

### Outcomes

**By the end of this session you will be able to:**

1. Use the jigsaw teaching and learning strategy in your classroom.
2. Earn the ICT4RED and JIGSAW badges.
3. Explore and explain the basic use of a mobile device:
  - A. Develop Basic mobile skills:
    - a. Use finger navigation to enlarge and reduce screen size, move and choose objects and move between tablet screens.
    - b. Open and use your mobile device.
    - c. Open, use and close an app.
    - d. Take and look at photos.
    - e. Watch a video on your device.
  - B. Personalise your mobile device by:
    - a. Set the date and time and change the background of the home screen.
    - b. Make the screen display for a longer time before switching off to save the battery.
    - c. Manage the icons on the various screens.
    - d. Create a visual security code to lock the tablet.
4. Use the following suggested apps:  
*Kingsoft Office, Camera app, ES File Explorer, Video Player, Glow hockey, Memoires, Calendar.*



## Introduction



15 min

During this module you will experience how to implement the jigsaw teaching approach while getting to know your mobile device.



## Activity 1

### Getting to know you



20 min

In this icebreaker exercise you will get to know your inner animal.

1. On a piece of paper write down
  - Your name
  - What you teach
  - What is your inner animal?
2. Your facilitator will take a photo of you expressing your inner animal.
3. What is the point of this activity?



4. What do you expect to learn during this course?



## Activity 2

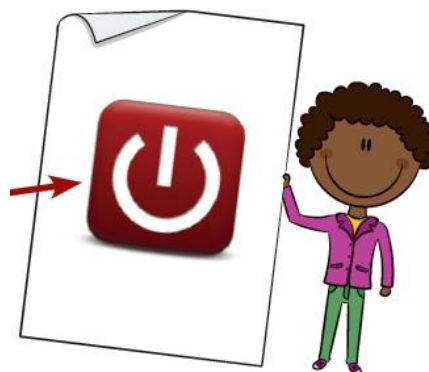
# Getting to know your tablet



25 min

Do this by yourself or in pairs, but ask someone if you get stuck.

1. Look for the power button and press it until your device switches on. Hint: the power button is usually marked with this symbol:
2. You may see the message to “Swipe the screen to unlock”. Rest your finger on the screen and then rapidly move it to the left or right. You have just swiped your finger (just like swiping a credit card, but using your finger).



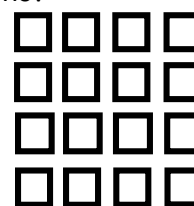
### Observe and learn:

What happened when you swiped your finger?

Now swipe your finger left or right again. What happens?

3. Tap your finger once on the icon in the top right corner. What happens?

Note: tapping this icon opens the apps screen



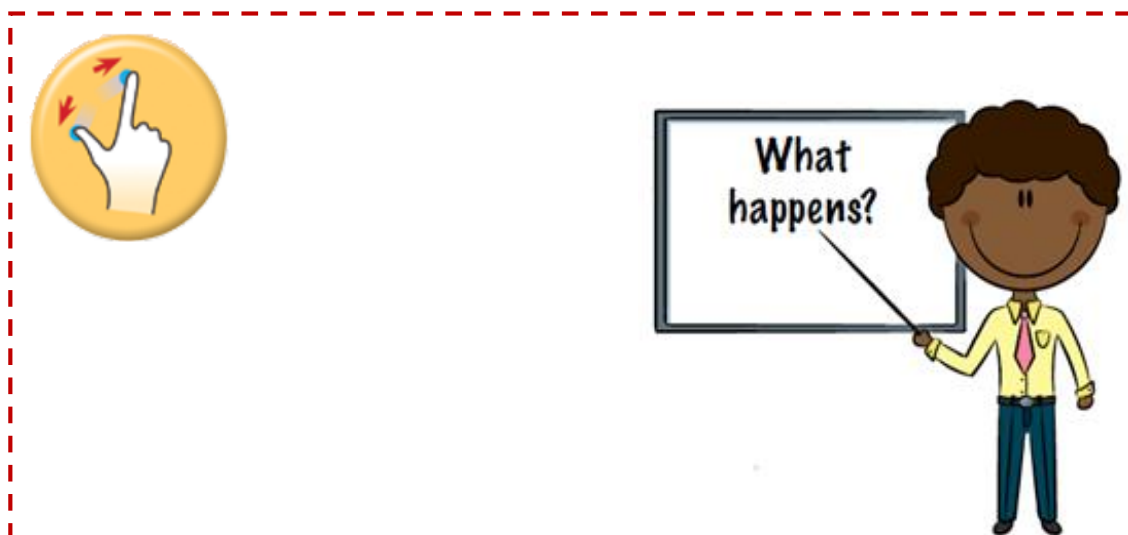
4. What happens when you swipe your finger across the apps screen?



5. Now touch the camera icon and take a photograph.



6. View the photograph you took and try to perform the action demonstrated below, on the screen.



7. As you proceed to use the mobile device, give each of the movements on the screen, as demonstrated below, a name and note what happens.

<b>Movement</b>			
<b>Your name for the movement</b>			
<b>Movement</b>			
<b>Your name for the movement</b>			
<b>Movement</b>			
<b>Your name for the movement</b>			

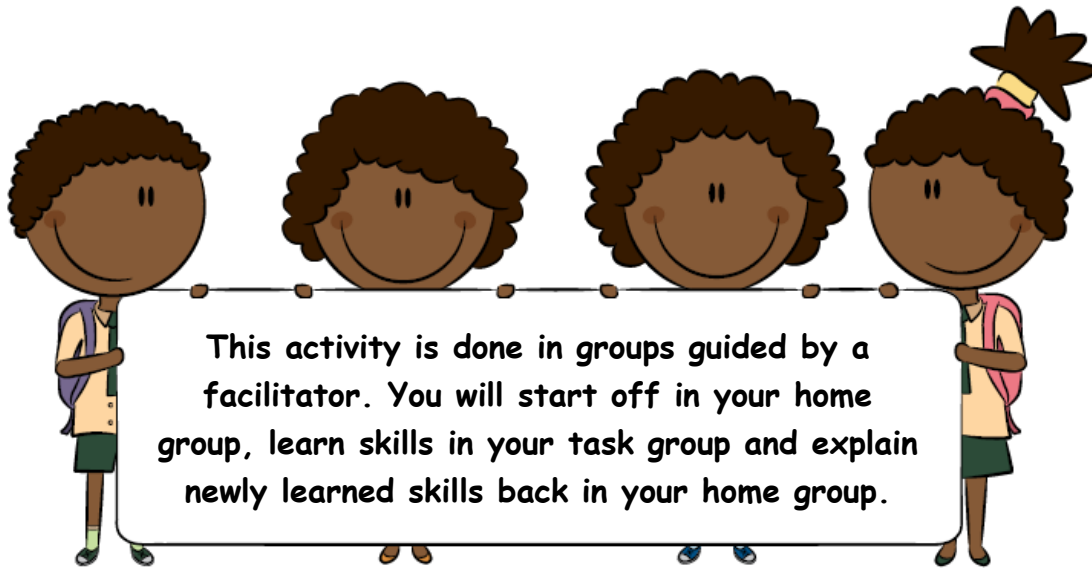


### Activity 3

## What is a jigsaw?

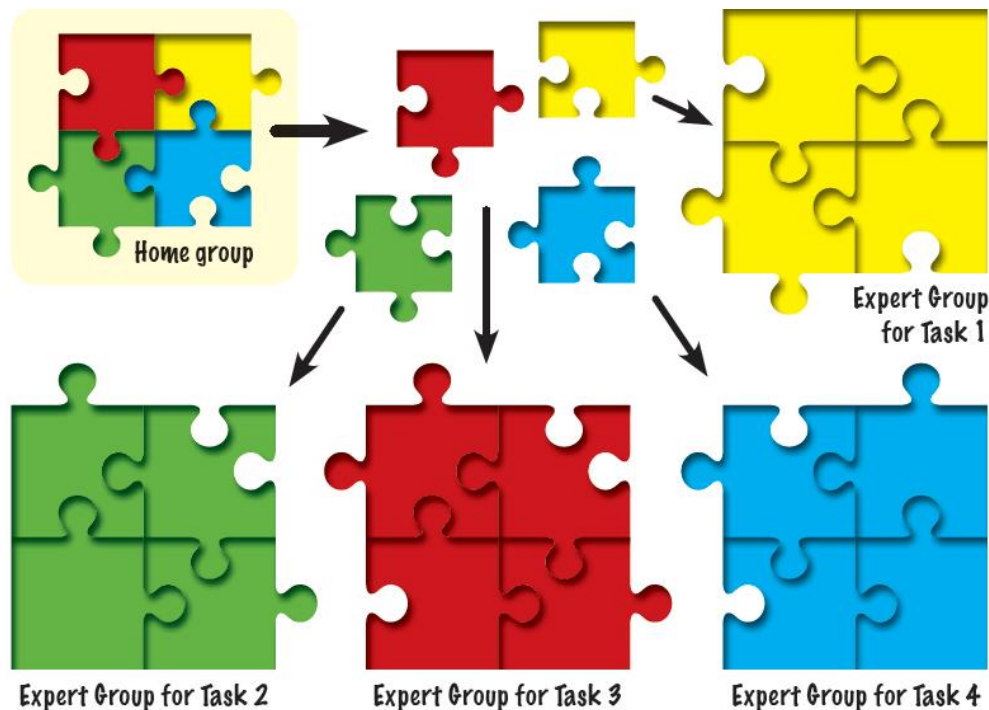


20 min



During this first part of the jigsaw exercise, you will be placed in home groups of four.

1. Your home group must master 4 different tasks regarding the use of your mobile device.
2. Each group member will become an expert in one of the tasks and then teach the rest of the home group what they have learnt.
3. In your home group give each group member a number. That number represents the number of the task that the team member must become an expert in.





## Activity 4

## Learn in expert task groups



30 min

This is the second part of your jigsaw exercise.

1. Join your designated task group and complete the task activities below.
2. You have 20 minutes to complete your task and become an expert.
3. Remember that you will have to explain to your home group how to do the expert tasks, so make sure that you can do each of the tasks yourself.
4. Here are the 4 tasks: (See the How to tutorials for these tasks in your **How-to** tutorials resource folder).



### How-to tutorials

Whenever you see this icon, you will find a corresponding tutorial in your **How-to** resource folder

<b>Task 1</b> Set the date and time Change the background to a photo of yourself. Find out which part of your device is consuming the most battery power. Change the screen timeout to 5 min.	<b>Task 3</b> Change your tablet Bluetooth name. Take a photo, rename it to your name and Bluetooth it to your facilitator
<b>Task 2</b> Put the Glow Hockey icon on the home screen and move the apps from the home Screen to another screen. Play the game for a short while if you have time remaining.	<b>Task 4</b> Change your tablet information to reflect your name. Switch off predictive text. Switch off automatic app updates



### Notes



**Activity 5****Share skills in home group****35 min**

In this final part of the jigsaw exercise all expert members will return to their home groups and explain what they have learned to their home group members.

1. Each member of the home group has 5 minutes to explain his/her expert task to his/her home group members.
2. Home group members are advised to practice the skills while the expert is busy explaining
3. Use the following checklist to determine your competency level for each of the tasks explained by your team member. Allocate a score to each activity as well as the expert's name.



This an example of a formative assessment done by your peers and the assessment tool is a scoring checklist.

**Jigsaw Competency Checklist**

0 → I cannot do it

1 → I think I can do it

2 → I can do it well

Task	Task description	Score	Expert's name
1	Set the date and time		
	Change the background to a photo of yourself.		
	Find out which part of your device is consuming the most battery power.		
	Change the screen timeout to 5 min.		
2	Move the apps from the home screen to another screen.		
	Put the Glow Hockey icon on the home screen.		
	Play the game for a short while if you have time remaining.		
3	Change your tablet Bluetooth name.		
	Take a photo, rename it to your name		
	Bluetooth it to your facilitator		
4	Connect to a Wi-Fi hotspot.		
	Type in your personal information as "owner information".		
	Switch off predictive text.		
	Switch off automatic app updater		
<b>My total score</b>			
<b>Best Expert Name</b>			





## Homework



25 min

1. Read the following articles in your Module 1 resource folder.

- Jigsaw Teaching Technique.
- The Jigsaw Technique.



### How-to tutorials

- How to find files and folders on your tablet
- How to use the Memoires app for reflection and timelines.

2. Use the *Memoires app* to reflect on:

- a. What worked? What did not work?
- b. How did I use my mobile device?
- c. How can you use the jigsaw teaching and learning strategy in my classroom?
- d. Explain how the Jigsaw strategy supports 21st century skills (the 4 C's) learning?



All reflection activities will count towards a REFLECTIVE PRACTITIONER BADGE Make sure that your *Memoires App* shows the time line of all your reflective entries. (See the tutorial **How to use the Memoires app for reflection and timelines** in your How-to resource folder).

3. Do the JIGSAW BADGE (see below).
4. Complete your Outcome checklist (see page 9).



Badges are examples of summative assessments.

The assessments of the compulsory badges will count towards your ICT4RED course

### Must do



**This badge is a compulsory badge that must be completed in order to graduate.**

#### Instructions:

Use the Jigsaw Strategy in your classroom by creating at least 4 expert tasks for the learners to do or learn about. At least one of the expert groups must use a mobile device.

#### Assessment criteria

	What to do	What to provide	✓
1	You have created at least 4 expert tasks for the learners to complete.	An electronic copy of your 4 tasks. This can be either a photo of hand written tasks or a word document.	
2	You have implemented the Jigsaw Strategy with your learners.	A photo of a Home group and an Expert group doing their tasks.	



## Outcome Checklist

I can do the following:		v
1	Design a lesson using the Jigsaw Strategy.	
2	Switch the device on and off.	
3	Navigate between screens.	
4	Place my photo as a screen background.	
5	Manage icons on screens.	
6	Name my device as a Bluetooth device.	
7	Use Bluetooth to transfer information.	
8	Change the predictive text setting.	
9	Change my device password or create a security lock.	
10	Change the device personal information.	
11	Switch off automatic app updates.	
12	Watch a video.	
13	Take a photograph.	
14	Find a document in a folder.	
15	Open, start and manage apps.	
16	Move and remove app icons to / from different screens.	
17	Create a typed note.	
18	Change the screen display time.	
19	Switch the App Updater.	
20	<b>Use the following apps:</b>	
I.	Kingsoft Office	
II.	Camera	
III.	ES File Explorer	
IV.	Glow Hockey	
V.	Memoires	
VI.	Calendar	



## Notes



## Doing it differently

This course has been designed for classrooms where all learners and teachers have access to their own mobile devices. In contexts where this is not possible, you will need to reflect on how you will use your particular technology provisions within the given teaching strategy.

### Examples

You can use the Jigsaw Strategy without any embedded technology. For instance to teach learners various practical skills/ knowledge/ topics

- **Life sciences:** Every expert group member has to investigate the parts of an organism and come back to the home group to explain the body parts.
- **Foundation Phase:** Give each expert group a food group and they have to explain what their food group is all about to their home group.
- **Mathematics:** Shape and space- let each expert group investigate the properties of a shape and come back to the home group to share their shape properties with one another.

### One device

If you only have one device, for example if only the teacher has a device, you can still use it to bring technology into the jigsaw strategy.

- Place the mobile device at one of the expert stations with the expert material on it. When they go back to their home groups, rotate the 1 device through the various groups for explanation.
- Teacher can use the one device to record what the groups are doing



### 5 or more devices

If you borrow 4 more devices from your colleagues or have the use of a Mobikit/trolley of devices, you can place a device with the expert material at every expert station.

- When they go back to their home group, you can collect the expert devices and rotate it between the home groups. Every home group member will explain his/her part when his/her receive the device with the material on.
- The “expert” devices contain the explanation/skill/topic on and the experts must master it before returning to the home group to explain to his co-home group members

### 1 to 1 device

This is the ideal scenario for embedded technology and ideal where each member must try the skill on his/her device.

- The instructions are placed at each expert station on how to access the expert material on the expert group member devices.
- Each expert group member tries the skill or reads the topic and discusses it in the expert group.
- Every group member goes back to their home group and uses their device to explain or ask each member to participate while he/she explains how to do it.