

## **MODULE 4: Problem Solving**

### **INTRODUCTION - PREAMBLE**

#### LEARNING OUTCOMES

By the end of this unit, you will be able to:

- Use digital technologies to foster learners' active and creative engagement with subject matter.
- Use digital technologies within pedagogic strategies that foster learners' transversal skills, deep thinking and creative expression.
- Open up learning to new, real-world contexts, which involve learners themselves in hands-on activities, scientific investigation or complex problem solving, or in other ways increase learners' active involvement in complex subject matters