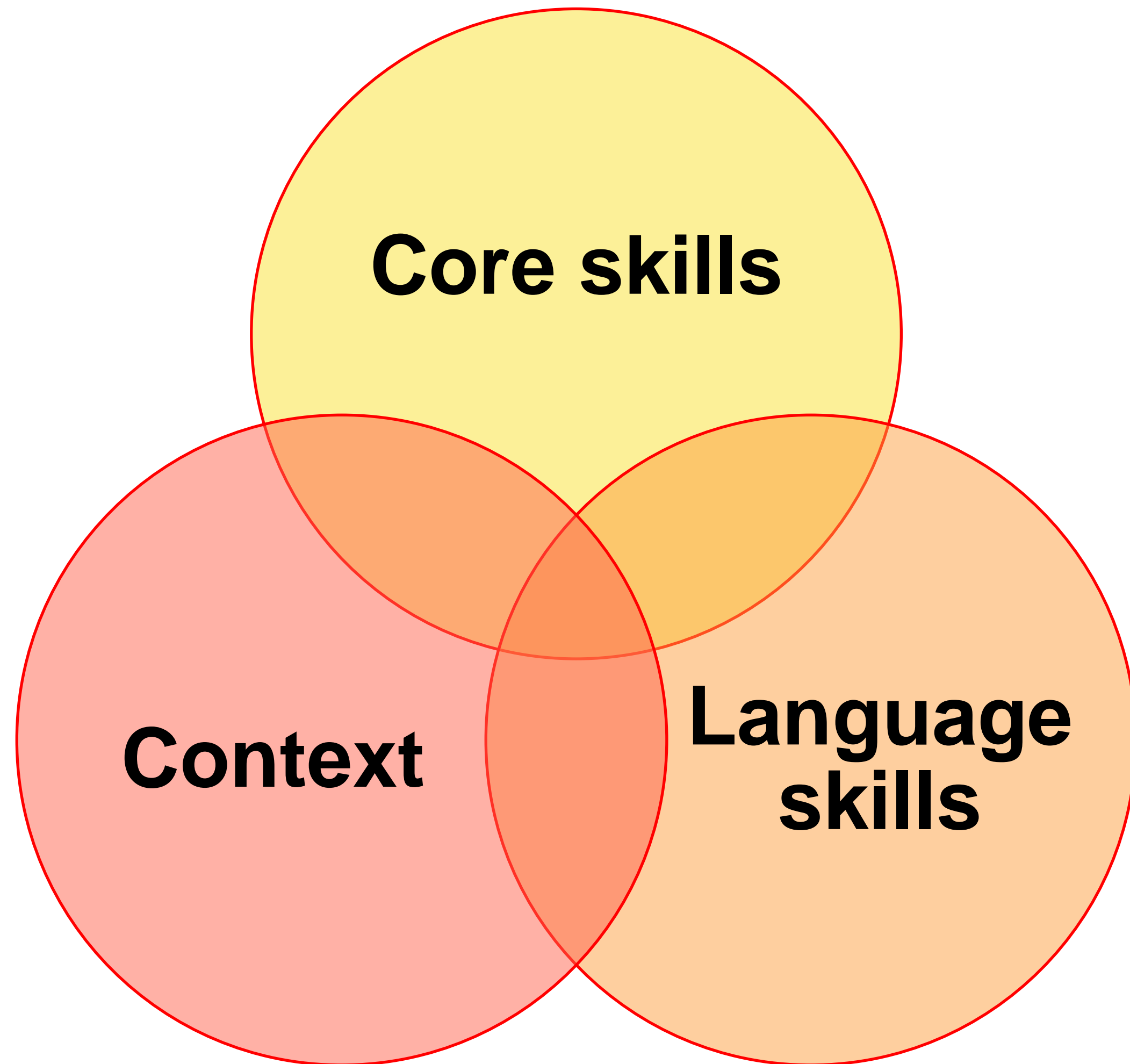


e.g.  
The tallest tower  
Spotting the  
difference  
Scavenger hunt  
30 seconds on the  
clock  
Back-to-back drawing



# Integrating

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# Questions to answer

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How can you adapt the ideas to your contexts?

How can it influence teaching and learning in the classroom?

