



Lesson plan

Elderly Media Wise	
Made by	Summa College
Starting point, why do we do this? <i>Learning goals/targets</i>	Targets - The student can use the 10 described tools. - The student can give an instruction about at least 1 tool. - The student knows which role suits him / her during a SCRUM - The student knows which learning style he / she has. - The student describes in a manual a care app for the elderly and the risks that this app brings with it. - The student can indicate by means of a pitch how he / she intends to recruit older people. - The student can indicate how he / she can communicate with the elderly by means of a pitch. - The student can plan and execute an excursion. - The student can design a workshop (during the pitch) - The student asks feedback to the participants of the workshop. - The student can collaborate with group members - The student can give feedback to group members. - The student can reflect on his / her own work. - The student can transfer knowledge. - The student can communicate with the elderly. - The student can recruit at least 2 participants from the right target group. - The workshop is in line with the experience of the participants. - The student can take care of the precondition of a part of the day for the elderly.
Learning environment (school, work placement, company)	Home simulation unit and the houses of the elderly.
Who is involved (students/teachers/clients...)	Teachers
Preparations, instructions to the students	To support the student in the process, we work with Edu Scrum. Edu Scrum is a way to work project-based. During the first project meeting, the student will receive an Edu Scrum workshop which explains exactly how Edu Scrum works and how it will be applied. In addition, the student will work with One Note. In One Note is all the information he needs and he can hand in all products that are requested for this project. During the project hours there are 4 teachers to coach the student. In addition, there are times when the student shows what he is doing and how far he is. These are the so-called pitch moments.



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	Workshops are also organized during the project hours for which the student can enroll. He follows at least 1 workshop of his choice. The workshops are intended as support. In addition, guest speakers are invited.
Duration/schedule	In the next 10 weeks, the student will be working 4 hours a week at school and 2 hours of self-study to organize a workshop for the elderly about media literacy. The aim is to organize a 2-hour program on media literacy for a group of elderly people. These elderly people are approached and invited by the students themselves.
Description of the learning process, what kind of welfare technology is involved	Different applications where for example: - Skype, - Whats Ap, - Google - Wikipedia - Facebook - Instagram - E-mail
Evaluation plan of the module, how do we evaluate the module	Reflective, multiprofessional discussions
Anticipated benefit to the client, student, working life	The elder gets more knowledge about the different applications. The student makes contact with an older person and is given skills to explain the operation of applications.
Teaching materials	