

The Learning Results of the Finnish Week

The Finnish theme of this project was Nokia and how technology has changed people's lives. The students studied Nokia's history before the visit using these materials:

1. Google-slides presentation
[Industrialisation changes the way of life - Nokia as a part of the development](#)
2. [Printable Google-document](#)
3. Two presentations on Nearpod for teaching the information by interactive way.
Nearpod 1 Early years of Nokia: <https://share.nearpod.com/e/vwffKmk442>
Nearpod 2 Nokia connecting people: <https://share.nearpod.com/e/EtldGHm442>

Quizizz-game is used in our school as a pedagogical tool and we wanted to present it to the visiting teachers and students. That's why we chose to test the students' understanding of these materials with the help of the Quizizz-game below:

[Quizizz-game Industrialization changes the way of life - Nokia as a part of the development](#)

(The right answers to this quiz: <https://quizizz.com/print/quiz/5e230d974b061d001b7d02b3>)

It was quite obvious that the students had learned remarkably well about the main points of the history of Nokia as 70% of the answers in the Quizizz -game were correct. There were 26 questions in the quiz. In the top ten there were nine Finnish students and one Cypriot student. The points varied from 10140 points to the winner scoring 28650 points.

During the visit the students worked on the topic [How have mobile phones influenced our lives](#) in small groups. A short presentation was given to them to introduce the topic of the group assignments. The students worked in groups of four, each group had two Finnish students and two visiting students.

Each group chose one of [the assignments](#). The assignments were very different, the students made for example videos and slides presentations, created new emojis, planned new apps that might be used in the future and introduced different technologies invented in different parts of the world.

Here are some examples of their assignments:

- [Google Maps of innovations](#)
- [Kahoot of Nokia](#)
- [Google Sheet of internet users and mobile phones in the world](#)
- [The language of emojis](#)
- [Mobile Phones in 2050](#)

During the Finnish part of the project we learned about Nokia and its history and what the company is focusing on today. We came to the conclusion that the use of digital tools and new technologies is on different levels in different countries. However, the students learned from each other about the use of different applications in everyday life. During the week the students were also introduced to various different applications of new technologies such as [virtual reality games](#), technology in art (Aalto University's workshop Art Machine) and how to use technology in pedagogically useful ways (exhibitions at Haltia Nature Center and Heureka Science Center). The students also learned about the various possibilities of the new technologies in the future.