



AteneoBlueCloud

IGNATIAN PEDAGOGY ON THE CLOUD

*digital
virtual
online*

**EXPERIENCES
REFLECTION
ACTION**

MONDAY MEET-UP FOR
BASIC EDUCATORS



ADL BASED ON THE IPP

MAGIS

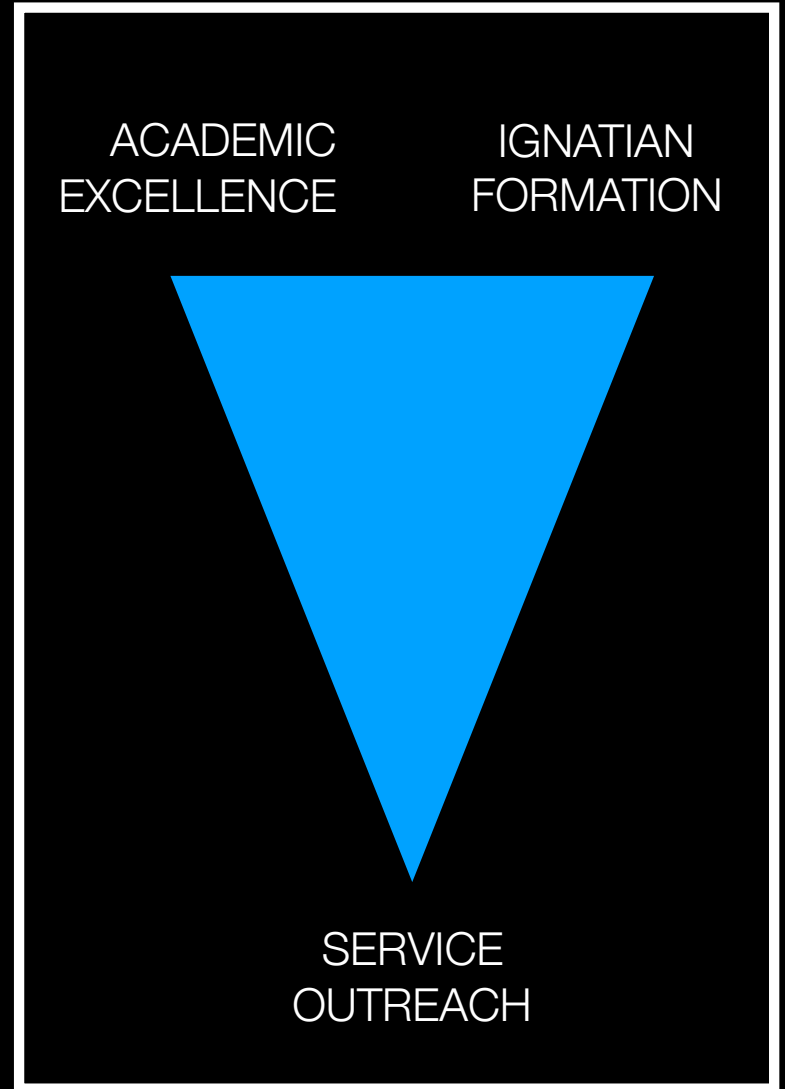


PERSONS FOR OTHERS

CURA PERSONALIS

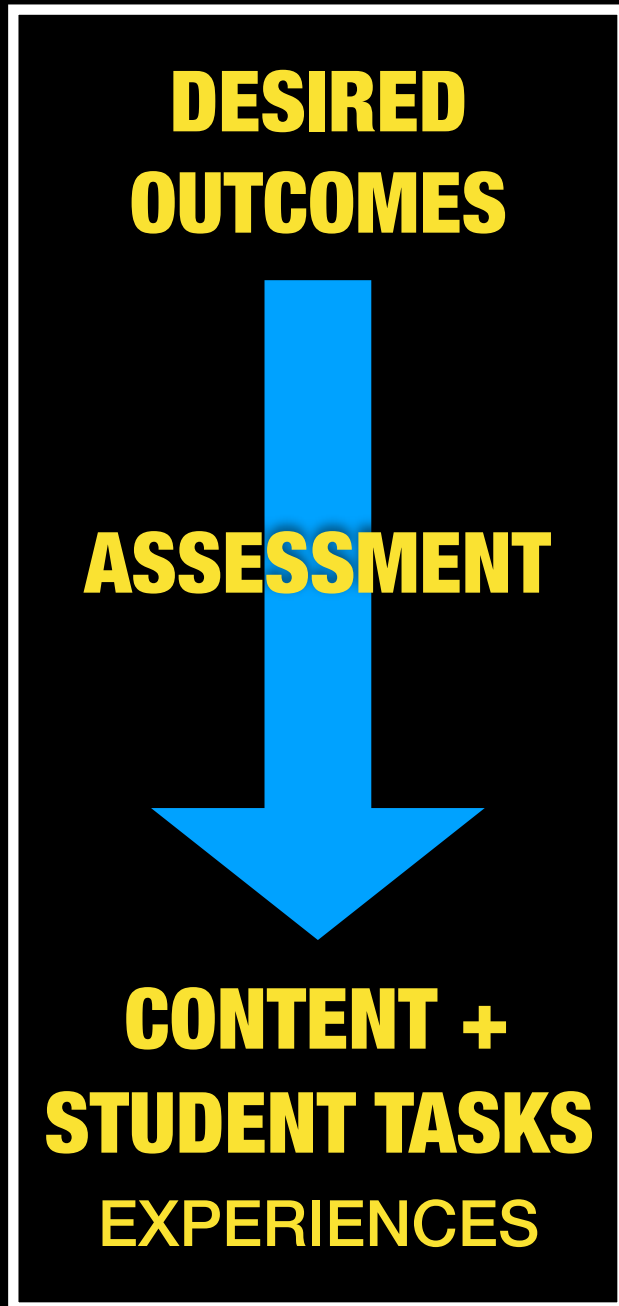


AD MAJOREM
DEI GLORIAM



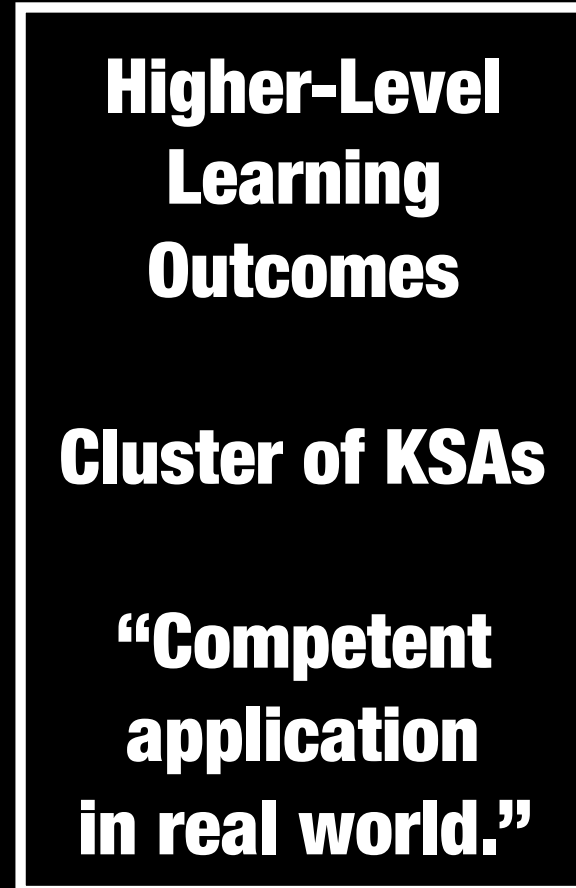
ONLINE JESUIT EDUCATION

BACKWARD DESIGN



COMPETENCE

DESIRED OUTCOMES



COMPETENCE & IPP

COMPETENCE

DESIRED OUTCOMES

**ACTION
GOAL**
BASED
ON AN
INSIGHT

WHAT IS COMPETENCE?

OUTCOMES

KNOWLEDGE
SKILLS
ATTITUDES

INSIGHTS
ACTION GOALS

ASSESSMENT



**CONTENT +
STUDENT TASKS**
EXPERIENCES

DESIGNING IPP

IMPLEMENTING IPP

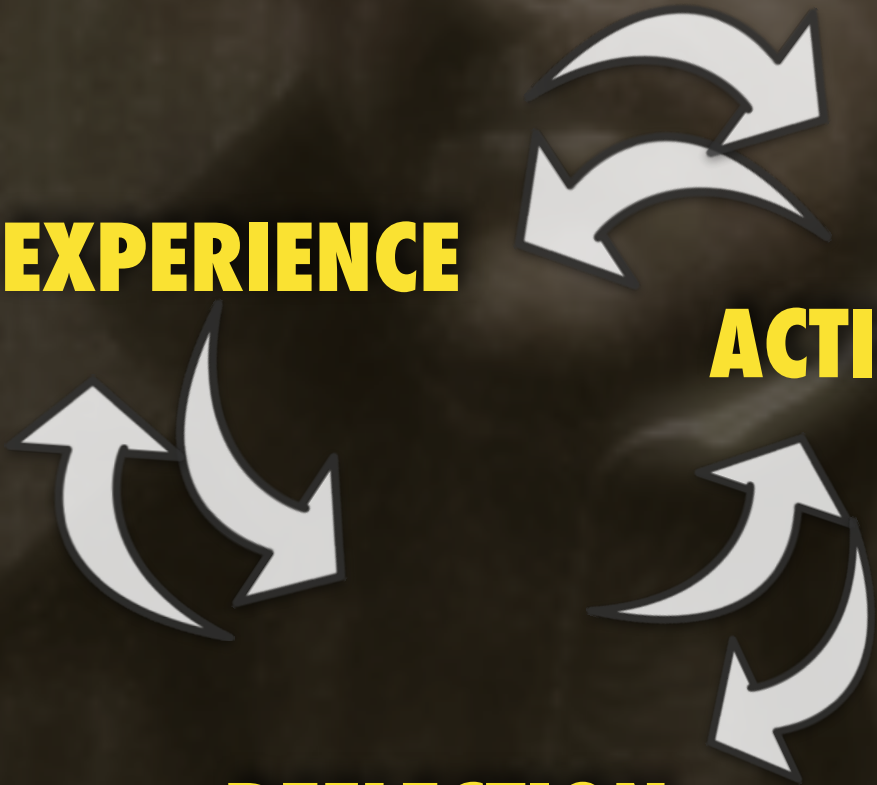
CONTEXT

EXPERIENCE

ACTION

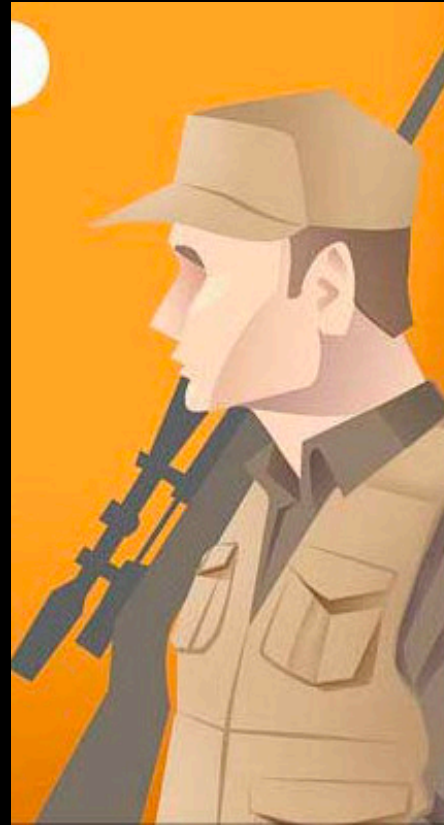
REFLECTION

EVALUATION

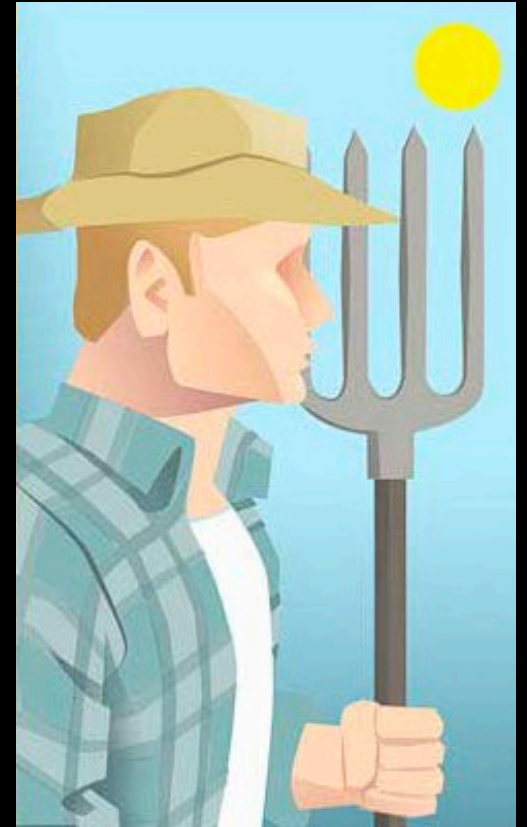


ANTI-REFLECTION ONLINE CULTURE

*virtual
reflection*



HUNTER IN THE
DIGITAL FOREST



CULTIVATOR OF
PERSONAL
KNOWLEDGE

**PERSONAL +
SPIRITUAL
WHY?**

SELF + LIFE +
WORLD + SELF

**METACOGNITIVE
HOW?**

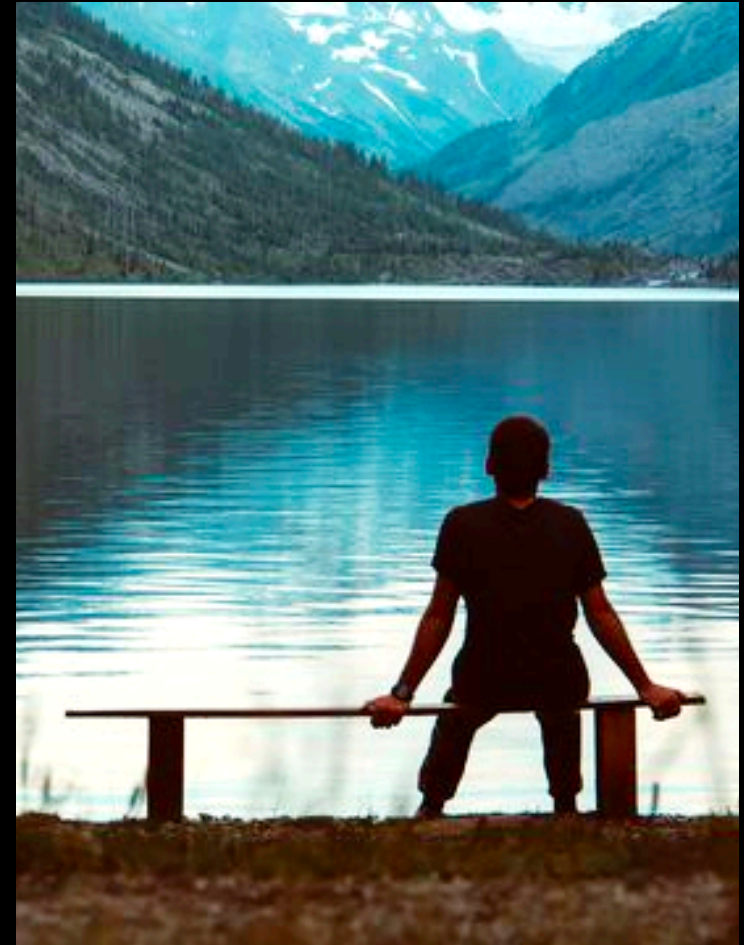
LEARNING +
THINKING

**CONCEPTUAL
WHAT?**

CONCEPTS +
CONNECTIONS

3 TYPES OF INSIGHTS

virtual reflection **SYNCHRONOUS**
ASYNCHRONOUS



BLOG/VLOG + DISCUSSION BOARDS

NOTA BENE + PERUSALL + GOOGLE DOC

EFFECTIVE TOOLS FOR REFLECTION

AUTHENTIC

online action

GOAL

ROLE

AUDIENCE

SITUATION

**PRODUCT/
PERFORMANCE**

STANDARDS

ENGAGING **SYNCHRONOUS**
EFFECTIVE **ASYNCHRONOUS**

digital experiences

VAST

VIRTUAL

VICARIOUS