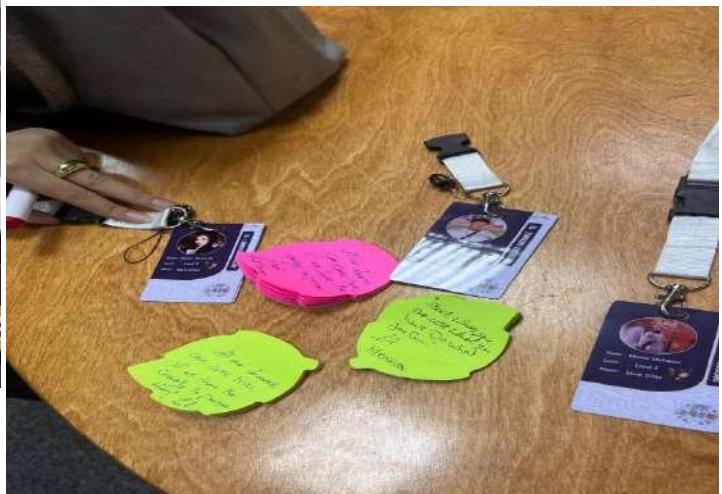
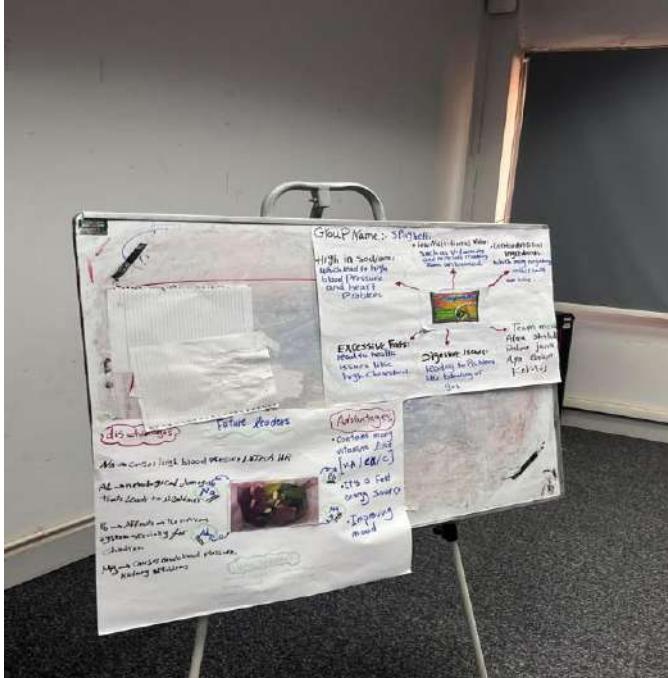


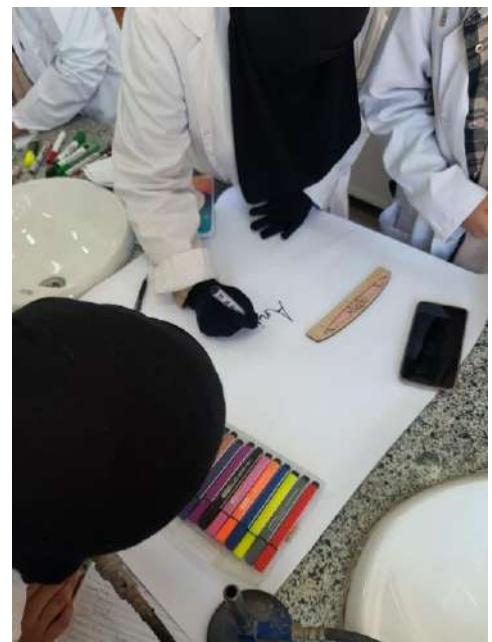
Gallery Walk and Flash Cards (Health and Fitness Dr. Abeer Refaat)







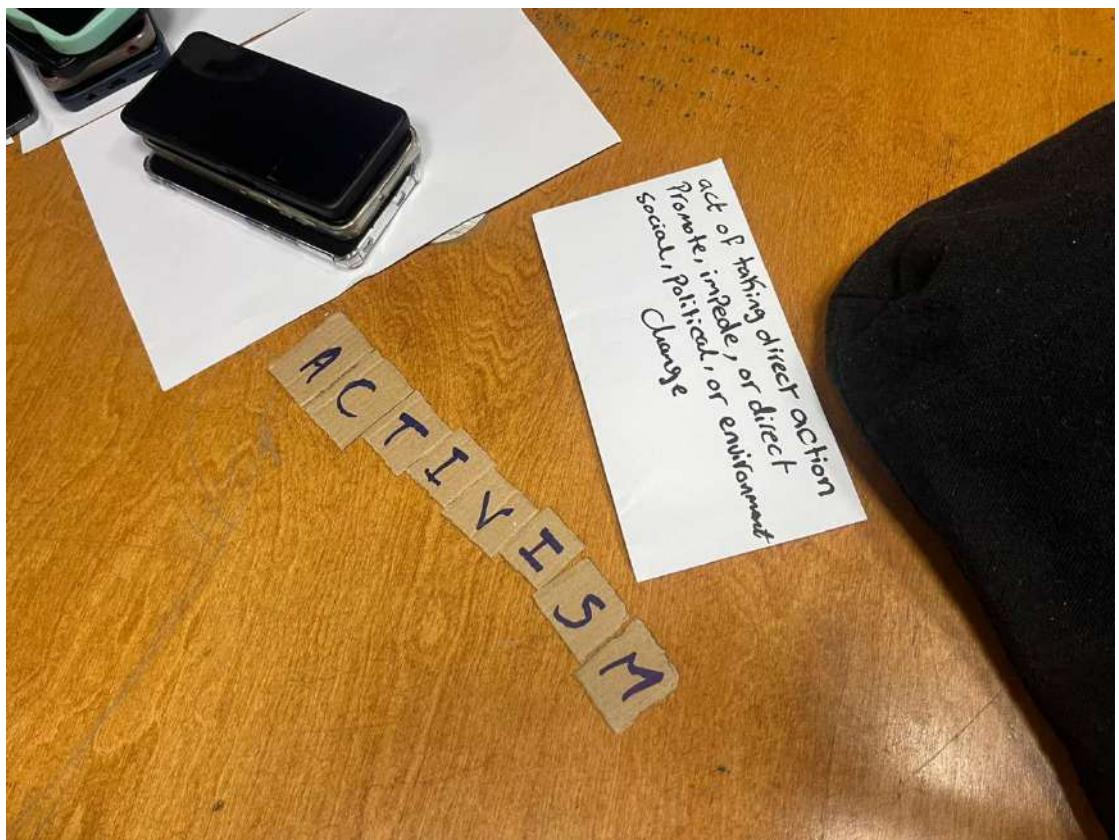




Gamification Activity Dr. Zaienab Shaaban

(Human Rights lecture)

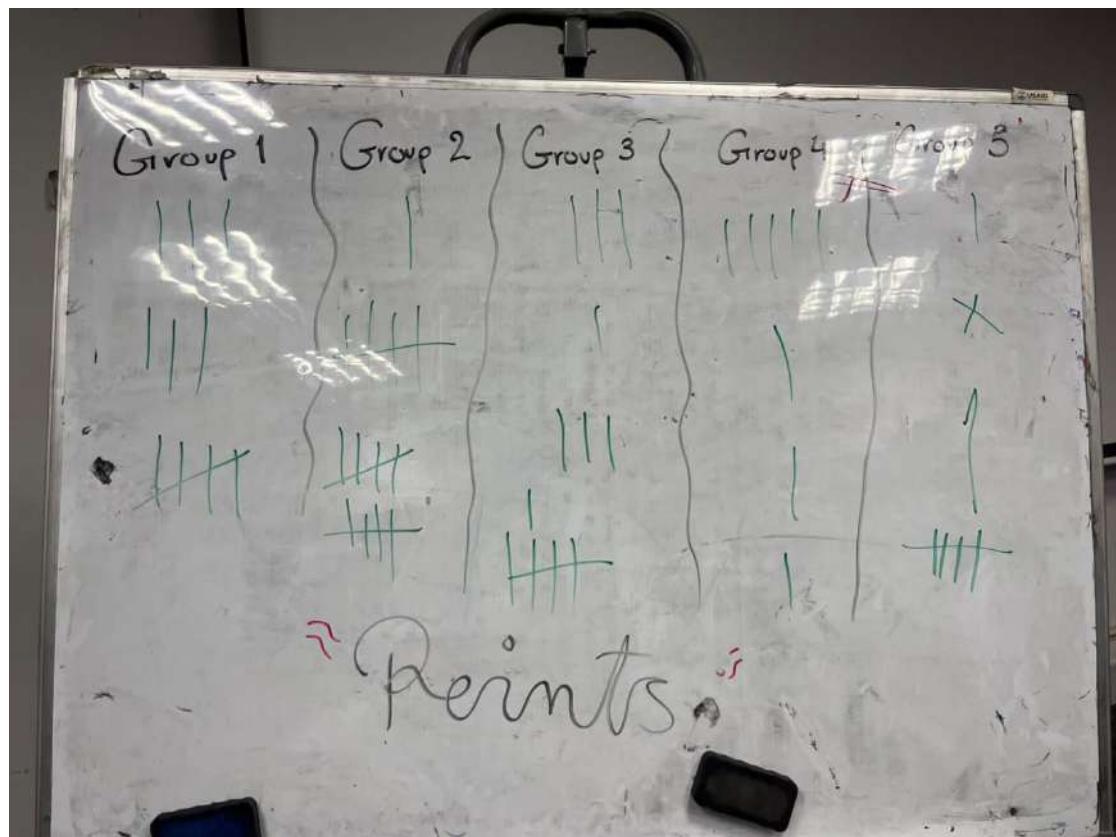


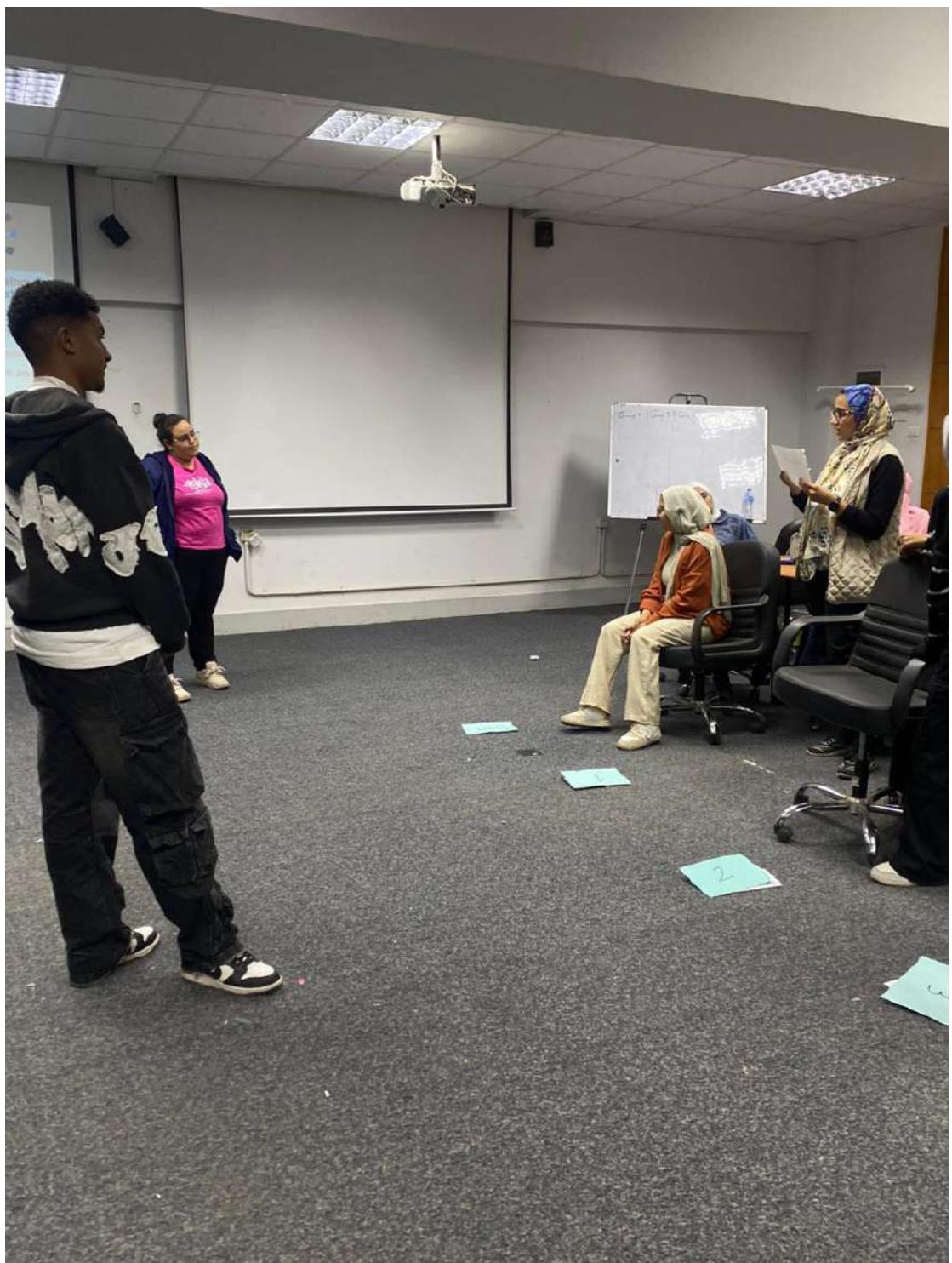


ACTIVISM

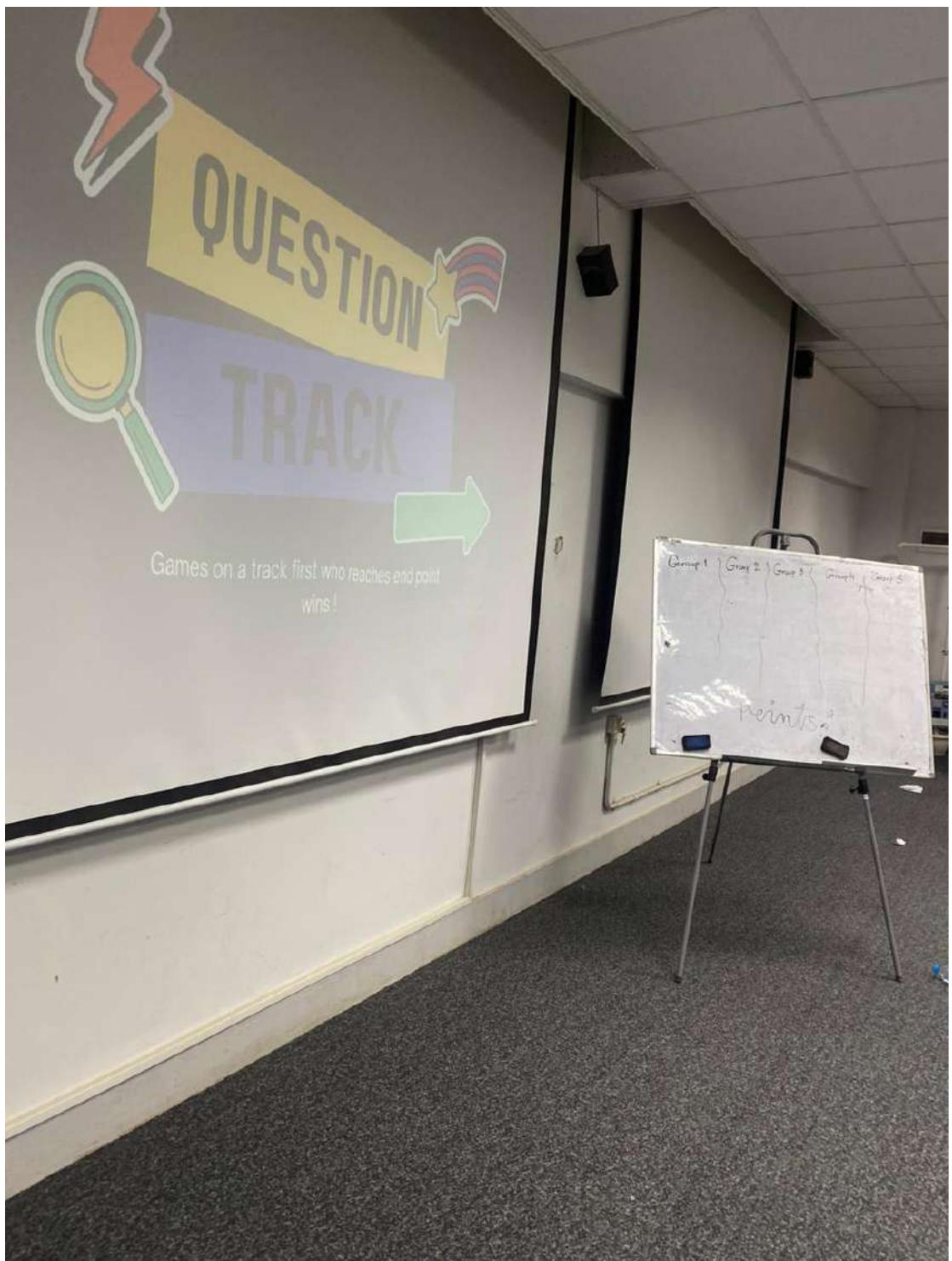
ACTIVISM
act of taking direct action
to promote, impede, or enforce
social, political, or environmental
change



















Role Play Activity

Jigsaw Activity

Gallery Walk Activity

Six Hats Activity

Gamification Activity

Knowing & Learning - Practicum lectures

Dr. Zaienab Shaaban & Dr. Amina Abu El-Makarem











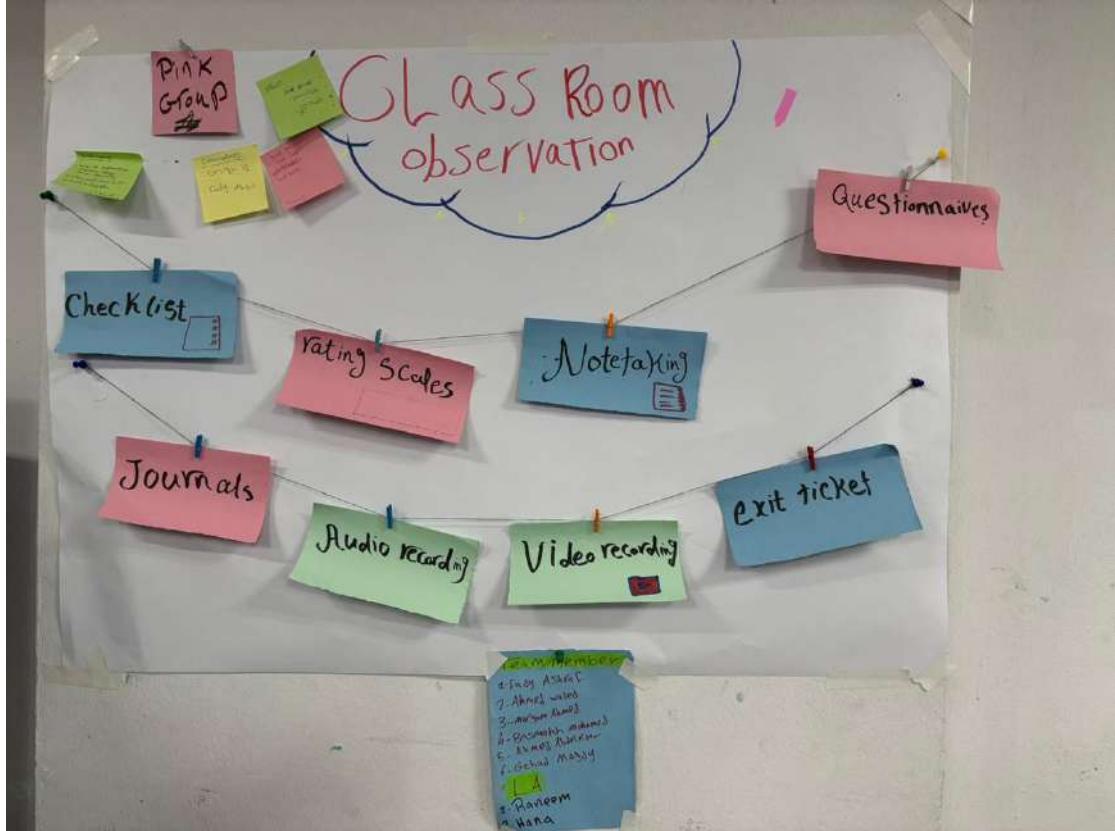
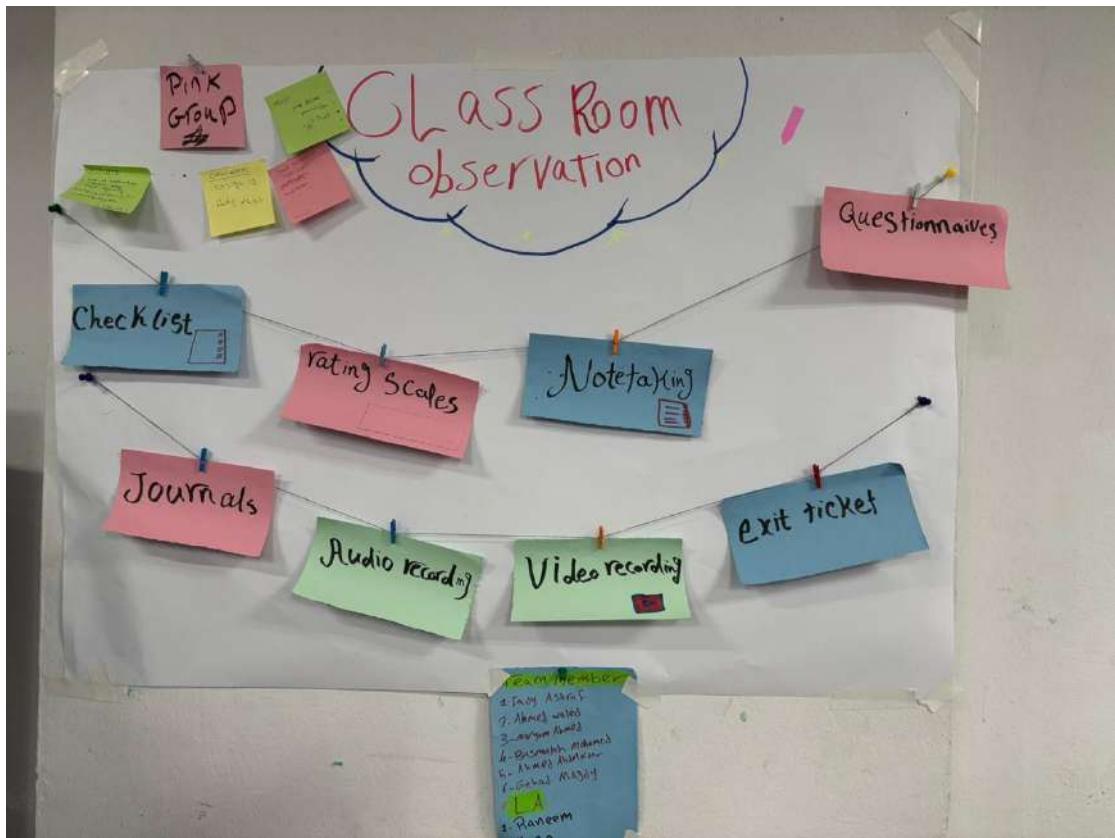


Teaching Practice EVIDENCE
LA: M. Raaj, Mohamed

- evidence**
 - Asking questions.
 - Find information to answer questions.
 - Critically review.
 - Integrate reviewed.
 - Evaluate.
- aim**
 - asset of materials that demonstrate how a teacher plans and reflects on lessons.
 - Planning evidence
 - Implementation evidence
 - ASSESSMENT evidence
 - Reflection and improvement evidence.
- example**
 - Evaluation of Capstone
 - Performance evaluation
 - Evaluation of Student Portfolios
 - Comprehensive examination

Stems
• Active Learning. • Formative interview.
• Data Analysis. • Transparency.
• Metacognition. • Sense of belonging.

LA MOUTH









































ICT

REFLECTIVE QUESTIONS



Answer the following questions about your lecture today

1 What was the most interesting thing you learned today? (about the design approaches)

Similarities between them is solving problems and focus on user's need

2 How can the EDP help you in your capstone project?

Steps of EDP help me to understand the ask to identify solutions and make it in prototype

3 What challenges did you face today when doing the activities?

Choosing the design of mind map and organize the tasks

4 What could be made to make the lesson more effective?

make the activity more interactive

5 What questions or insights did you have in mind when taking the lesson?

Why i learn that and how i apply it in my life

6 How could you apply your favorite design approach in your real life?

my favorite EDP, so i can solve any Problem with it's steps

Name: Basma khaled

Section: 1-C

Date: 24/11/2024

ICT

REFLECTIVE QUESTIONS



Answer the following questions about your lecture today

1 What was the most interesting thing you learned today? (about the design approaches)

The backward design method.

2 How can the EDP help you in your capstone project?

By giving me an accurate & detailed steps to follow, also it's flexible in moving between steps.

3 What challenges did you face today when doing the activities?

None.

4 What could be made to make the lesson more effective?

None.

5 What questions or insights did you have in mind when taking the lesson?

some question that's already been answered while doing the activity.

6 How could you apply your favorite design approach in your real life?

Backward design method. , I can divide the lesson into 2 or more sessions . the main /First session would identify & determine the problem or goal then the other session would be planning to solve or reach the goal due to the students opinion that I collected by Applying an activity.

