

PRESS RELEASE

Technology - The school of the future at Fair Didacta Italy

The introduction of Didacta app in order to benefit from the services of the international event

Florence, 14 July 2017 – The Fair Didacta App, for Abdroid and IOS, has been launched. The app makes it possible to connect with the largest Fair on Education, which is going to be held from 27 to 29 September in Palazzo da Basso, in Florence. The application provides, in a quick and easy way, information, contacts and maps of the pavilions and sectors of the Fair. In the programme section, there are more than 80 workshops divided by date and time. Through the application, it is possible to buy visitors tickets or enroll in the workshops. It is also possible to book the closest hotels to the fair. The App is already available and can be downloaded free of charge.

New technologies will be the main themes of Fair Didacta, with a view to promoting inclusion at school and social participation.

Technology and disability, robotics at infant and primary schools, the impact of the makers phenomenon on the educational scenario and the 3D printers are only some of the 85 workshops dedicated to technology, which Indire (National Institute for Documentation, innovation and educational research) has organised for Fair Didacta Italy, which is going to be held from 27-29 September in Florence.

The event is addressed to teachers, headmasters, tutors, trainers, institutional representatives, professionals and companies operating in the school and technology sectors.

The Fair deals extensively with new technologies, new didactic and learning methods, didactic innovation, and strategies to improve educational methods, such as competency-based education and teaching laboratories.

Indire is going to make available at Didacta all the technological experimentations for teachers' training. Special attention will be given to the Indire's project Maker@school*, the research project started in 2014 to study the interaction of the Maker-space and FabLab models with the Italians school system. The aim is to support the development and innovation of didactic methods related to the makers phenomenon, in order to contribute to the innovation of the traditional educational model and favour the creation of modern teaching tools, able to

INDIRE – National Institute for Documentation, Innovation and Educational Research, with 90 years of history, is the Italian Ministry of Education's oldest research organisation. INDIRE is the benchmark for educational research in Italy. It develops new teaching models, tries out new technology for training courses, and fosters innovation redefining the relationship between space and time of learning and teaching. Indire is also the Italian National Agency for Erasmus+ in the school, University ad adult education sectors.

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encourage in the students a more participative approach. The teaching methods experimented so far have involved primary and infant schools.

The workshops on 3D printers will allow teachers to try out teaching laboratories focused on the use of these devices. The teachers participating to the workshops will have the chance to use a 3D drawing software and print objects.

There will be also workshops on educational robotics, an effective tool to foster school learning and infant and primary students' cognitive and relational development. The use of logic capacities and curiosity are stimulated thanks to the use of robots. Students are encouraged to use problem solving skills and computational thinking through practical and engaging exercises. Other workshops are: 3.0 classrooms: new technologies for learning used in personalised settings.

The school of the future, as well as improving educational processes, must favour the school integration of students with disabilities. The Italian school is investing much on this.

To this regard, in recent years, new technologies have proved to be able to promote social participation of people with different types of disabilities: visual, audio, motor, mental and cognitive impairment, learning disabilities and autism. Therefore, Didacta workshops aim to show, through video and direct testimonies, the use of specific informatic tools to support the inclusion of disabled people at school, at work and in society.

*Makers are people endowed with a strongly innovative approach who create products to innovate today's society. They share information and know-how through informatic systems and physical spaces, the FabLabs, places in which the interaction between digital technologies and reality can be experimented.