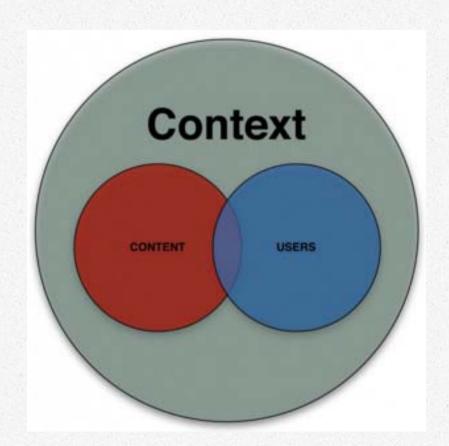


CONTEXTS4CONTENT

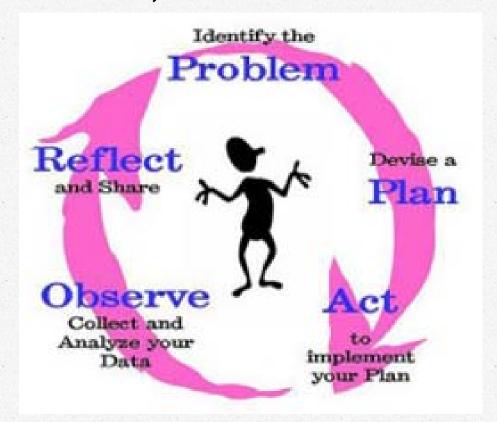








Project Method





METHODOLOGY

- 1. Teacher as mediator-guide
- 2. The students construct their own learning.
- 3. Significant learning; the student sees the functionality of learning.
- 4. Cooperative work.
- 5. Learning by discovery.
- 6. Individual learning.

Problem: How to cross Liffey river.



PROCCESS:

- 2.- DEFINITION OF THE PROBLEM.
- 3.- LOOKING FOR IDEAS.
- 4.- SKETCHES.
- 5.- CONSTRUCTIONS.
- **6.- EVALUATION.**
- 7.- FINAL REPORT.



LOOKING FOR IDEAS

















CONTENTS

- 1.- STRUCTURES: Definition, parts, stresses,
 ...
- **⊘** 2.- MATERIALS: Wood, iron,
- 3.- GRAPHICAL EXPRESION: views, scale, dimensioning...
- 4.- COMPUTERS: Text processor, Excel, Autosketch (drawing program),