

# Plants on the school yard

Postipuu school  
Espoo, Finland



# Short intro

- Students learn to recognize some of our school yard's plants and differentiate between plants and weeds
- Students make their own biology book on the iPad
- Students help with gardening and look after the school yard

# Class

- Students with learning difficulties
- Age 13-17
- Grade 7-10
- 8 students, teacher and 2 school assistants

# Learning Objectives

- Learn to recognize weeds and other plants
- Learn to understand differences of weeds and other plants
- Learn to know parts of the plant
- To learn what the plant needs to grow



# Outcomes

- The students make their own biology book of weeds and plants using iPad Book Creator
- Collecting plant samples, pressing and putting in to the notebooks
- Students make presentations of their works
- Students take care of the school yard
- Identification of plants (dried samples, photos, pictures)
- Kahoot quiz - great fun!

# Resources and environment

- Cozy "cottage school" which is beside the main building
- -> very good environment for learning by doing
- 1 teacher and 2 teaching assistants
- Every student has iPad and there is Apple TV and internet access in the classroom
- Books, internet, notebooks
- Garden tools for working in the school yard

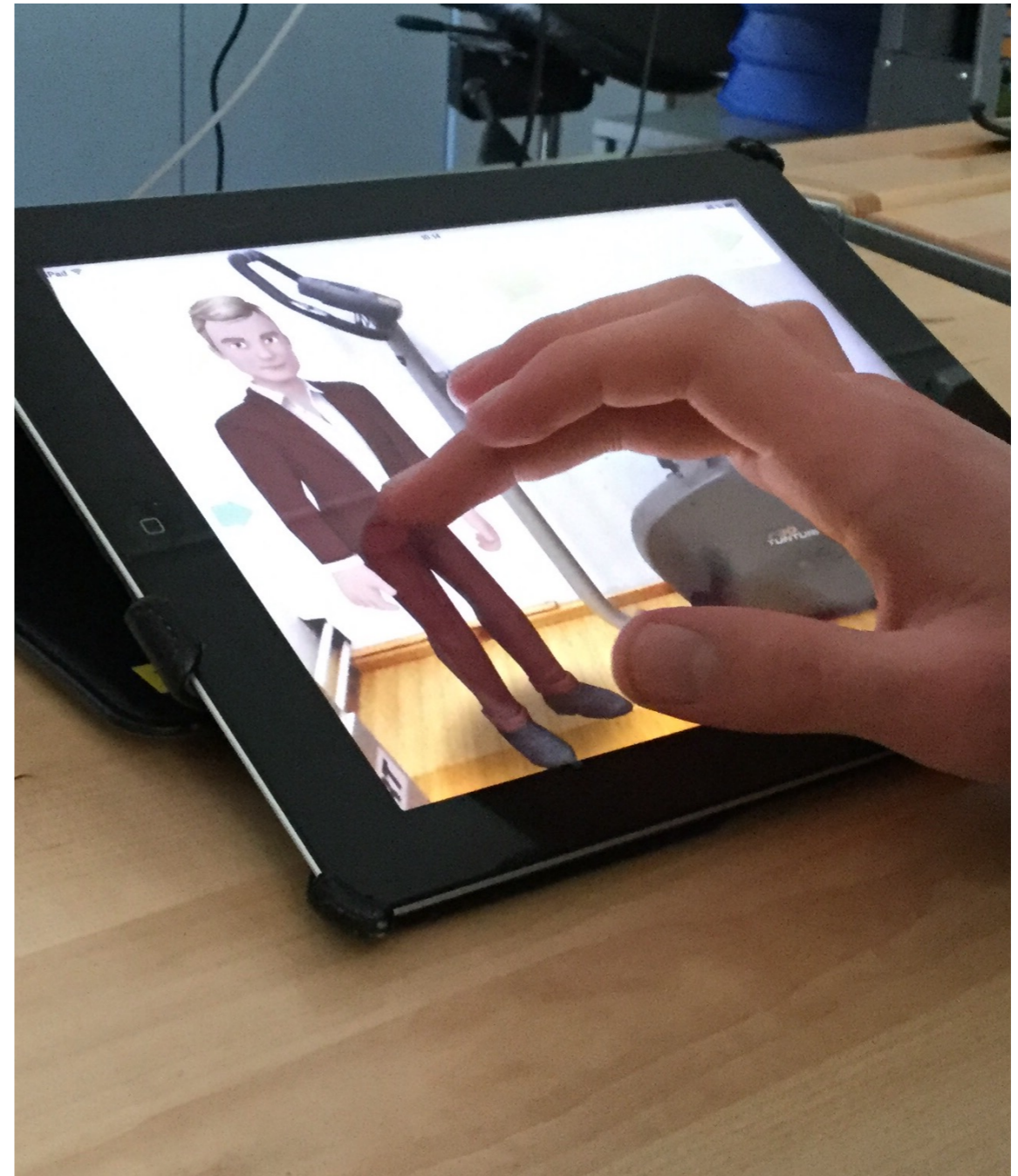
# Feedback and reflection

- Various approaches and different kinds of teaching methods were used
- Students were enthusiastic and proud of themselves about their biology books and working with iPads (utilizing technology)
- Everybody enjoyed their tasks (social skills, practical work and collaboration)
- Flower bench project continues in the school



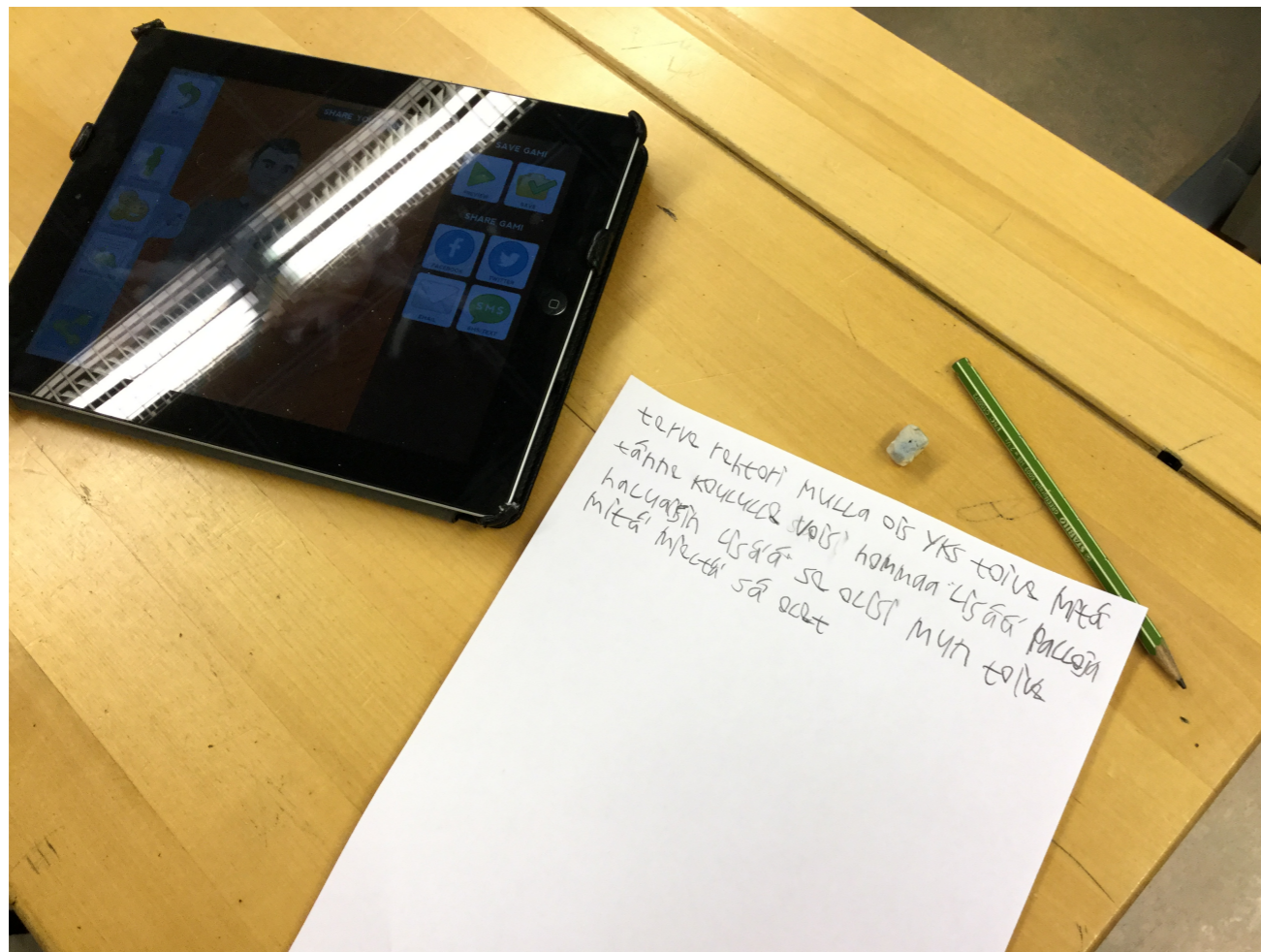
# Using Tellagami

- Picture, character and speech
- Task: to write a speech with two different styles -> recording the speech
- Skills to be practiced: different styles to argue
- Combination: the biology of human and finnish language



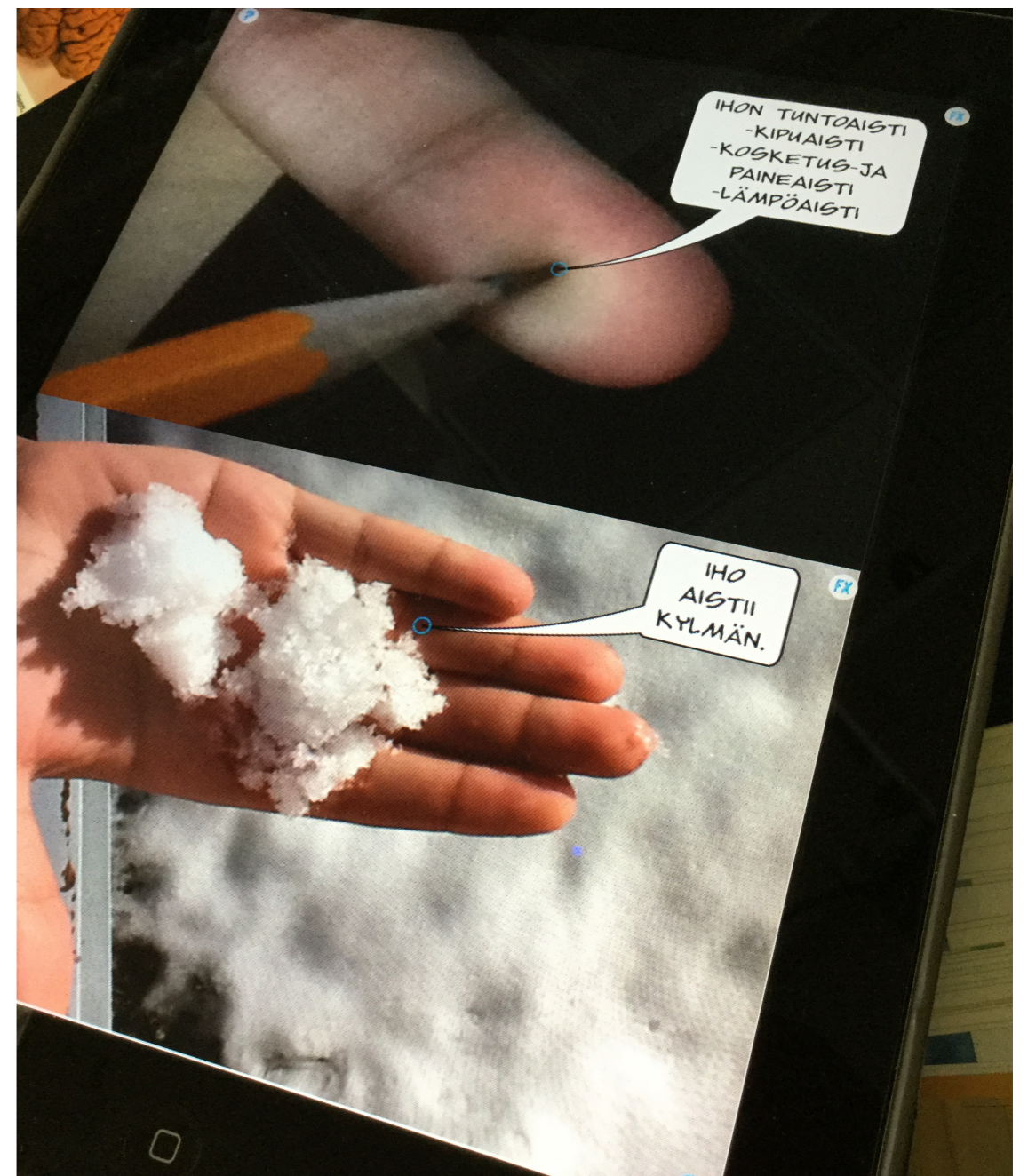
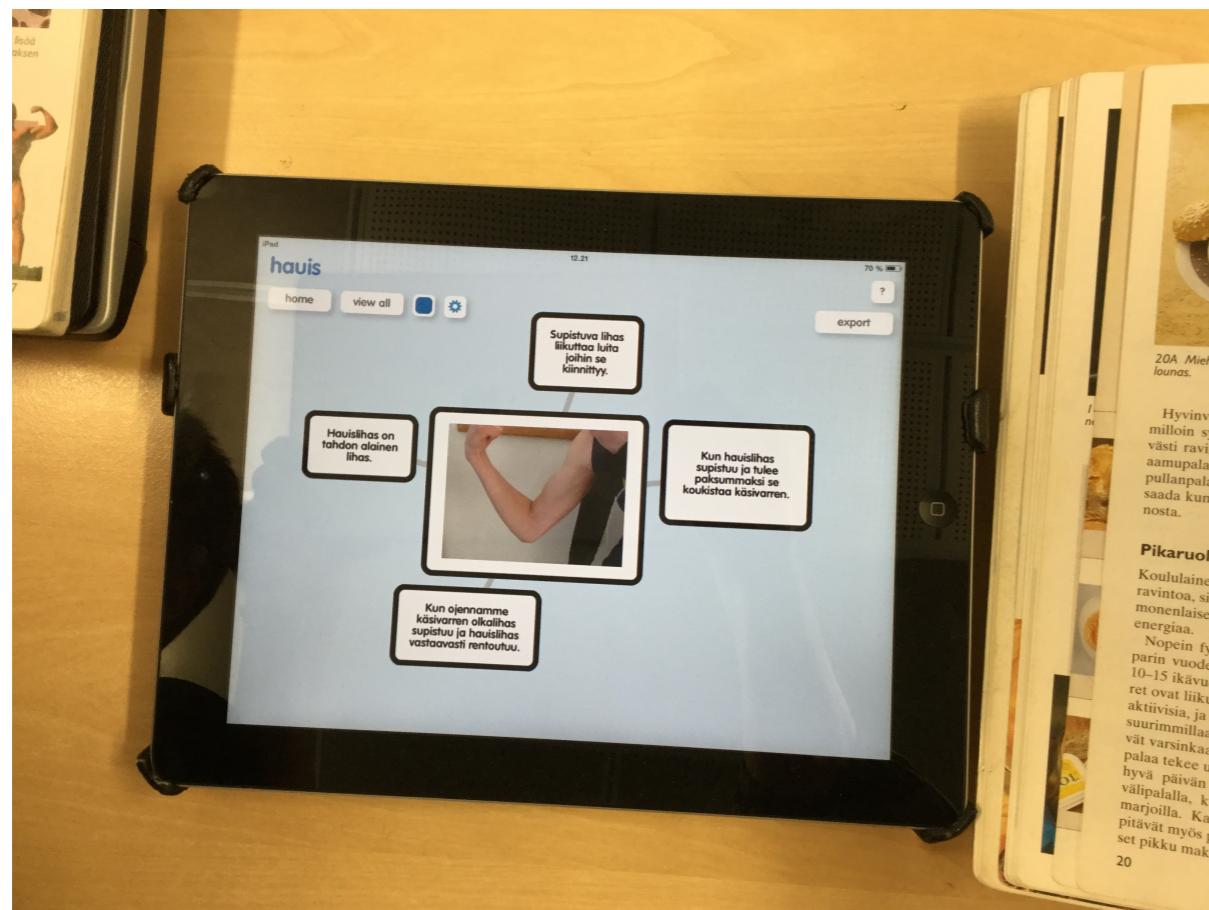


Still using the old-fashioned pen  
- tradition meets technology!



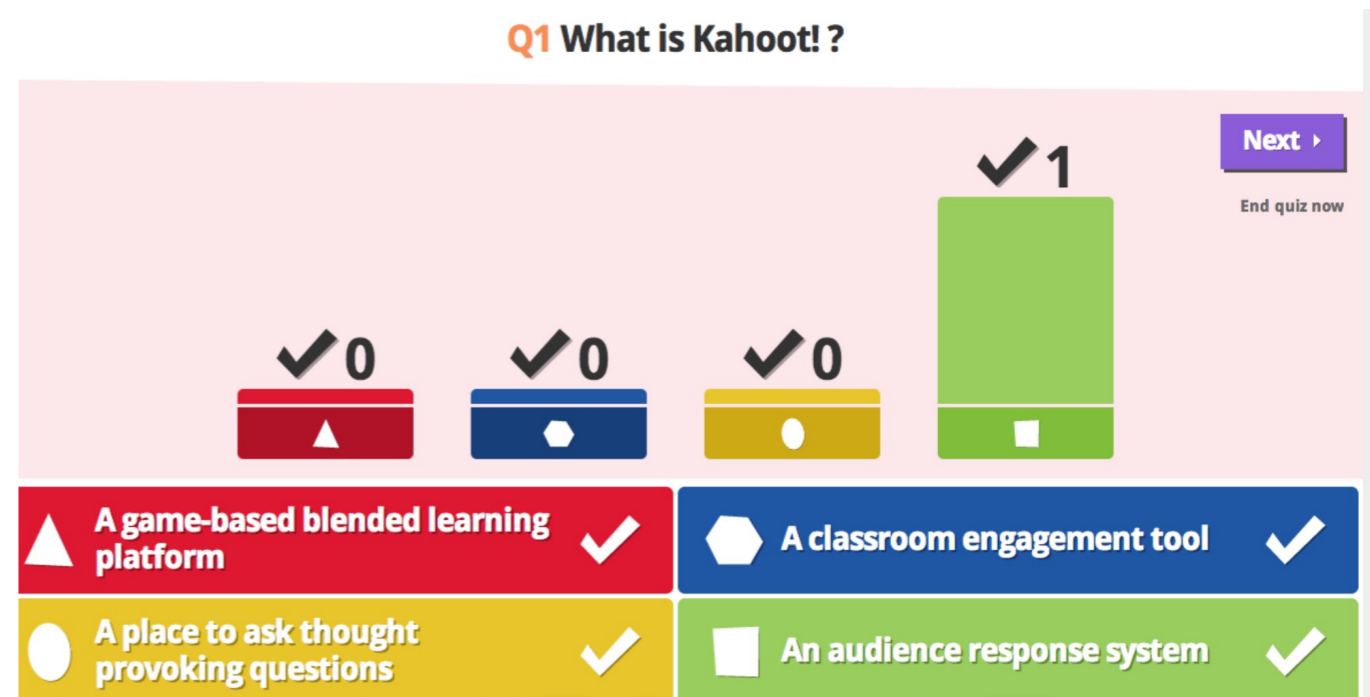
# Comic book & Popplet

- Experiments and own pictures
- Logical thinking
- Different concepts, understanding the links between different issues



# Gamification - Kahoot!

- Free game-based learning platform
- Makes it fun to learn
- Quick and easy to use, also fun!
- Increasing student's energy levels, helping to keep focused
- Two groups -> two Kahoot quizzes made by groups -> competition



# Person centred planning

- Easy to use wikis; sharing important things with others (text, pictures, videos, recordings)
- Students invited their circles of support (families, friends, other professionals) into their classes to introduced their wikis and taught them how to use their wikis



# Beneficial features of tablets

- Increased independence and engagement
- Confidence and self-esteem, positive self-image
- Improved knowledge to use different type media
- Easy of use and portability of the device
- Taking and sharing media straight into application

