



[INSTEAD VI - Workshop on Innovative Teaching Methodologies for Math Courses on Engineering Degrees](#)

Zoom links:	Thursday, June 25 th	Friday, June 26th
TIME (GMT+1)		
9:00-9:15	Registration	Registration
9:15-9:30		Session 4 Chairs: Maria Manuel Nascimento, Filomena de Oliveira Soares
9:30-9:45	Opening ceremony	The Show Must Go On II: Statistics in Higher Education <i>Maria Manuel Nascimento, Eva Morais</i>
	Session 1 Chair: Noah Dana-Picard, Zsolt Lavicza	The realities of developing a new Online Engineering Mathematics Course. <i>Ana Paula Lopes, Filomena Soares</i>
9:45-10:00	STEAM Education: technological skills, students' cultural background and Covid-19 crisis. <i>Thierry Dana-Picard and Sara Hershkovitz</i>	Mapping Pedagogy to ePedagogy in Engineering Courses <i>Ken Brown</i>
10:00-10:15	Technological and pedagogical innovations through STEAM education <i>Zsolt Lavicza</i>	3D Printing Supported Mathematical Lessons as a Base for Learning Concepts of Sustainable Energy <i>Natalija Budinski, Zsolt Lavicza</i>
10:15-10:30	Synergies in Action in Finland and Around the World: Extending STEM to STEAM in Key Competence Development for Primary and Secondary School Students <i>Kristóf Fenyvesi</i>	The combined use of digital and physical resources to explore cube cross-sections <i>Renáta Vágová</i>

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10:30-10:45	<i>Break</i>	<i>Break</i>
	Session 2 Chairs: Viola Larionova, Daniela Velichová	Session 5 Chair: Araceli Queiruga-Dios, Deolinda Rasteiro
10:45-11:00	The use of augmented reality, digital and physical modelling of geometric shapes to foster process related skills in special needs education in elementary schools. <i>Haas Ben, Zsolt Lavicza, Yves Kreis</i>	GeoGebra the New Language for the Third Millennium. <i>Valerian Antohe</i>
11:00-11:15	Best Practices in Using Online Technologies for teaching Engineering mechanics <i>Viola Larionova</i>	Physical and Digital Transformation using Augmented Reality and 3D <i>Shereen El Bedewy, Zsolt Lavicza</i>
11:15-11:30	Dynamics in mathematics, boost of students' activation <i>Daniela Velichová</i>	Prototyping Korean cultural heritage in mathematics perspective for STEAM education <i>Kyeongsik Choi and Zsolt Lavicza</i>
11:30-11:45	EduScrum in math: sprints through vectors to complex numbers <i>Ana Luther</i>	An APOS theoretic analysis of students math project work <i>Amartuvshin Amarzaya, Davaanyam Tumenbayar, Tserendorj Navchaa</i>
11:45-12:00	Card Magic as a source of examples in Mathematics <i>Fernando Blasco</i>	Online applications for practical classes <i>Gustavo Alves</i>
12:00-12:15	Didactic Engineering applied in the study and teaching of Jacobsthal sequence <i>Paula Catarino</i>	Mathematica webcams: you are concerned! <i>Christian Mercat</i>
12:15-12:30	Teaching linear algebra in engineering courses using critical thinking <i>Paulo Vasco</i>	MUSICAL INTERLUDE - TufeISEP

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12:30-14:15	<i>Lunch</i>	<h2>Closing Ceremony</h2>
14:00-14:10	MUSICAL INTERLUDE - TAISEP	
14:15-14:30	Opening Round table President of the Polytechnic Institute of Porto, <i>João Rocha</i>	
14:30-16:00	Round Table	
	<u>"The Essential Skills of Engineering Students for Industry 5.0 and Challenges from Online Education".</u>	
16:00-16:15	<i>Break</i>	
	Session 3 Chair: Jorge Mendonça, Lurdes Babo	
16:15-16:30	Teaching to Learn or Learning to Teach? <i>Filomena de Oliveira Soares</i>	
16:30-16:45	Get the key to unlock a paddle: could we learn maths playing games? <i>Araceli Queiruga Dios</i>	
16:45-17:00	Assessing Knowledge and Competencies: Rules_Math Project <i>Deolinda Dias Rasteiro</i>	

[OPORTO TOURISM](#)

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