AURASMA PROJECTS

This project will explore the use of augment reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

Project 5 - Medicine

Project 5 will investigate the use of augmented reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

Project 4 - Law

This project will investigate the use of augmented reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

Project 3 - Law

This project will investigate the use of augmented reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

Project 2 - Education

This project will investigate the use of augmented reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

Project 1 - Education

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The Metaphor

The Lotus Flower Metaphor is a product of a plant (the teaching process). The open flower and the unopened Lotus bud forms are associated with human traits:

• that of budding ones self within a discipline and the nearly developed stage through the temporary encrusted knowledge and understanding
• The Lotus Flower Metaphor exists and flourishes despite the prevailing conditions of the pond in which it unearths. This is indicative of its resilience and tenacity.
• The Lotus Flower shows the complexity of the framework design which offers a mixed representation of the complexity of the teaching learning environment, and opens up to offer a

Unveiling Methods of Practice

To inspire the passion to learn – the inductive method

Meaningful Reflection

This project will explore the use of augmented reality for engaging students in a case of critical storytelling. Students will learn to use augmented reality applications within a variety of teaching domains, and teach within an environment that encourages these learning applications. Teachers and mentors should develop a culture of pedagogy by acknowledging the power of digital tools in teaching practice-learning environments.

TAU GROUP 7: A COMPREHENSIVE CONCEPTUAL FRAMEWORK FOR LEARNING-CENTRED TEACHING

Four Pillars of Practice

Responsive pedagogy as a strategy for innovative teaching and learning. Teachers and mentors should develop a culture of pedagogy in an environment that encourages these learning applications.

Meaningful Reflection

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