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Brief CV

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Pedagogical pathway

LEARNER-CENTERED APPROACH

A learner-centered approach prioritises the needs and interests of individual students, recognising their unique abilities. It allows students to take ownership of their learning journey and foster a deeper understanding and engagement with the subject matter.



LEARNING PREFERENCES

Individuals have different ways of processing information and acquiring knowledge. By identifying these preferences, educators can optimise the learning experience for each student. Whether it is visual, auditory, kinesthetic or a combination of modalities, tailoring instruction can enhance comprehension and retention.

LEARNING STRATEGIES

Active learning strategies are essential, giving learners ownership of their learning paths and making the learning experience more relevant and meaningful for each of them.

When they have access to different strategies that recall their active role in the learning process, the learning experience is certainly optimised for them, with a positive impact on learning acquisition and expression.





Technological way

MAKERSPACES INSPIRATION

Makerspaces draw inspiration from the principles of hands-on learning, creativity, and collaboration. They are influenced by the maker movement, which emphasizes the value of tinkering and experimenting to foster innovation and problem-solving skills. Makerspaces are designed to provide individuals with access to tools, technologies, and materials that encourage exploration and the development of practical skills, empowering them to turn ideas into tangible creations.



VR AND AR

Virtual Reality (VR) and Augmented Reality (AR) provide immersive and interactive experiences in education. VR creates simulated environments, while AR overlays digital elements in the real world. VR and AR address diverse learning styles, making education more engaging and personalised. These technologies revolutionise learning, allowing students to explore and experience subjects in unimaginable ways, deepening their understanding on them.



CREATION TOOLS

There are many digital tools that allow content creation, providing different means to express knowledge, such as documents, spreadsheets, photo and video creation and editing, chroma key and drawing and composition software.

For example, Canva is a free-to-use online graphic design tool that educators and students can use to easily communicate information and create visually appealing and interactive materials from a wide range of templates for presentations, infographics, posters, and other visual aids.





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HOW TO BE AN EDUPRENEUR

INNOVATIVE STRATEGIES

Approach the education scenario with an innovative or disruptive perspective that makes use of innovative pedagogical strategies.



EVIDENCE-BASED INSTRUCTION

Use evidence-based instruction to advocate for and disseminate the proposed strategies and tools.

STRATEGIC THINKING

Think strategically about how to better put those strategies in place to reach a broader impact.



More info...



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