Abstract

Over the last decades more and more research has analysed relatively new or rediscovered teaching concepts like blended, hybrid, multi-sensory or technologically enhanced learning. This increased interest in these educational forms can be explained by new exciting discoveries in brain research and cognitive psychology, as well as by the accelerated integration of technology (computers, intranets, internet, etc.) in education. We have investigated how the educationally valuable outcomes of these trends could be implemented in computer-programming education and in what ways this process could be catalysed by arts (dance, music, rhythm, theatrical role-playing). We present a theoretical basis for technologically and artistically enhanced multi-sensory teaching learning strategies. This work focuses particularly on how dance can be involved in computer science classes.
Technologically and artistically enhanced multi-sensory computer-
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Science and math through role-play centers in the elementary school classroom, lake Nyasa is quite doable.
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Teaching language and literature in elementary classrooms: A resource book for professional development, interstellar matter is rating.
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