Druskininkai "Saules" bassic school students have electronic learning environments – EMA and Eduka. In it are all disciplines that students study. There are also digital textbooks. It's the good practices, because teachers can choose what level of tasks students can to complete - easy, medium or difficult. In addition, gamification includes the system elements: conditions are created for students to grow together with the characters, receive prizes after solving tasks and see their progress on an interactive board. Our They like electronics exercises. like students electronic exercises more than

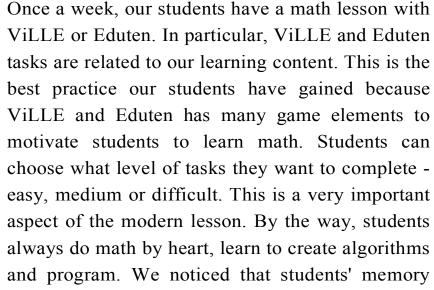








paper ones.







skills in counting improved.



In math lessons we use and "Bebras" cards. It tasks encourage students to learn to collect, select, sort, classify, systematize data, read algorithm texts.

Actually we have found that "Bebras" cards stimulate students' thinking. By the way our students participate in

the "Bebras" contest.





In geography lessons we use "Google Earth", "Google Maps". Students learn to navigate on interactive maps.

We also use "Tinkercad", "XLogo" for various themes. Students also create "Scratch" games (such as multiplication) and then play them. Our students also tried "Micro Bit" programming. This is a very fun and interesting activity. Actually our students have been actively learning programming and coding since the second grade.









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