



Education in Information and Communication Technologies

Session 5

Timelines

Máster Universitario en Formación del Profesorado de Educación Secundaria
Obligatoria, Bachillerato y Formación Profesional

Facultad de Formación del Profesorado y Educación

¿What will we do in this session?

1. Jigsaw method (Phase III)
2. Introduction to timelines and the Tiki-toky tool
3. Developing a timeline
4. Description of the out-of-class task

Jigsaw method

- I- Research topics. One topic per group
- II- Collaborative develop the work researched (initial expert groups)
- III Reorganize groups: An expert for a topic in each new group, and present the topic to the rest of the group.
- IV Develop work in the new group from the knowledge of all experts.

In-class Group Work

1. Reorganising initial groups and presentation

- Use of wikis to present the topic
- Time allotted per expert:

5 minutes



What is a timeline?

Graphical, linear depicting of time lapses where events related with a topic that happened in the time are positioned (for example, history)

Have long been used as a educational resource

There are computing tools to facilitate the task of creating timelines

In-class Group Work

2- Develop:

The 40 main milestones in computing



2.1. Select the major events

2.2. Develop a timeline with the events, using the tiki-toky tool

3- Out-of-class Activity

Activity 7 (*gropus, out-of-class*)

1. Finish the timeline
2. Develop an introduction to timelines in the wiki: what is, what is it for, chosen tool
3. Include a link to the timeline in the wiki
 - The 40 main milestones in computing.
4. Include the references deemed important in the wiki

