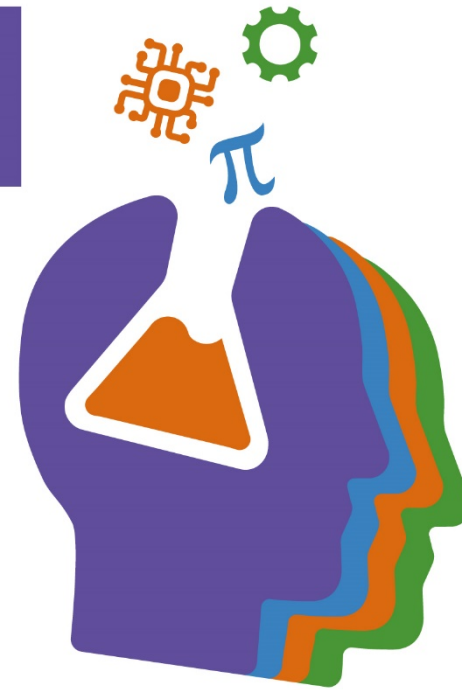


**ThIN**  
**KER**  
**LAB**





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# Ikasleen eskuliburua \_

Ikaskuntza lantzeko edukiak eta  
tresnak erabiltzen laguntzeko  
jarraibideak \_\_ THINKER LAB  
plataformako proiektuak \_





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# Ongi etorri STEM irakasgaiak ikasten ondo pasatzera



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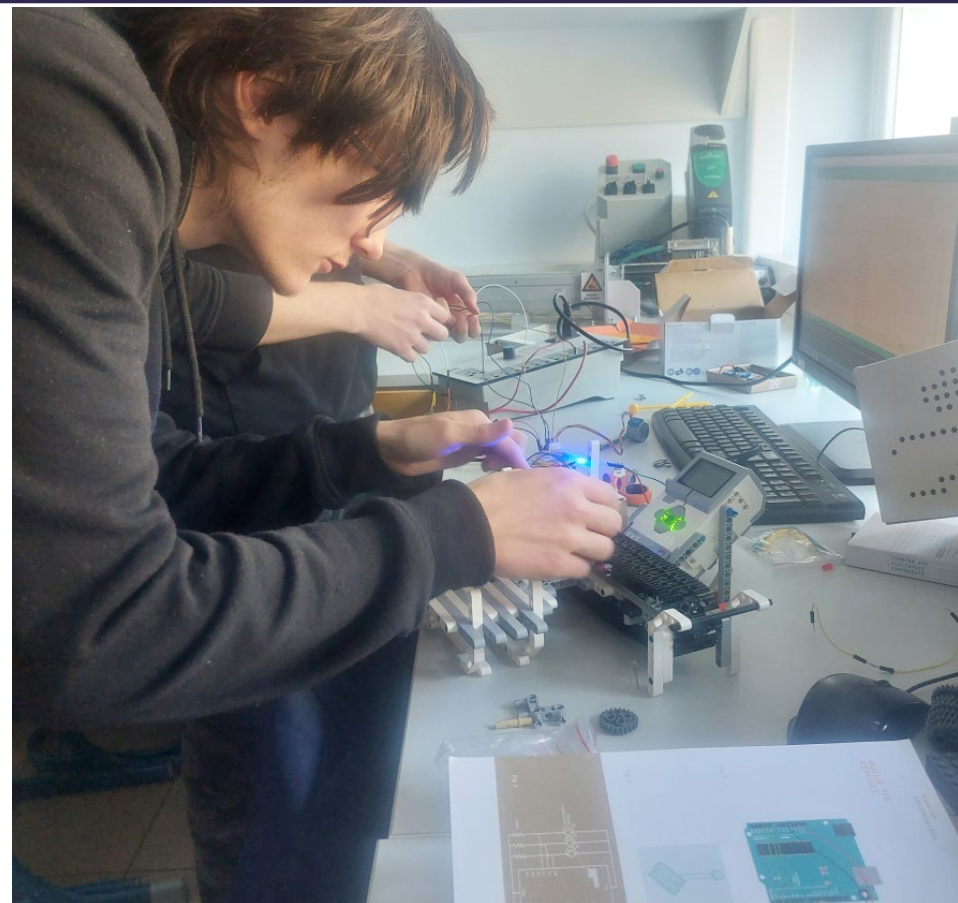


# Sarrera

**PENTSATZAILEA LABek** ikasleen eskura dauden hezkuntza-eskaintza zabaldu nahi du **laborategian oinarritutako ikuspegiari** oinarritutako **ko-erakuntzako ikaskuntza-prozesuekin loturiko ikasketa-bideak** ehunduz .

Thinker Lab plataforma Europak finantzaturako proiektu batek egin du, ikasleen STEM gaitasunak eta **ikaskuntza inklusiboa hobetzea helburu duena.**

**Gida** hau gure proiektuak erabiltzeko interesa duten eta euren kideekin elkarlanean aritzeko prest dauden



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## 2. Irakurri hau lehenik - plataforma nola erabili

**STEM irakasgaien trebetasunak** ikasteko aukera eskaintzen dizu .

Plataforma honetan aurkezten diren proiektuen erronkak ebatziz **STEM irakasgaiak** ikasten ari zara: **Zientzia, Teknologia, Ingeniaritza eta Matematika** .

Proiektuen erronkak ebatziz, **STEM irakasgaien teoria** modu dibertigarri batean ikasten duzu irtenbideak eginez, eraikiz eta probatuz.





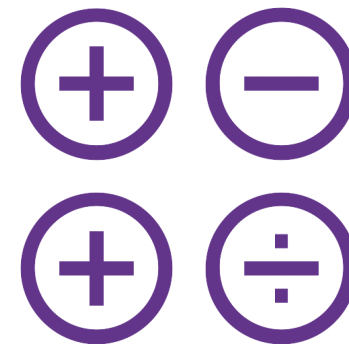
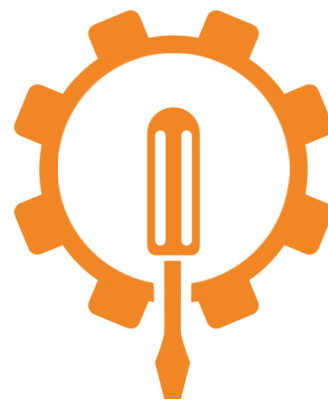
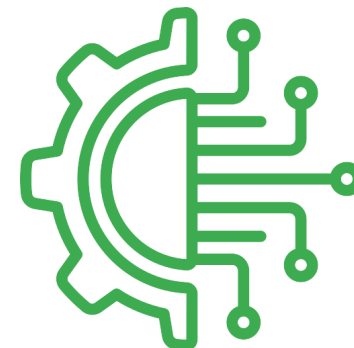
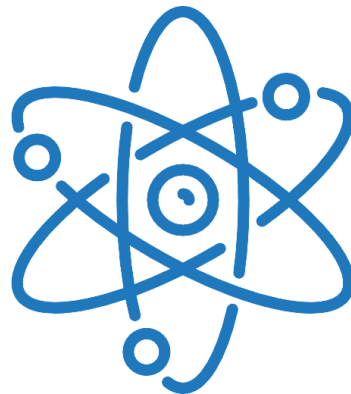
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## 2. Irakurri hau lehenik - plataforma nola erabili

Proiektuaren azala bakoitzean proiektu hau garatzen ari den **STEM** gaiak adierazten duten **ikur/ikur bat aurki dezakezu.**

STEM trebetasunak ere jakinarazten dira proiektuaren deskribapena irekitzean. **Proiektuak** STEM kategorien arabera iragazi ditzakezu ("iragazi kategoriaz" hasierako orrian)





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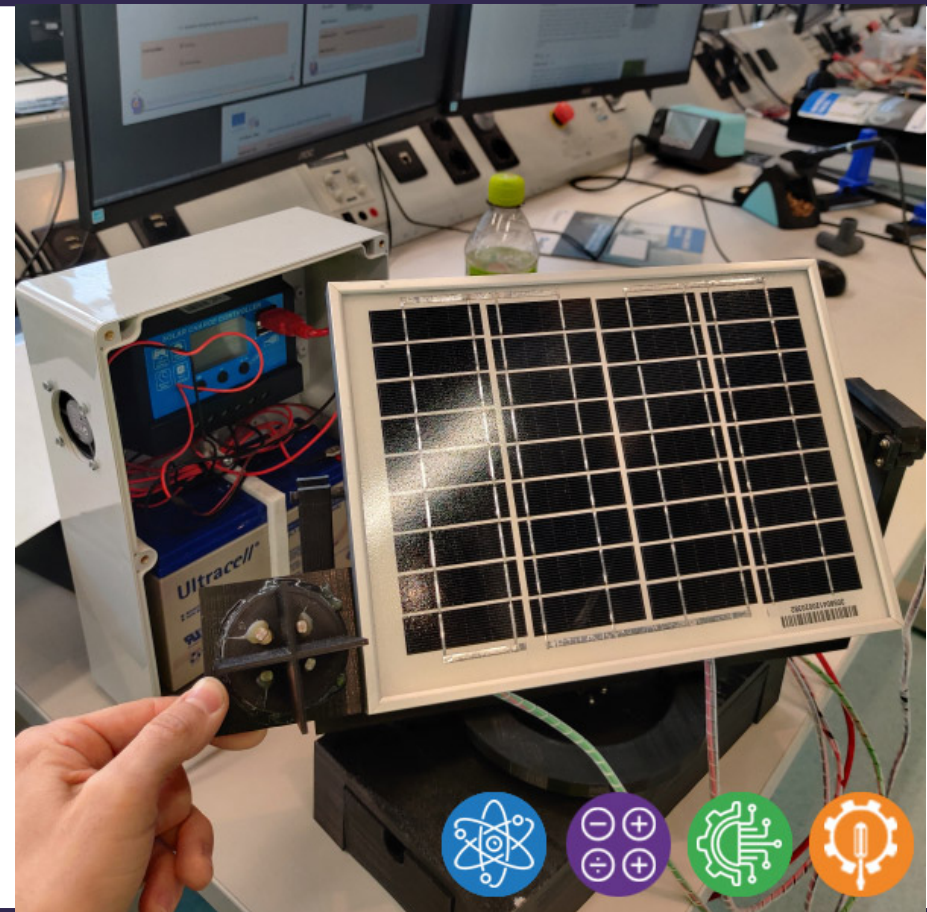


# Kostu baxuko materialak erabiltzea

**kostu baxuko materialak erabiltzea da .**

**egiten ikasi ahal izatea eta teknologia handiko ekipamenduetarako eta dirurako sarbide mugatuarekin mugatuta ez egotea nahi dugulako .**

**Zure laborategia eraiki dezakezu etxean edo kanpoan edo eskolako instalazioak erabil ditzakezu, hori posible bada.**



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# Hizkuntza

Proiektuaren deskribapen orri bakoitzean nahiago duzun **hizkuntza aukeratu** dezakezu .

Goiko eskuineko izkinan **goitibeherako menu bat dago** Google itzulpenetarako.

Translation with google -

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## 3. Proiektuak nola erabili

Lehen **25 proiektuak** Italia, Espainia, Suedia, Eslovenia eta Finlandiako lanbide-eskolak sortu dituzte.

, bazkideen nazioarteko hackaton irabazi zuen **ikasle taldeak sortu du**.

**Oharra: Google kontu bat behar da ikasmaterialak kargatzeko**



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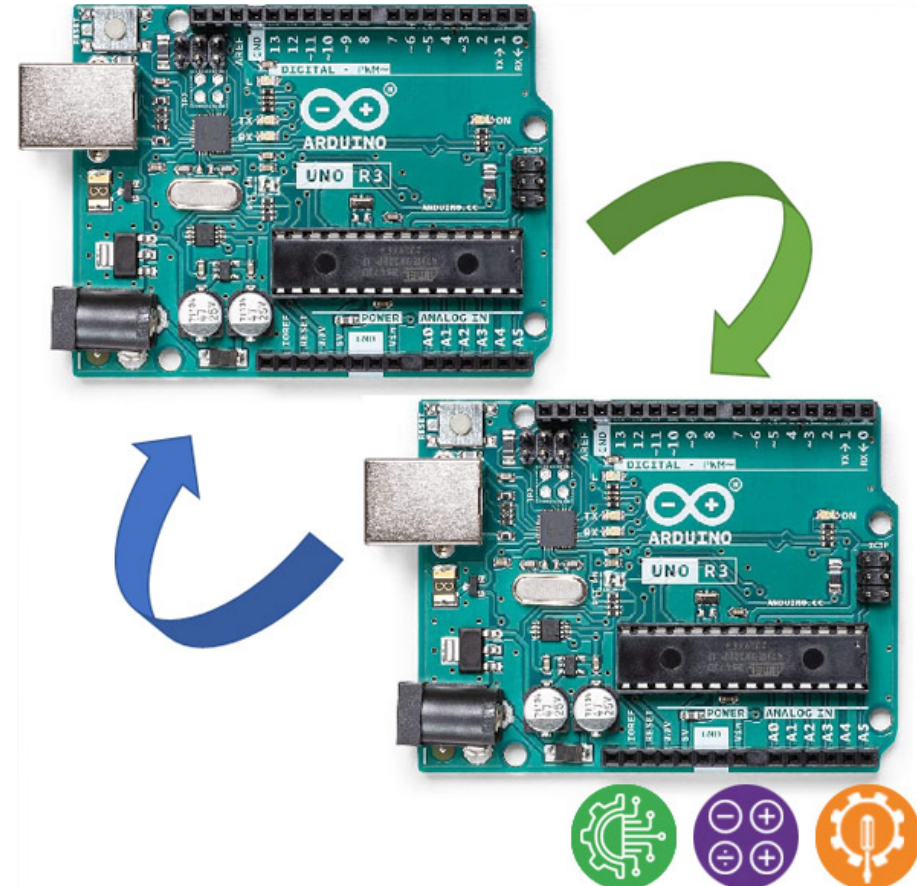


## 3. Proiektuak nola erabili

Plataformako edozein proiektu aukeratu dezakezu , zure interesen arabera soilik.

jarraibide zehatzak eta aurrera egiteko urratsak aurkituko dituzu .

Proiektuak zailtasun mailarekin definitzen dira : oso erraza, erraza, ertaina, gogorra



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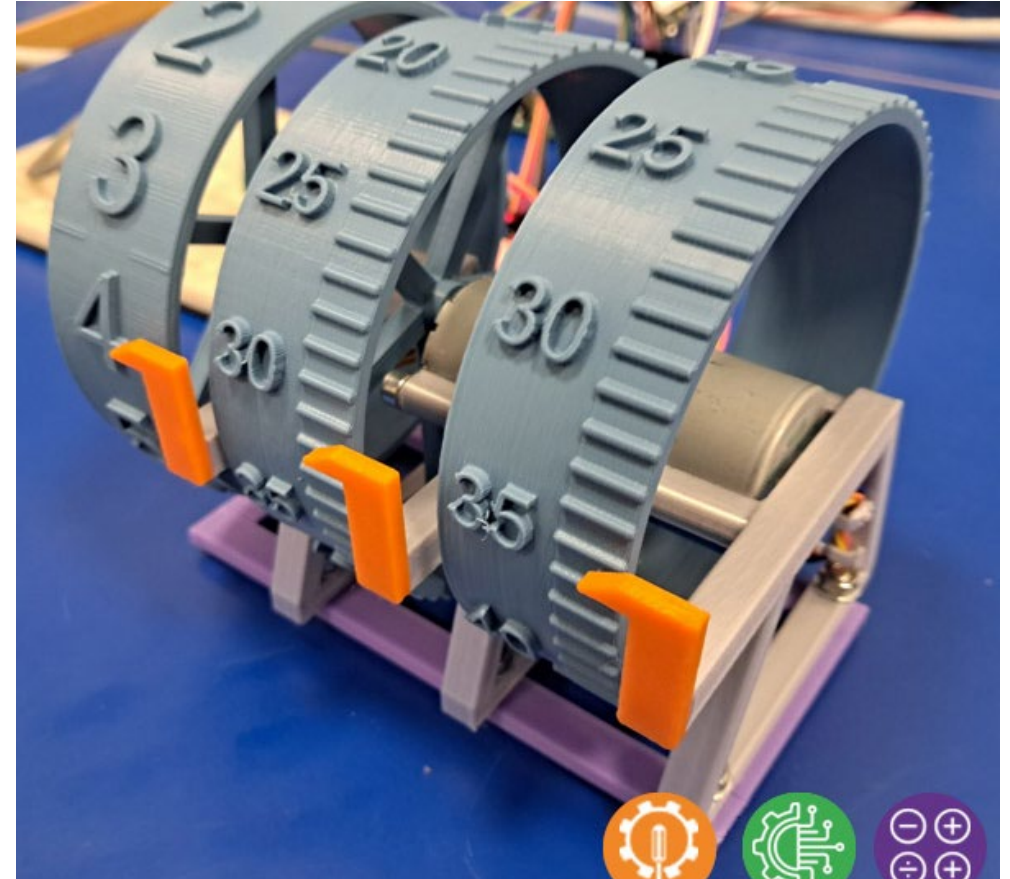
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## 3. Proiektuak nola erabili

Proiektuaren deskribapenek egitura bera jarraitzen dute:

- Zer ikasiko duzu ( **zein STEM** )
  - Proiektua egiteko aurreikusitako **denbora**
  - Beharrezko **materialak** eta birziklatutako materialak
  - **Gida-materiala** : testua/argazkiak/bideoak
  - **Urrats gehiago** : ondo pasatzea nahi baduzu
- Informazio erabilgarria lortzeko kanpoko **estekak**
- **Zailtasun** maila
  - Proiektuaren eta mezu-taularen **ebaluazioa**



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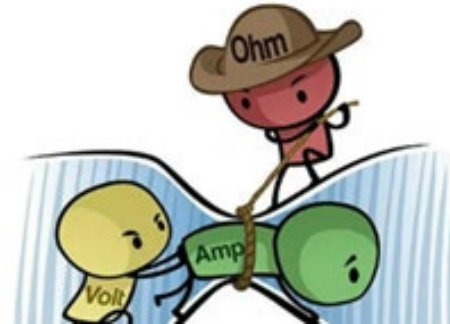
## 4. Zure iritziak eta iruzkinak

Mesedez, zure  
esperientziaren arabera  
proiektuak baloratzeko  
eskatzen dizugu

Friday, 28 April 2023 07:50

### PLAY WITH OHM

Rate this item ☆☆☆☆☆ (0 votes)



Calculate a resistor value and its current flow

Learn how to apply a Voltage Divider and an Arduino

Download attachments:

| [23\\_-\\_Play\\_with\\_Ohm.ino](#) (16 Downloads)



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## 4. Zure iritziak eta iruzkinak

Proiektuaren deskribapenaren amaieran **iritziak eta iruzkinak** ere eman ditzakezu .

Zure iruzkinek eta iritziek proiektuaren ekoizleei eta beste erabiltzaileei informazio baliotsua ematen diete proiektuak **gehiago** garatzeko errazago konpontzeko.

Add comment

WARNING! If you add a comment you accept the privacy policy!

Name (required)

Role (Teacher, Student, Other)

1000 symbols left



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## 5. Proiektu berri baterako zure proposamena

ATZERA

Proiektu-erronka berri bat bidali nahi al diguzu besteek ebazteko?

Bete orri nagusian dagoen formularioa. " **Kargatu zure proiektua** ".

Zure proposamena ebaluazio prozesu batetik pasatzen da eta agian zurekin harremanetan jarriko gara galdera eta argibide batzuk egiteko.

Have you got a STEM project to share? Collaborate with ThinkerLab and make it available on the website!

UPLOAD YOUR PROJECT \*



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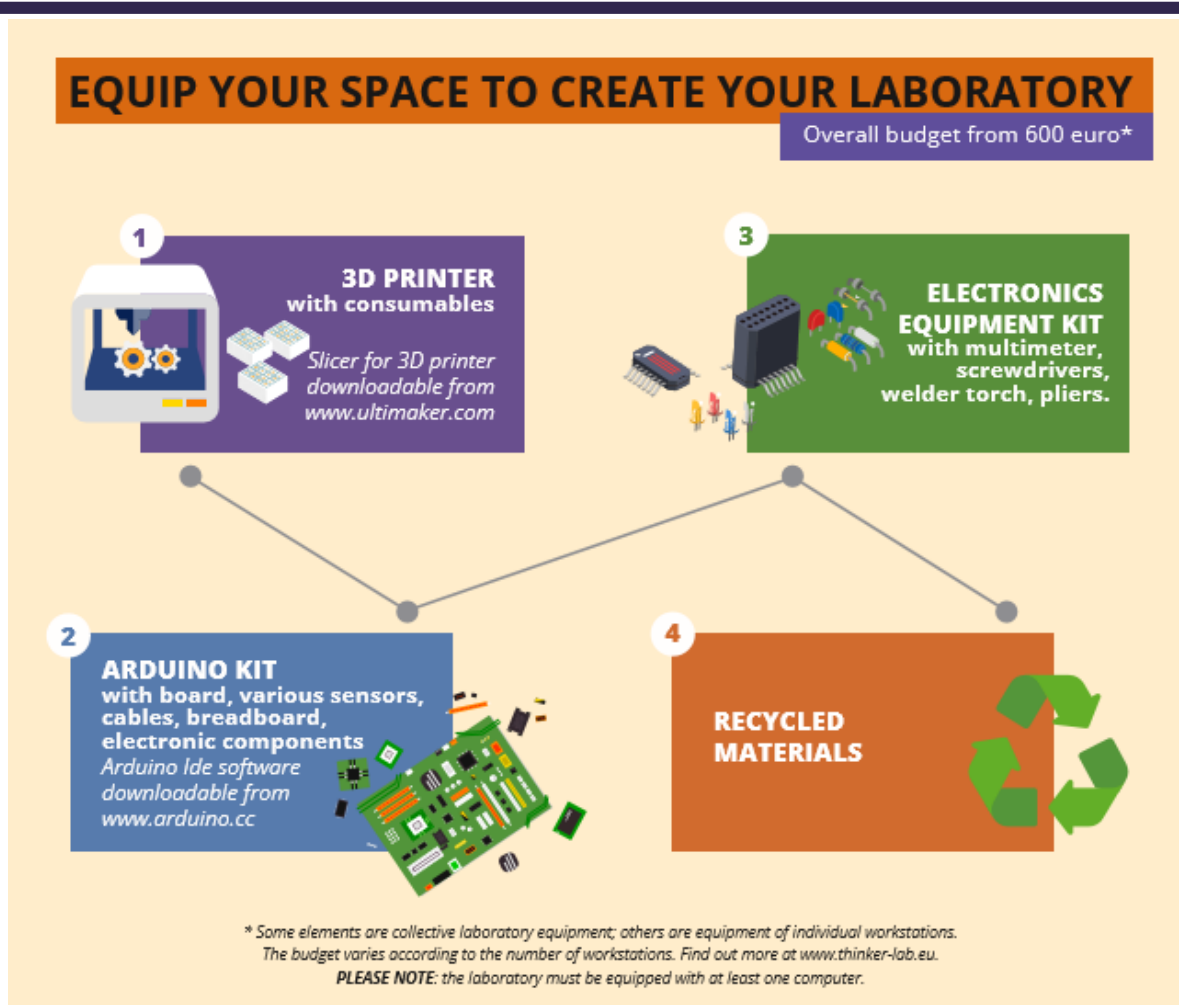
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# Ekipamendua

Batzuk ekipamendu digitala eta kargatzeko edo garatzeko tresnak behar dira \_ proiektuak

Hona hemen zerrenda labur bat uzteko hasi honetan pentsatzen





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# Zergatik sartu beharko zenuke Thinker Lab plataforman?





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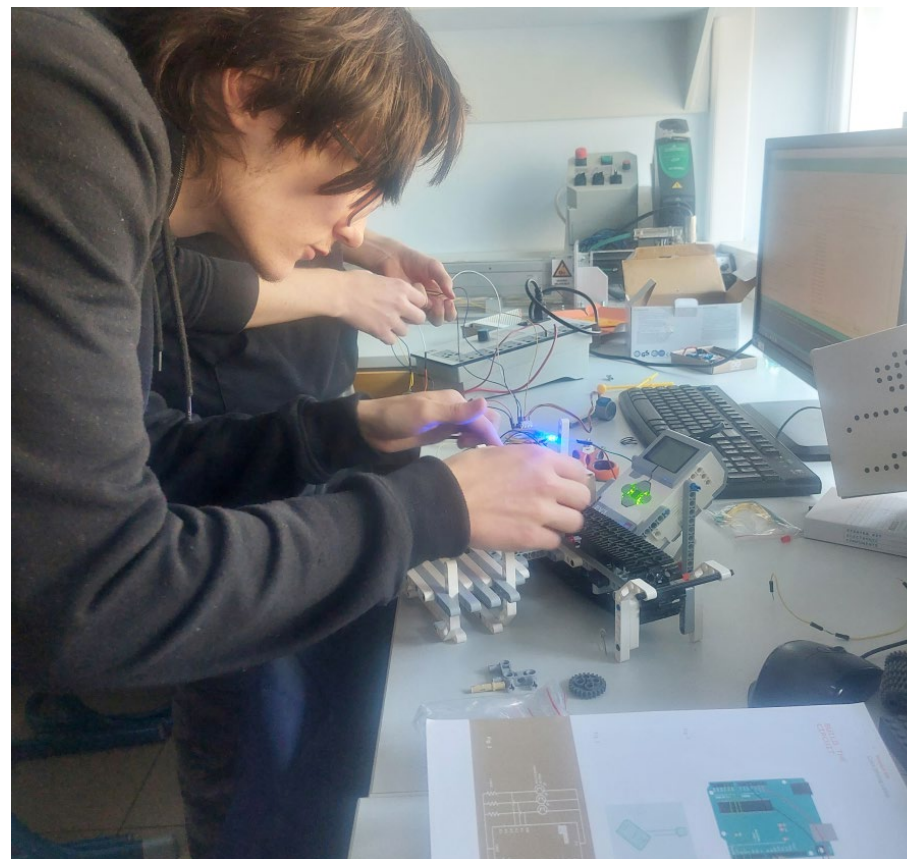


# Gaitasun bigunak

## KONTUAN ZURE TREBETASUNEZ!

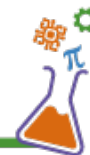
Jarduera hauekin ondoko trebetasun bigunak lor ditzakezu:

- **kulturarteko ingurune batean ikasteko gaitasuna eta nazioarteko ikasleekin elkarreragin**
- **auto konfidantza**
- **taldean lan egiteko gaitasuna**
- **pentsemendu kritikoa** , adibidez, metodo didaktiko ezberdinei buruz hausnartzeko eta desberdintasunak ulertzeko hasierako gaitasuna
- **lortutako gaitasunak autoebaluatzeko**



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# Ingeles gaitasunak

Praktikatu zure Ingeles gaitasunak rekin beste ikasleak.

Garrantzitsua da atzerritarra ikastea eta erabiltzea hizkuntza zure lanbidean .



Egile ezezagunaren [irudi hau](#) , lizentzia: [CC BY-NC-ND](#)



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# Gaitasun

Get teknologia digitala ikasteko gaitasuna eta helburu dibertigarriak, hala nola, bideoak, doako aplikazioak, aurkezpenak, lineako inkestak.



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# Nazioartekotzea @ Hasierra

Parte hartu **nazioarteko esperientzia** batean doan eta mugitu beharrik gabe.

**Nazioartekotze @ Home aukera** hau mugikortasun fisikoaren



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# Prest- Joan!

**Orain prest zaude hasteko!**

**Trebetasun berriak ikasten dituzun  
bitartean ondo pasatzea espero  
dut!**



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