

# REFLECTION

While doing this project we learned that there are various aspects to have in mind when creating an instructional design.

- We learned how to relate our activities to the curriculum's standards.
- We also learned how to use other apps such as CMAPTOOLS.
- How to create a Vee diagram, concept maps and tree of knowledge
- About significant learning
- How to adapt interesting activities to an environmental issue
- About the use of local resources to create learning situations
- How to evaluate these activities
- How to choose a methodology having in mind the activities.

While the process at first was a bit confusing, that is using cmap as a way to centralize the didactic unit. The end result is very clear and readily understandable and the learning we have gained from this work more than outweighs the drawbacks and confusion it may have caused.

What we have liked the most has been the contextualization of the project, that being in a far away location that we have to research and adapt to. This limitation has made us realize that our local surroundings, although they may seem normal to us, hide a lot of learning situations that can be used to our advantage to make the subject of the natural sciences more engaging to our students.

The following is the rubric of auto evaluation of the group and, although some aspects could have been improved (such as communication throughout, instead of just at the very end), overall the work dynamic has been good and we have been very productive in the end.

Members	Grade (1-10)
<b>Group grade</b>	9
Ana Alonso	9
Julia Artazkoz	9
Jokin Aranguren	9
Adriana Del Rey	9
Isabel Rubio	9