Programming Example

Alessandra de Vitis

Subject:
Project Managment & Entrepreneurship

- **School**: **Technical High school Computer science**

- **Class** : **5° Year**

Knowings:

- **General & specific processes in a ICT company, processes models & their interaction. Professional positions**
- **product/service life cycle**
- **certificated metodologies to ensure project, realization & delivery quality product/services**
- **Plan technique to predict & control costs, resources and software to realize a project**
- **Project Manuals & documentation.**
- **Regulations & standards settoriali to verify & validate the results of a project**
- **Elements of Economics, managment & Entrepreunership in ICT**

skills:

- **Analyze & represent, also using graphics, products and managment processes organizations in ICT company.**

- **Understand & represent mathches between company processes.**

- **To manage specifics, plan & progress of a project in ICT also using specific**

- **Identify & select resources & operating tools to carry out a project taking into account costs.**

skills: (2)

- **Quality control.**

- **Vereification & validation the result of the project with the requested specifics with in line regulations tests or standard,**

Competences:

- Identify & apply methodologies & techniques to manage projects.
- Manage projects with quality & security standads
- Use of prmcipal concepts about Economics & production processes & services organization
- analyze the value, the limits & the risks in every solution thinking also on the impact to social & cultural life giving particular attention to job & life security , protection to the individuals, environment & territory
- The use & the production of visual communication, multimedia & net tools to improve expression strategies
- Production of technical and user manual .
- Work in group

Kind of teaching

- **What kind of lesson are you doing to do:**

frontal, discussion, conceptual maps, lot of lab…..

Educational instruments

What kind of instruments are you doing to use:

books, e-learning, games, LIM…

Remedial education

What kind of remedial education are you going to use for help students with difficulties.

Evaluation

With the followings criteria:

- **Individual level of achieved goals (Knowings & competences)**
- **Progression from the starting point**
- **Interest & Attention**
- **Involvement**
- **Commitment**

Verifications

- **Written tests**
- **Oral discussion**
- **Group work**
- **Presentations**
- **Lab working**

Program

The program depends on guide lines of the actual school system & what department meeting decides about minimum target for the students.

Program example

**The program
is divided in**
learning units

Learning unit 1

Project plan and development:

- Project plan and development, project costs prediction

- manage and monitor projects & project costs

Elements of Economics & Entrepreunership :

- • Elements of Economics
- • business processes
- • Life Cycle of a product/service

Learning unit 3

Technical documentation:

- • **Manuals**
- • **Documents codification**
- • **Documents managment**

Learning unit 4

Quality certification:

- Certifications.

- ISO certification 9001/2008

- Environment certification ISO 14001/2004

- Security certification OHSAS 18001/2007

- Social responsibility certification SA 8000/2008

Learning unit 5

Safety & risks in a company:

- • Safety regulation in workplaces
- • Concepts of safety
- • safety & security personnel
- • monitor-display risks
- • Electrical risk

Useful sites to find interesting material to prepare lessons:

Useful sites

https://bubbl.us/

Brainstorm online with *Bubbl.us*. Easily create colorful mind maps to print or share with others.

Mind map can be very useful for student !

https://learningapps.org/

LearningApps is an intuitive application to create interactive modules to facilitate learning

Learning by playing!

Useful sites

https://nearpod.com/

www.mentimeter.com

Nearpod & mentimeter **are interactive classroom tools for teachers to engage students with interactive lessons.**

Useful to get attention from students

Useful sites

https://www.symbaloo.com/

Save bookmarks and favorite websites online.

Built for educators, Symbaloo makes it easy to engage students by delivering the right content, in the right place, at the right time, to the right person.

Good for teachers & students.

Useful sites

https://kahoot.it/

Kahoot! is a free game-based learning platform that makes it fun to learn – any subject, in any language, on any device, for all ages!

Good expecially for younger students!

Useful sites

https://www.liveworksheets.com/

Make interactive worksheets from PDF, DOC...

Worksheets that listen, speak, correct themselves and save paper, ink and time.

Useful sites

http://www.sciencegamecenter.org/games/purposegames

PurposeGames is a website that allows users to play and create games in a variety of subject areas.

Useful sites

https://edpuzzle.com/

Intuitive video editor includes the ability for both teachers and students to add voice-overs, comments, resources, and quizzes to existing online videos.

http://www.imagechef.com/ic/word_mosaic/

To create a mosaic of words.

Useful to remeber technical words.

http://www.snappywords.com/

Online interactive English dictionary and thesaurus that helps you find the meanings of words and draw connections to associated words. You can easily see the meaning of each by simply placing the mouse cursor over it.

Useful sites

https://www.netacad.com/

Cisco academy helps students in 180 countries by providing education, technical training, and career mentorship.

https://wheeldecide.com

Wheel Decide is a free online spinner tool that allows you to create your own digital wheels for decision making, prize giveaways, raffles, games, and more. Browse through our wheels and spin to randomize your life and make the decisions that have no wrong answers..

Useful sites

www.classtools.net

Create free educational games and tools in flash.