

## Motivational Techniques and the Development of Teacher`s Social and Computer Skills

### – Workshop (Teachers)

The workshop was focused on getting acquainted with the environment of the Tinkercad program which is a free-of-charge, online 3D modeling and circuit creating program that runs in a web browser. Since it became available in 2011 it has become a popular platform for creating models for 3D printing, an entry-level introduction to constructive solid geometry as well as an electronics lab in schools.

### Workshop Overview

#### *Creating an Account*

1. Go to: <https://www.tinkercad.com/> and create an account by clicking “JOIN NOW”.
2. Choose the option “educator” to create an account. If you are a student, choose the option “student” to join a class with the code provided by your educator.
3. To sign up as an educator:
  - Read the *Children`s Privacy Statement* and the *Terms of Service* and agree to proceed
  - Fill in your profile information
4. You are now ready to use the platform. To create a new 3D design or a new circuit go to "3D Designs" or "Circuits" and then either "Create new design" or "Create new circuit". You will be taken to the design interface. You can now edit your new 3D design or circuit.

#### *Designing together – creating a virtual classroom for your students*

1. Sign in as an educator. Choose the top menu "Classes", then select "Create new class" and fill in the details for your classroom.
2. Add the names of the students and create nicknames. Each student will need to use the given nickname to sign in to the classroom.
3. Generate a "Class code" when you are inside the classroom, for your students to join in.
4. The students will now be able to join the classroom by going to <https://www.tinkercad.com/>. Select the option “Join Now” and “Students, join your

class”. They will have to enter their nickname and the class code, or by opening the class link.

5. Now the students can create their own designs using the design interface. The teacher has access to the students’ designs in the virtual classroom and can view and copy them.

Preserving cultural heritage requires the implementation of adequate technologies whose development is not exclusively the domain of the 21st century. Last but not least, 21st century has been referred to as the digital era or the era of the 4th technical revolution since its inception, which will be greatly influenced by technologies such as Internet of Things, robotics and artificial intelligence.