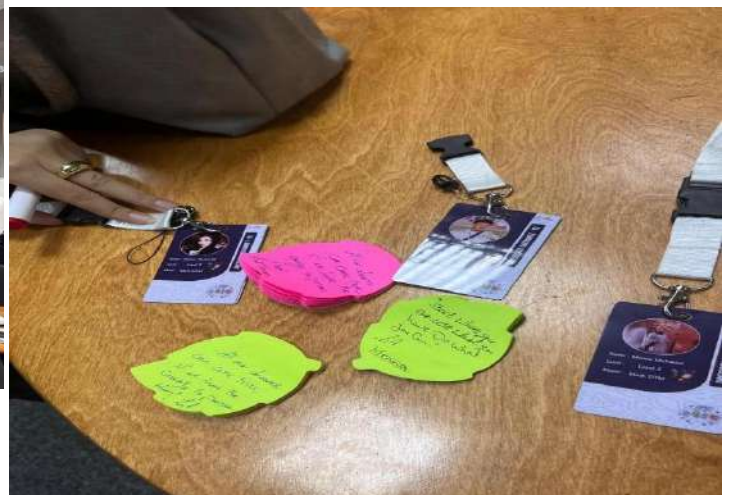
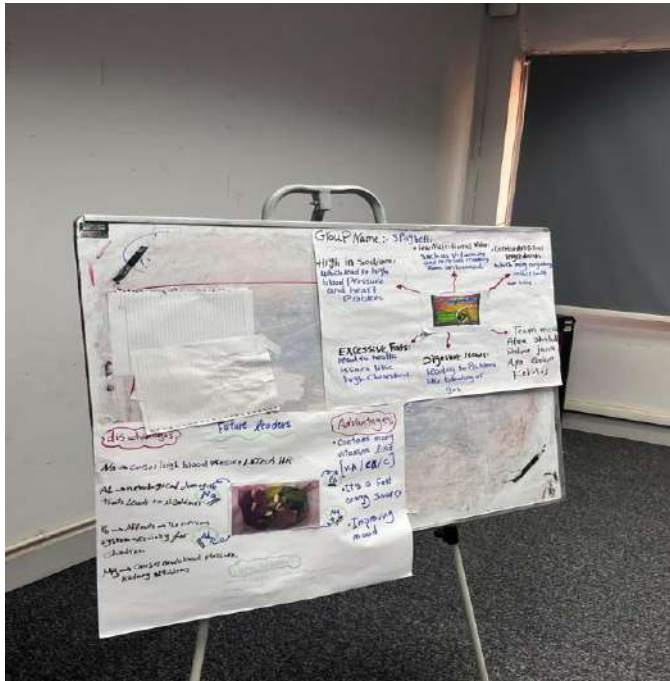


Gallery Walk and Flash Cards (Health and Fitness Dr. Abeer Refaat)





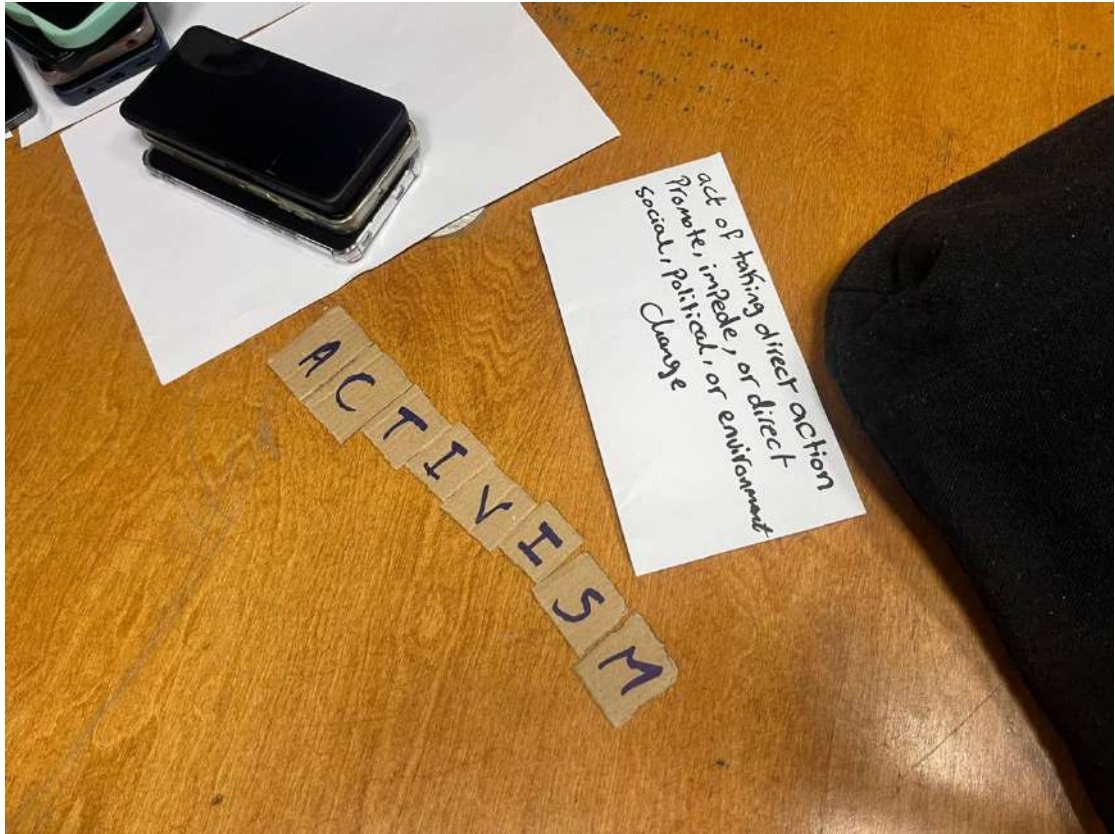






Gamification Activity Dr. Zaienab Shaaban
(Human Rights lecture)









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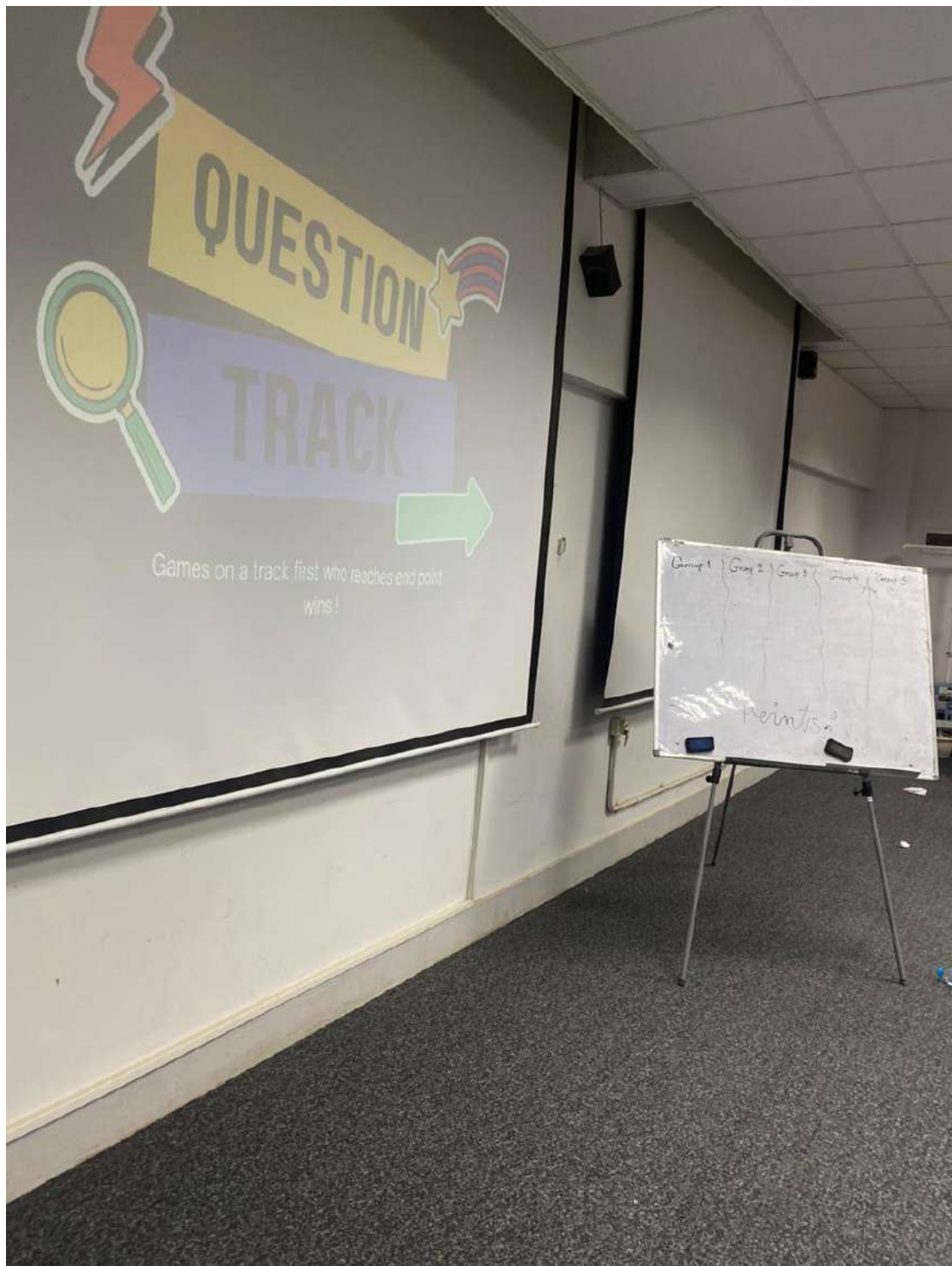
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Prints















Role Play Activity

Jigsaw Activity

Gallery Walk Activity

Six Hats Activity

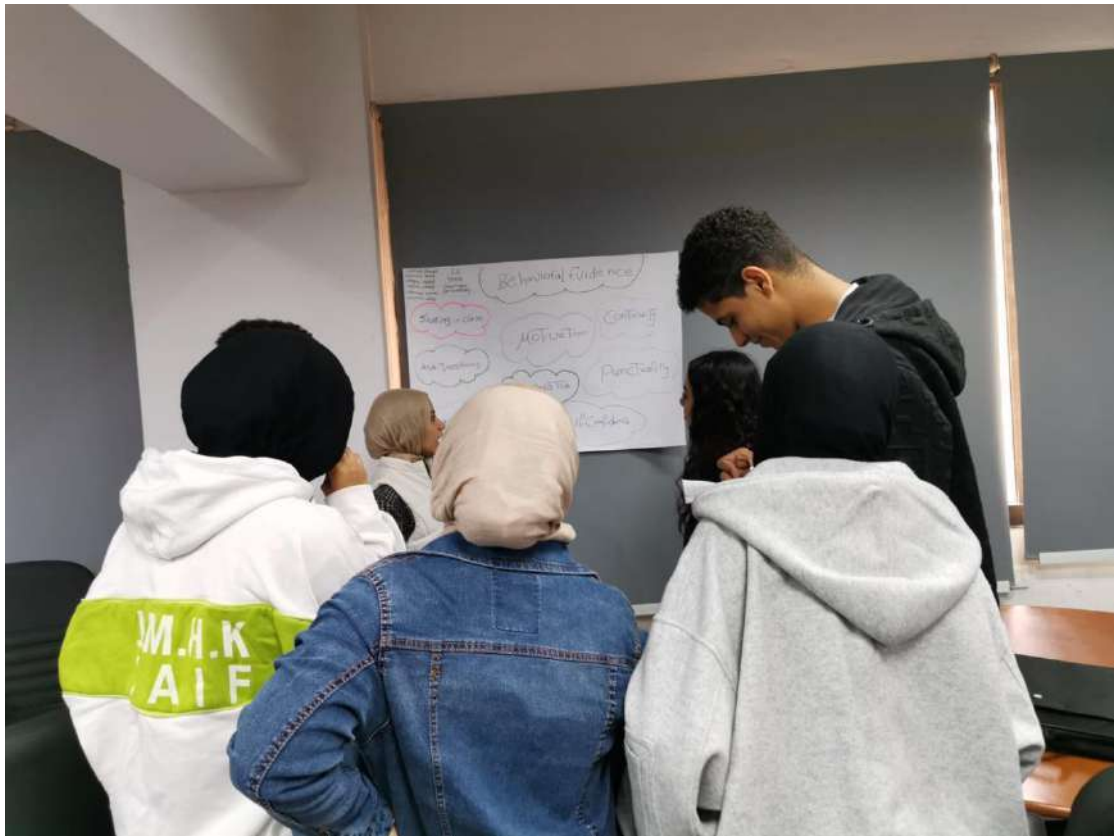
Gamification Activity

Knowing & Learning - Practicum lectures

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

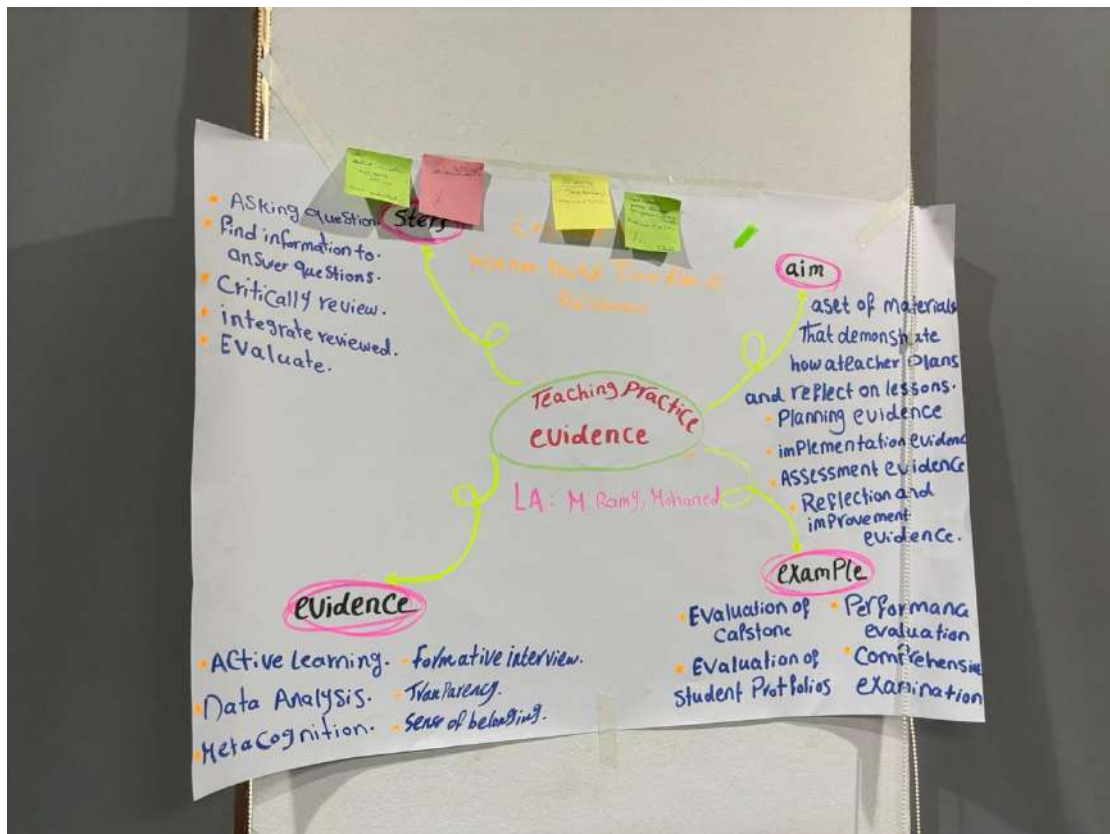


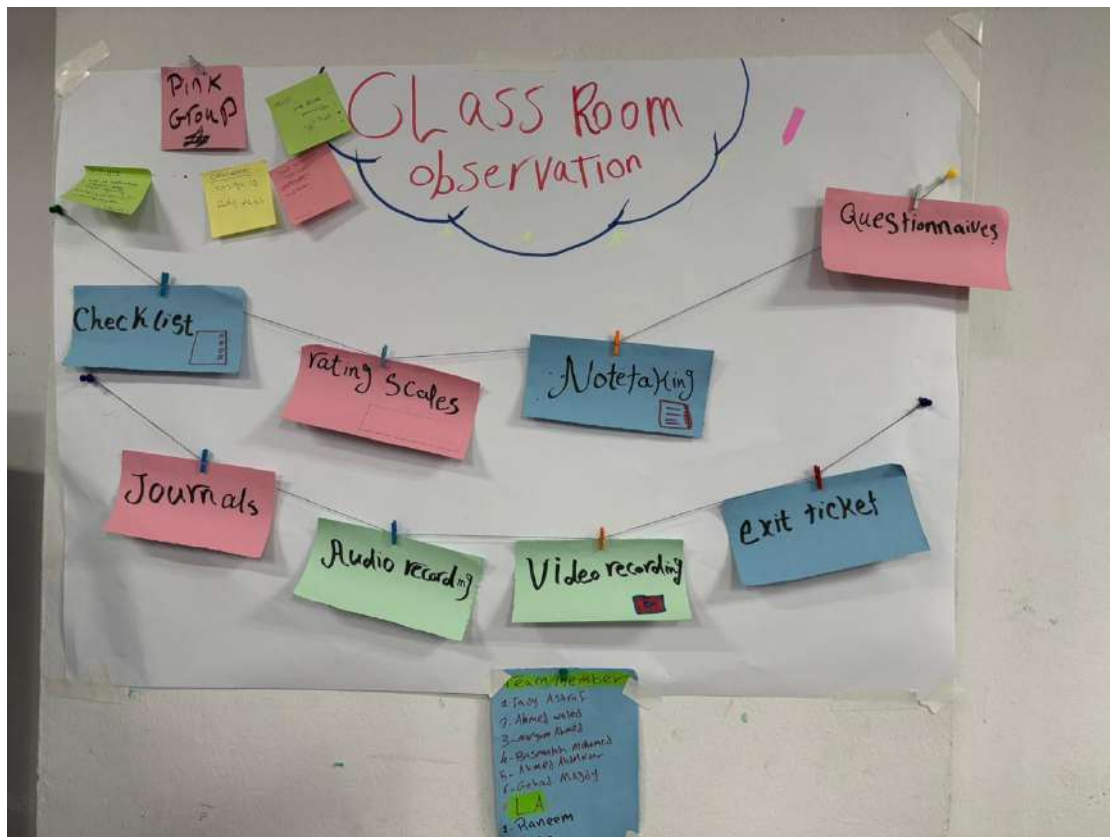






























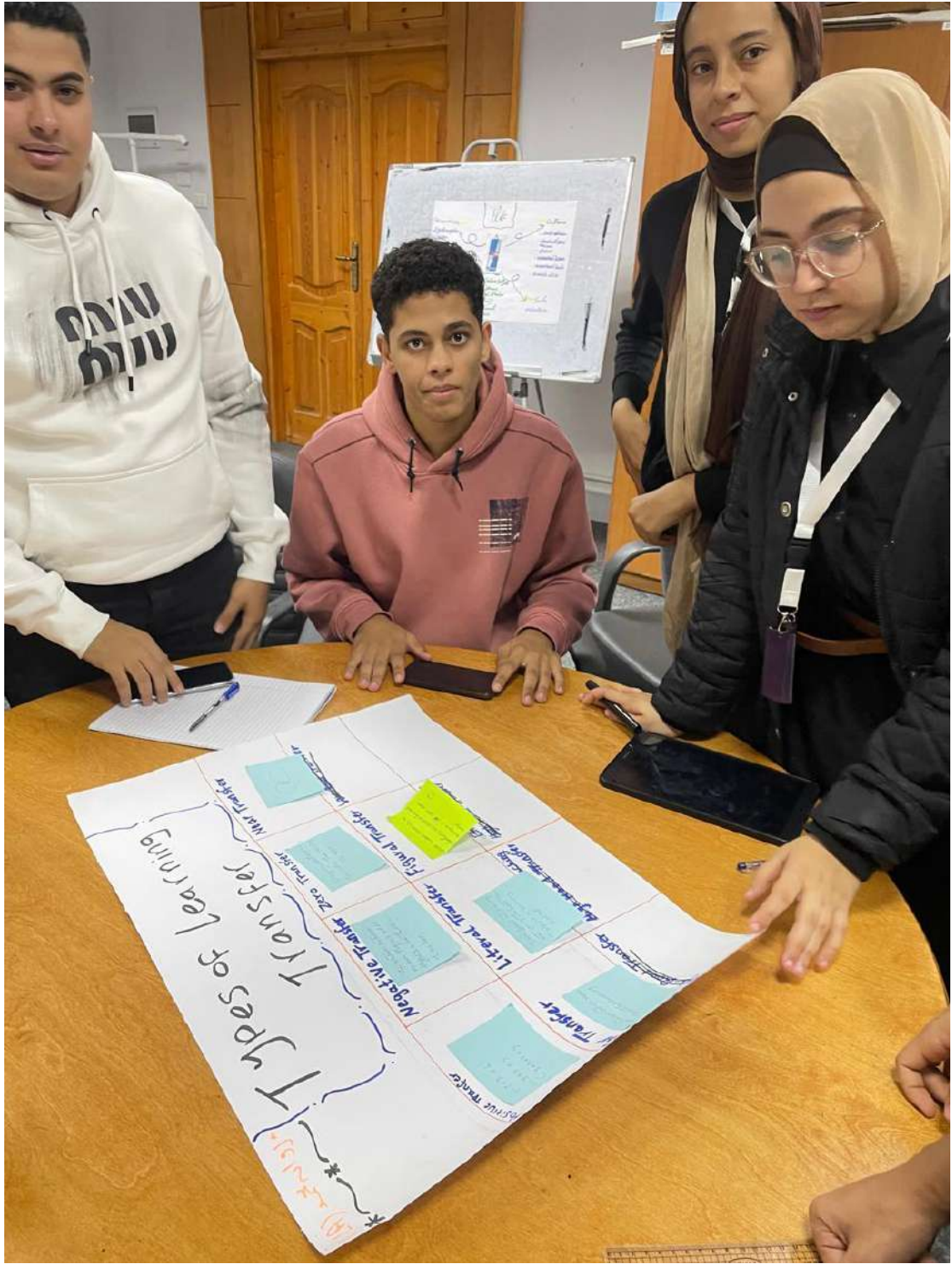




















Name: Zeinab

Section: ICT

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)

Similarities between them solving Problems and focus on users need

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

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

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

Choosing the design of mind map and organise 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-T

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.

