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Creative uses of digital in a home school context

Margarida ROMERO

CV

Margarida Romero is director of the Innovation and Digital Laboratory for Education (LINE), a research unit in Education and Training Sciences (SEF, CNU 70) which develops its scientific program on three axes: creativity, cooperative engineering and university pedagogy. After obtaining the prize for the best thesis in psychology, she joined the Autonomous University of Barcelona, and then continued her career in Canada and France. She is a university professor (PU) at the University of Côte d'Azur. Her research is part of an approach centered on transversal skills, particularly in relation to creativity and problem solving in the context of cooperative learning.

REPORT OF THE INTERVENTION

The intervention is particularly based on the fact that in the past few weeks, all educational stakeholders have had to face major changes to adapt to the home school context because of the lockdown.

In this context, digital technology has proven to be a means of communication, teaching and support for a certain number of learnings.

These different activities are distinguished according to the degree of creative (Romero, Laferrière & Power, 2016) and cognitive (Chi, & Wylie, 2014) engagement of the learners, but also of the temporal and team organization methods: well the pedagogical script proposed by the teachers which favors, or not, the creativity of the learners, itself a vector of learning.

Margarida Romero presents us, in a final part, the characteristics of techno-creative activities, which allow learning to be developed based on digital added value.

URL LINK

<https://www.youtube.com/watch?v=dtVixVqdyN4>