




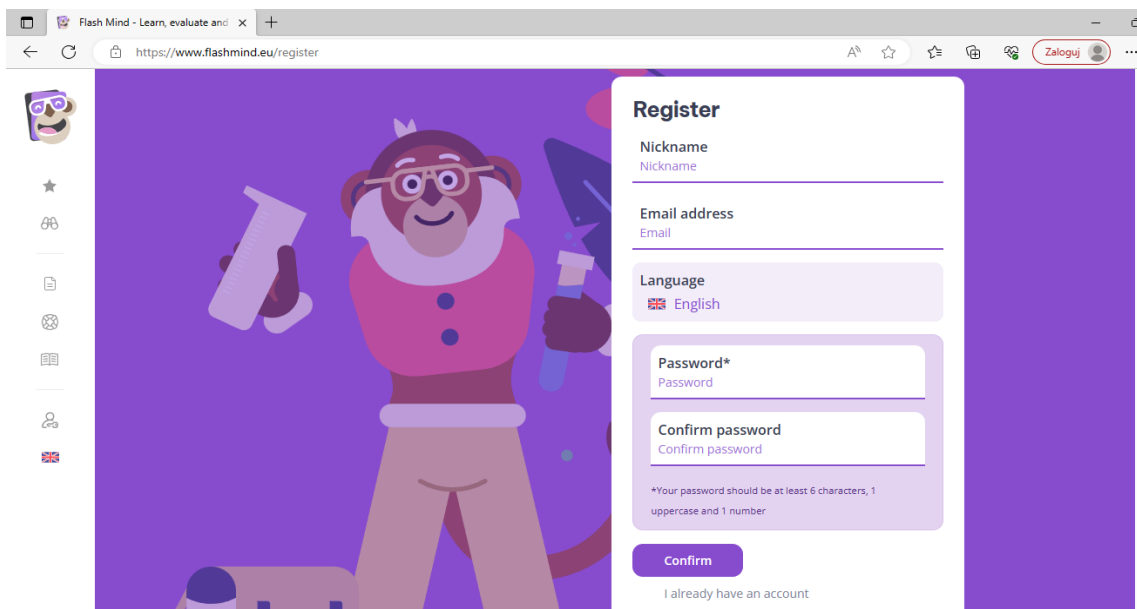
	MATERIA	Ecologia
	ARGOMENTO DELLA LEZIONE	Che cosa si crea dai rifiuti?
	LIVELLO	16-18 anni
	STRUMENTO	Flash Mind
	ATTIVITÀ	Creare una presentazione su ciò che può essere realizzato con materiali riciclati dai rifiuti
	RISORSE:	Informazioni sulla raccolta dei rifiuti, sulla loro differenziazione, sull'estrazione dei materiali riciclabili e sulle etichette ecologiche degli imballaggi. Link utili sono inclusi nella sezione "Risorse" della sequenza pedagogica n°13.



PASSAGGI – PER INIZIARE

1. Andate sul sito web: [Flashmind](https://www.flashmind.eu)

2. Aprite Flash Mind per registrarvi e creare un account con la vostra email.

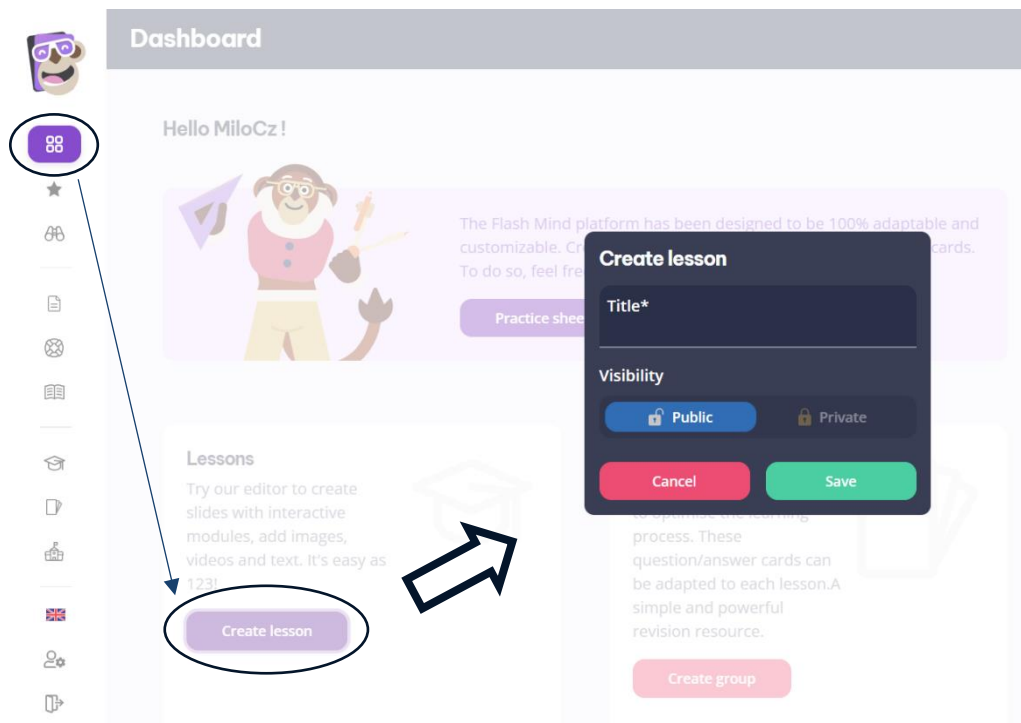


The screenshot shows a web browser window with the URL <https://www.flashmind.eu/register>. The page features a purple background with a cartoon monkey character wearing glasses and holding a notepad and a pen. On the right side, there is a white registration form titled "Register". The form includes the following fields: "Nickname" (with a placeholder "Nickname"), "Email address" (with a placeholder "Email"), "Language" (set to "English"), "Password*" (with a placeholder "Password"), and "Confirm password" (with a placeholder "Confirm password"). Below the password fields, there is a note: "*Your password should be at least 6 characters, 1 uppercase and 1 number". At the bottom of the form, there is a "Confirm" button and a link that says "I already have an account".



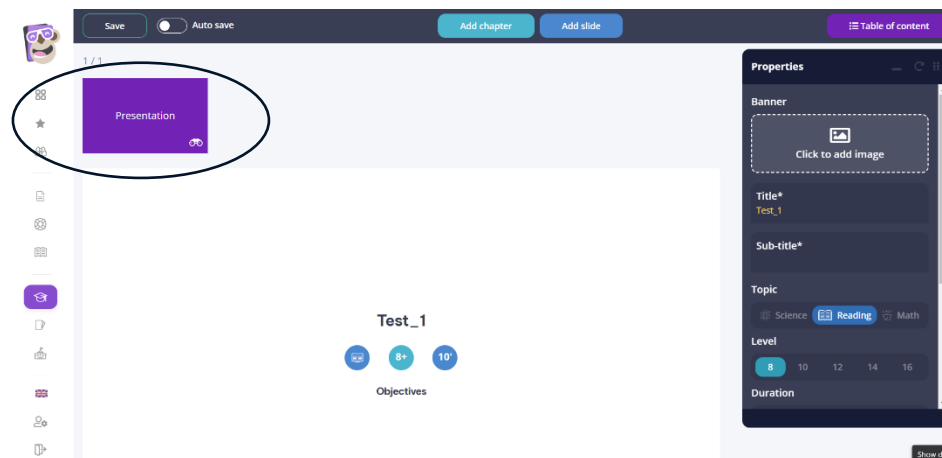
 **PREPARARE L'ATTIVITÀ**

1. Scegliete una tipologia di attività.
2. Create una nuova lezione.

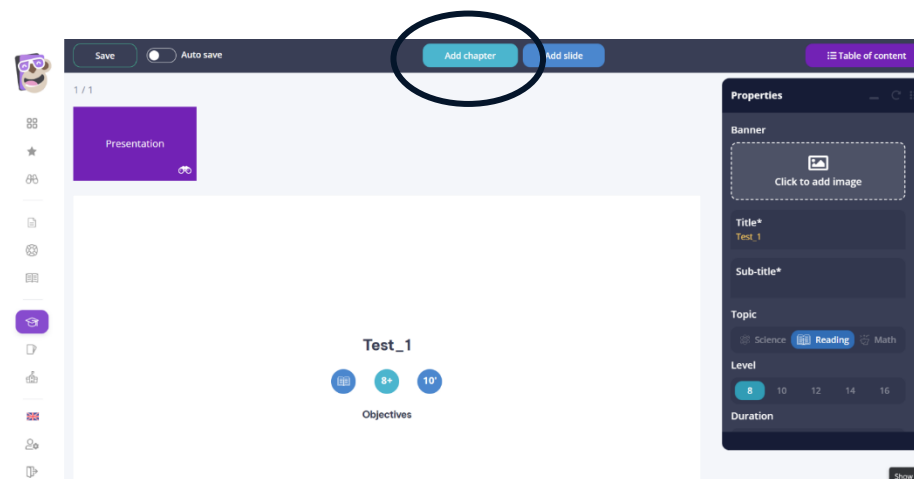


The screenshot shows a user interface for a learning management system. On the left is a vertical sidebar with various icons, including a purple icon with a grid pattern that is circled. A blue arrow points from this icon to a purple 'Create lesson' button in the 'Lessons' section of the main dashboard. The dashboard header is 'Dashboard' and includes a greeting 'Hello MiloCz!'. A modal dialog titled 'Create lesson' is open, featuring a 'Title*' input field, 'Public' and 'Private' visibility options, and 'Cancel' and 'Save' buttons. A large white arrow points from the 'Create lesson' button towards the modal dialog.

3. Impostate i parametri della presentazione.

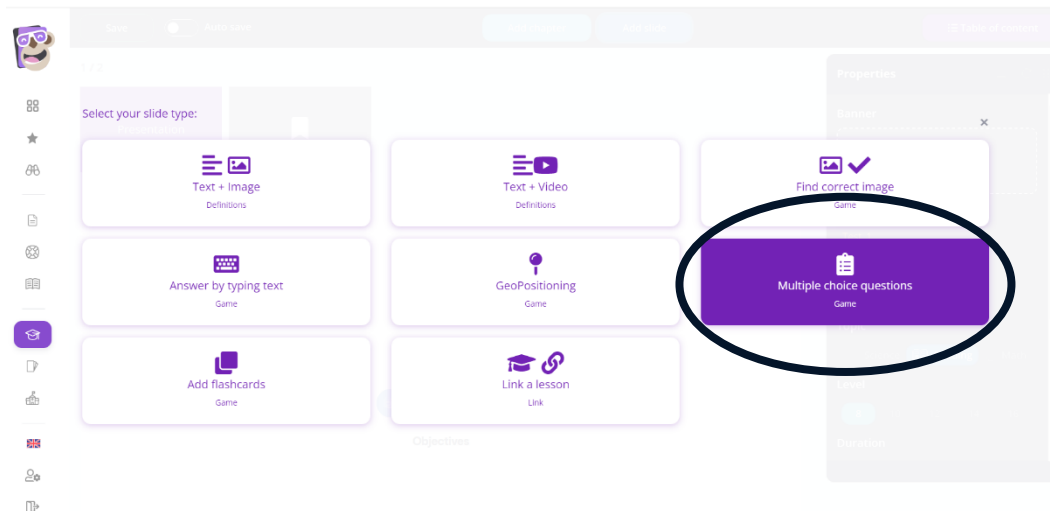


4. Cliccate su “Add chapter” (“Aggiungi capitolo”).

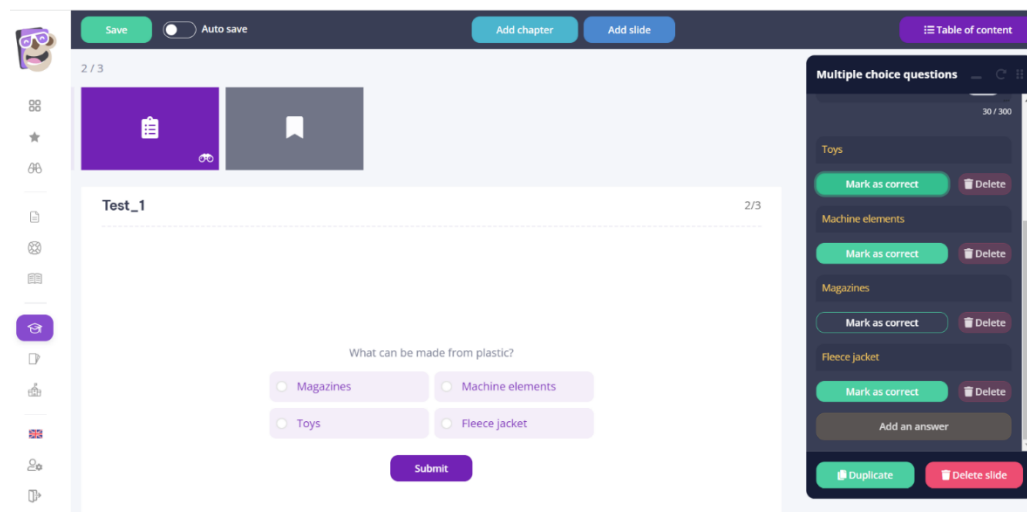


5. Selezionate “Multiple choice questions” (“Domande a risposta multipla”).

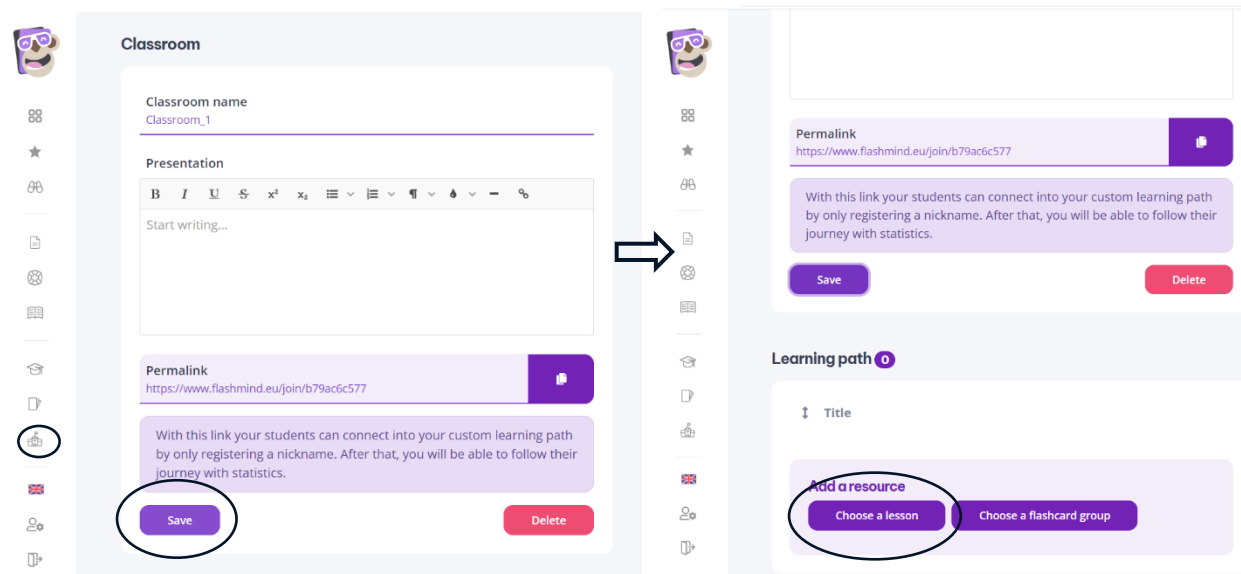
SCHEDA ESPLICATIVA DELLO STRUMENTO N° 9



6. Cliccate su “Add slide” (“Aggiungi slide”).



1. Create una classe.
2. Condividete con gli studenti il link per accedere alla lezione:
[esempio](#).



The image shows two screenshots of the FlashMind interface. The left screenshot is titled 'Classroom' and shows a form for creating a new classroom. The 'Classroom name' field contains 'Classroom_1'. Below it is a 'Presentation' editor with a rich text toolbar and a text area containing 'Start writing...'. At the bottom, there is a 'Permalink' field with the URL 'https://www.flashmind.eu/join/b79ac6c577' and a 'Save' button circled in red. The right screenshot shows the 'Learning path' configuration screen. It features a 'Permalink' field with the same URL and a 'Save' button. Below this, there is a section titled 'Add a resource' with two buttons: 'Choose a lesson' and 'Choose a flashcard group', both of which are circled in red. A white arrow points from the 'Save' button in the first screenshot to the 'Save' button in the second screenshot.