

Druskininkai „Saules“ basic 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, the system includes gamification 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 students like electronics exercises. They like electronic exercises more than paper ones.



Once a week, our students have a math lesson with ViLLE or Eduten. In particular, ViLLE and Eduten tasks are related to our learning content. This is the best practice our students have gained because ViLLE and Eduten has many game elements to motivate students to learn math. Students can choose what level of tasks they want to complete - easy, medium or difficult. This is a very important aspect of the modern lesson. By the way, students always do math by heart, learn to create algorithms and program. We noticed that students' memory 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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