EduBook IWB offers an endless source of possibilities and advantages: Vicens Vives has developed 5 plugins, which use the L TI protocol so that the integration established: used by more than 1500 schools and over 75000 teachers and students by students.

Online: Improve your learning experience with the online EduBook and all the active maps within the book on the IWB. Reproduce images, animations, audios, videos and interaction to diversity resources and tests.

Access all EduBook content offline. Interactive activities: Project and resolve self-correcting activities and open-ended activities. Projects, graphics, problem analysis, etc. are designed to evaluate the level of achievement of students acquire knowledge from each learning standard. These include:

- **Constructivist activities**: reinforcement activities, discovering new areas, studying the environment, learning about the relationship between science and society, analysing and giving opinions.
- **Presentation activities**: can incorporate ICT Activities when the level of achievement shows students how to search for and process information so that they can hypothesise, reason, make decisions, solve problems, give explanations and apply reasoning. Constructivist activities can also put forward their opinions and draw conclusions. Learning is both constructive and active, and the interests and learning capacities of every age group.

**Content, competences and learning standards**

**Key competences**
- **Biology & Geology**
- **SECONDARY EDUCATION**
- **Achieving excellence**
- **Learning**: learning follows a smooth transition, and the interests and learning capacities of every age group.
- **Paper**: Most of the activities can be carried out using the online Expand on the Web.

Achievement of additional activities.

Priority given to the cognitive processes.
The 3Dclass educational materials for Biology & Geology, Natural Sciences in Secondary Education, are adapted to the new school curriculum and ensure that all the proposed learning standards are implemented throughout Secondary.

Learning follows a smooth transition from the first to the fourth year of Secondary Education, taking into account the key competences, and the interests and learning capacities of every age group.

B&G shows students how to search for and process information so that they can hypothesise, put forward their opinions and draw conclusions. Learning is both active and constructive.
3Dclass Biology & Geology project

Content, competences and learning standards

- Students develop their competences while studying content.
- Priority given to the key competences.
- Activities revise and test the content studied. These include:
  - Presentation activities: summaries, projects, graphics, problem analysis, etc.
  - Constructivist activities: reinforcement activities, discovering new areas, studying the environment, learning about the relationship between science and society, analysing and giving opinions.
- Achievement of learning standards.

Key competences

Classification of activities according to the cognitive processes required:

- Learn: students acquire knowledge from what they study.
- Apply: students use their knowledge and conceptual understanding of what they have learnt in various distinct contexts - they apply their learning to practical situations or experiments.
- Reason: the aim of these activities is to make students reflect on their answers give explanations and apply reasoning.

Activities can incorporate key competences that are indicated with the following symbols:

- Linguistic communication
- Mathematical competence and basic competences in science and technology (because this is a science book, only mathematical competences are indicated)
- Learning to learn
- Cultural awareness and expression
- Sense of initiative and enterprising spirit
- Social and civic competences
- Information handling and digital competence

Activities involving learning standards

- Activities with the symbol ✔ are designed to evaluate the level of achievement of given learning standards.

ICT Activities

- Expand on the Web. Multimedia resources are available to round off the topic studied or to provide additional activities.
- Most of the activities can be carried out using the online EduBoo.

Project available in three formats

- Paper and EduBook (online and offline versions).
FOURTH YEAR

0. How do scientists work?

THE EARTH IN THE UNIVERSE
1. The Universe
2. The Earth and the Moon
3. The geosphere
4. The atmosphere
5. The hydrosphere

THE DIVERSITY OF LIVING THINGS
6. Living things
7. Biodiversity: the least complex of living things
8. Plants
9. The animal kingdom: invertebrates
10. The animal kingdom: vertebrates

THE STRUCTURE AND PROCESSES OF LIVING THINGS
11. Plant nutrition
12. Animal nutrition
13. Living things interact
14. Plant reproduction
15. Animal reproduction

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FIRST YEAR

PEOPLE AND HEALTH
1. The human body
2. Nutrition and the digestive system
3. Regulation of the internal environment
4. Perception and coordination
5. Perception and movement
6. Human reproduction and sexuality
7. Health and illness

THE TERRESTRIAL ENVIRONMENT
8. The Earth’s internal energy
9. External geological agents
10. The natural environment. Ecosystems

ICT project
Research project

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NEW

CELLS, INHERITANCE AND EVOLUTION
1. Cells and their components
2. Cell division
3. Genetic inheritance
4. DNA and proteins. Biotechnology
5. Biological evolution

ECOSYSTEMS: THEIR DYNAMICS AND IMPACTS
6. Ecosystems and ecological factors
7. Ecosystem dynamics
8. Resources and waste
9. The impact of human activity on ecosystems

THE EARTH: TRANSFORMATIONS AND RELIEF
10. The history of the Earth
11. Tectonic plates
12. Land relief

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edubook, Vicens Vives digital environment

An area where both teachers and students can benefit from using the most innovative tools to teach and learn high quality educational content:

- **Simple**: designed to be user friendly.
- **Versatile**: all the contents can be accessed offline.
- **Multiplatform**: adapted to suit all devices and operating systems
- **Connection**: allows access to the most used LMS and with special Moodle plugins.
- **Traceability studies**: allows personalised feedback on the activities carried out by students.
- **Established**: used by more than 1500 schools and over 75000 teachers and students on a daily basis.

**EduBook for Moodle**

Vicens Vives has developed **5 plugins**, which use the LTI protocol so that the integration of Edubook with Moodle is both fast and simple. These new plugins allow:

- the automatic import of courses.
- the automatic provision of licenses
- the automatic synchronisation of tests
- integration with tablets, web and desktop

All EduBook resources are adapted for offline use with an interactive whiteboard

EduBook IWB enables any section of the textbook to be **projected**, multimedia content to be **reproduced**, activities to be **resolved** and **teacher’s resources** to be accessed - and all from one place, without the need for Internet connection.

EduBook IWB offers an endless source of possibilities and advantages:

- **Teacher’s resources**: Consult the teacher’s book, curricular proposals, attention to diversity resources and tests.
- **Interactive activities**: Project and resolve self-correcting activities and open-ended questions without the need for Internet connection.
- **EduBook on the IWB**: Access all EduBook content offline.
- **Multimedia gallery**: Reproduce images, animations, audios, videos and interactive maps within the book on the IWB.
- **Online**: Improve your learning experience with the online EduBook and all the high-quality resources offered by the Tiching educational network.