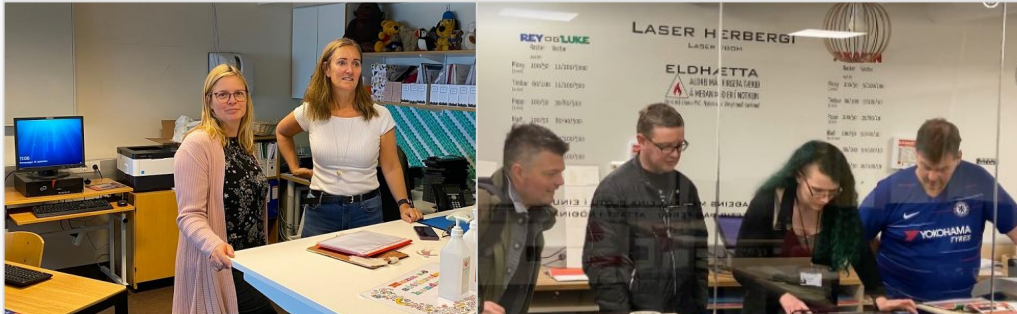# Digital Learning and Teaching in Education and Youth Programs
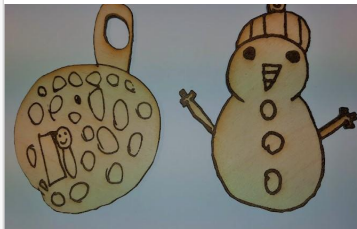
Mixtúra: Center for Creativity and Educational Technology

Innovation and Creativity
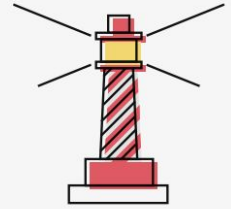
**What will your student say
after 20 years about their education?**

The Reykjavík Education Policy
- Digital technology

- Digital technology is used in schools and leisure activities to enrich learning and offer children **diverse opportunities for creativity and expression**

- The Reykjavík Education Policy builds on previous successes of the city's school and leisure activities, while also **welcoming the future with open arms** by paving the way for new technology, knowledge, ideas, and diversity

- The city's schools and leisure work is led by **progressive employees** who **reflect on their practices**, **work together towards shared goals**, and who **strive to integrate new methods and work practices**

LEIÐARLJÓS

Children as active participants

LEIÐARLJÓS

Professionalism and cooperation at the forefront

Mixtúra: Center for Creativity and Educational Technology

Alexía Rós Gylfadóttir- Creative Technology

Bjarndís Fjóla Jónsdóttir - Digital Learning and Teaching

Erla Stefánsdóttir - Digital Media

Hildur Rudolfsdóttir - Digital Innovation

Hildur Ásta Viggósdóttir - Digital Learning and Teaching

Kaśka Paluch - Digital Media

Þorbjörg St. Þorsteinsdóttir - Creative Technology and Innovation
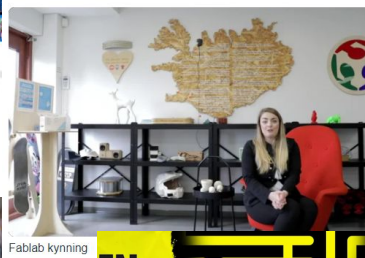
Professional Development

Professional Development

An image says more…

1:1 Device per Student

Chromebook

iPad
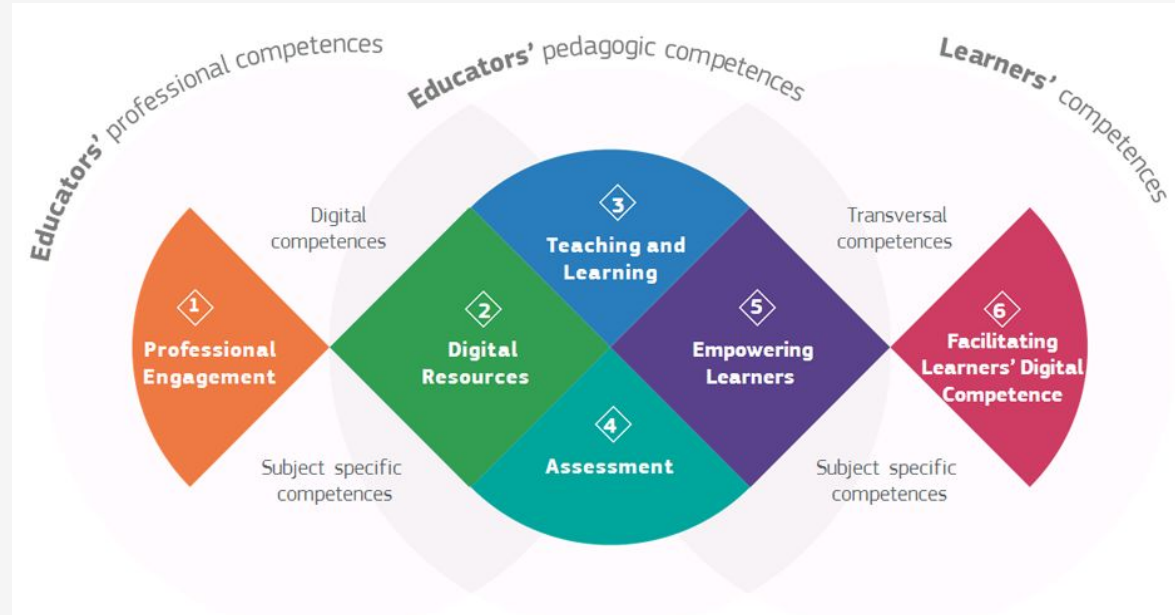
Diverse and Creative Ways of Learning

Digital technology and 1:1 device per student open up multiple ways to hand in work in more creative and diverse ways than before.
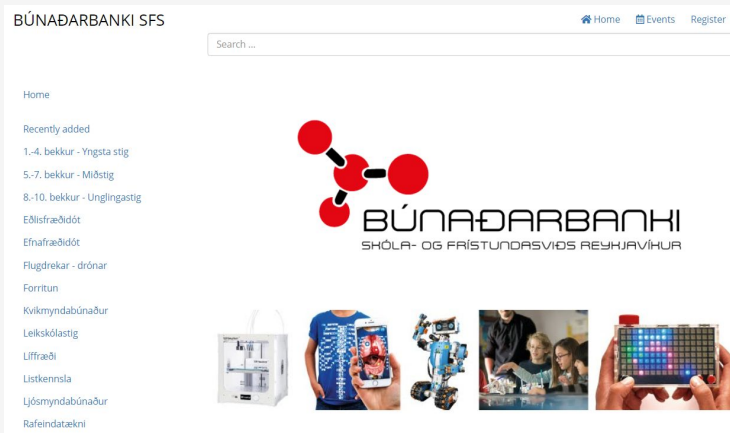
The European Framework for the Digital Competence of Educators (DigCompEdu)

DigCompEdu is a framework describing what it means for educators to be digitally competent.

It provides a general reference frame to support the development of educator-specific digital competences in Europe.

The Educational Technology Tool Library

Technology tools related to creativity, learning and teaching.
Two weeks, no charge.

Learning Through Active Participation and Playing

Fisher-Price - Liðuga lirfan
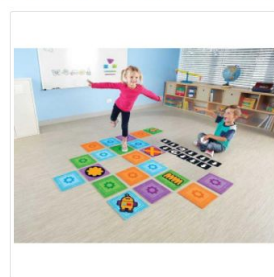
Bláskjár - littla gólfvélmennið
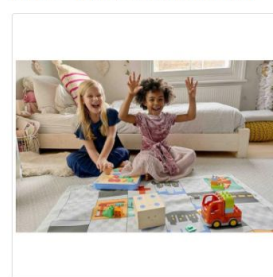
Forritunarmúsin Jack og fylgihlutir

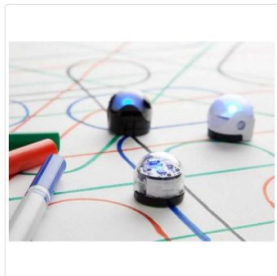Róbótarnir Punktur og Strik ásamt fylgihlutum

Lærum forritun án tölvubúnaðar

Primo - vélmennið Kubbur litli

OZOBOT Evo smá-vélmennin

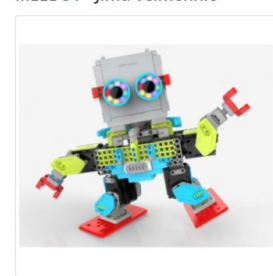ROBO Wunderkind vélmenni

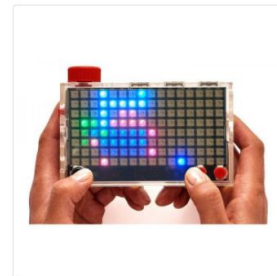Osmo forritun

OSMO Tónlist, spuni og forritun

SPHERO SPRK+ eða BOLT

MEEBOT - Jimu vélmennið

KANO - Pixlatölvan

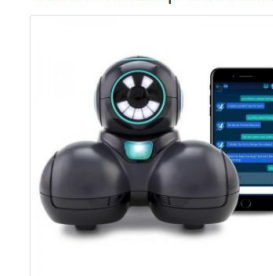littleBits - forritunarsett

Tölvuleikja Forritunarspjald

Makey Makey
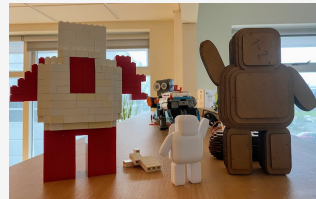
Piper tölvukittið - byggðu tölvu
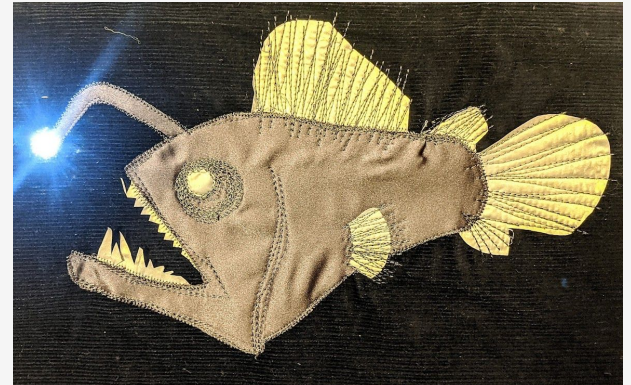
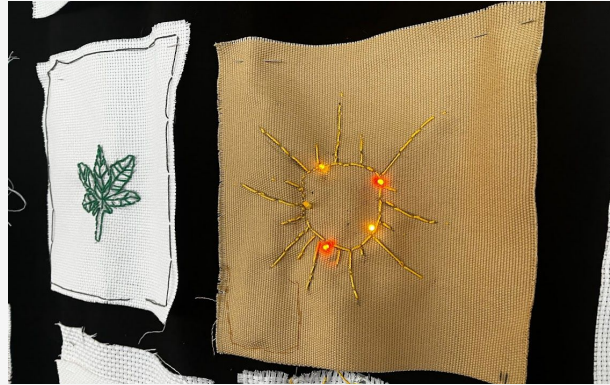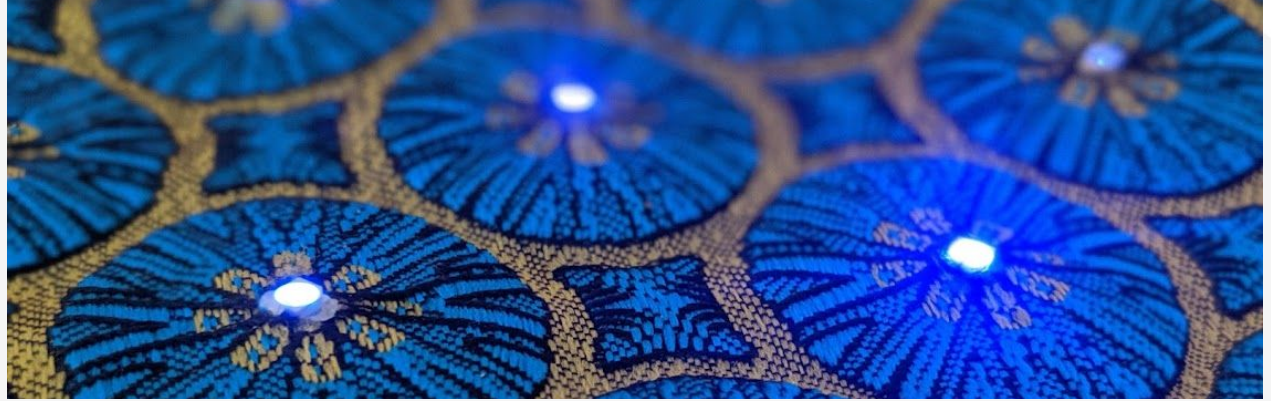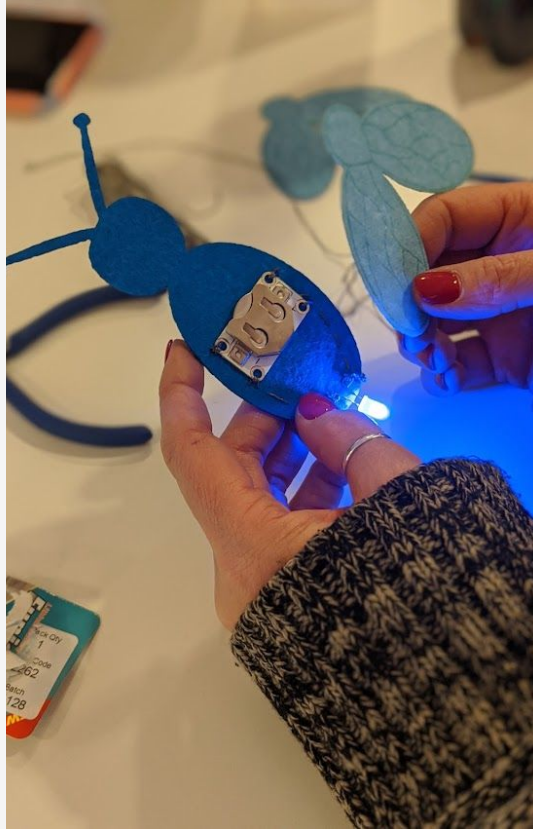Wonder Workshop - Cue Vélmennið

Makerspace

Makerspace on Wheels - Pilot Project

Circuits and Textile

Maker's Redbox

**Superheroes –
Digital
Storytelling**

**Green
Engineers**

**City of the
Future**

- ⊘ Teacher's guide
- ⊘ Structured guide for 16 maker occasions
- ⊘ Online video tutorial for each lesson
- ⊘ Classroom presentations
- ⊘ Program codes
- ⊘ Digital object designs (STL, CAD)
- ⊘ Competency guide
- ⊘ Soldering guide
- ⊘ Micro:bit workbook
- ⊘ Sample kit
- ⊘ Supplements for 12 students (additional supplements available)
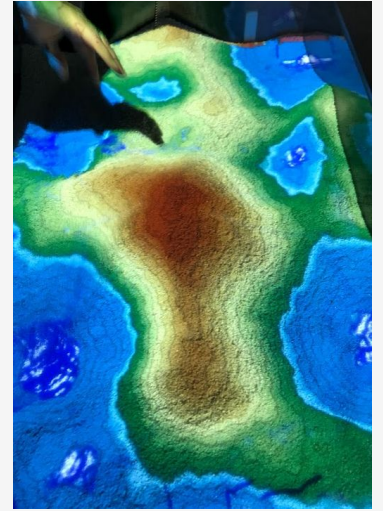- ⊘ Support: webinars and hotline

Ideas and Inspiration

Music, Podcast, VR and AR

Sandbox
- Augmented Reality

LEGO Education

Mindstorm, Wedo, Spike …

Instagram

Mixtúru

mixtura_reykjavik