***UNITY 11. How can we manage student project-based learning activities in a technology-enhanced environment to support collaboration?***

Technology to support Project and Problem-based Learning

1. **Authentic Learning**

Audio-video resources used to stimulate learners’ prior knowledge or Introduce the project or problem or provide key resources part-way through a project or problem to sustain interest

1. **Resource based**

Different ways to electronically present course resources: -Notes to be printed -Organizer paragraph with questions: this is a cognitive learning technique that helps students orient to a lesson. It encourages the student to think about the content prior to its presentation and provides a context for the instruction -Starting with a Question, then linked to textbook with animations -Online project or problem-based case study

1. **Discussion**

Can be asynchronous or synchronous before or after each face-to-face group meeting and can take the form of an online debate presenting polemical stances on a subject or a reasoned argument with supporting evidence

1. **Reflexing**

Encourage completion of a web log or online reflective journal/diary/log to support learning for the duration of the project/problem

1. **Presentation**
2. Video conferenced presentation of work-in-progress to a guest (international) expert/other students overseas
3. **Collaboration**
4. Modelling, Simulation and Role-Playing are making use of a more sophisticated and complex world-views as information is presented and accessed via a mathematical or graphical modelling package
5. **Assessment:** give the students different questions (online questions)

**An other thing is that :**

***To manage students in Project-Based Learning activities***,

1. The teacher must give an opportunity to the learners to be responsible in doing their work.
2. The teacher must set clear activity to be done and give all possible instructions detailing what to do, so that the learner should work alone out of the class.
3. The project must engage all learners in solving a real-world problem or issue.
4. The teacher should collaborate with his/her learners in a climate of friendship.
5. Giving both students and teachers more opportunities for feedback, and reflection
6. Expanding opportunities for student learning through collaboration and discussion With the advent of technology-rich teaching on a large scale, there are now many new opportunities for creative and innovative teaching and new relationships both with students and the shifting world of knowledge.