

Digital Environments for Teaching in Italy

Giuseppe Dario Roberto Napoli

Pegaso International, Malta
serviziestero2007@yahoo.it

Mauro Pignatelli

Pegaso International, Malta
Pignatelli@gmail.com

Giuseppe Cipolla

Pegaso International, Malta
Studiocipolla66@gmail.com

Carmelo Grillo

Pegaso International, Malta
gricom@libero.it

Giacomo Salvatore Anselmi

Pegaso International, Malta
giacomoanselmi@libero.it

Abstract

The aim is to describe digital environments for teaching in Italy in light of Law 107/2015 and subsequent additions (the collective use of digital technologies, individual use, programmable input / output accessories); the use of individual devices at school (Bring Your Own Device, BYOD), techniques, tools and solutions for the accessibility of the school site and documents will be described. Reference will also be made to the current Italian legislation on privacy, the use of technological devices, the conscious use of the Internet by young people and adults. Methodologies, methods and techniques of construction of digital content for teaching, copyright and open licenses, digital documentation and school libraries, digital for inclusion and integration, computational thinking (coding in development) will be described computational thinking, Scratch); digital creativity (making and educational robotics, digital creativity, the Internet of Things). The results achieved in Italy and their implications from 2016 will be reported, also in light of the Legislative Decrees issued following the propagation of Covid-19 (March 2020).

Keywords: Education, Digital Environments, Digital creativity, Inclusion, Integration