

Areas of Interaction

The areas of interaction form the basis of the MYP and should be at the core of the teaching of all subject groups. The areas of interaction provide a means of broadening the experience of students, placing learning in context and helping the students to develop attitudes and values based on knowledge and skills acquired through the study of the disciplines.

There are five areas of interaction: **approaches to learning (ATL), community service, health and social education, environments** and *Human Ingenuity*.

Approaches to Learning	<p>This area is concerned with the development of effective study skills, of critical, coherent and independent thought, and the capacity for solving problems and making decisions. Using the computer as a tool for learning is an important part of ATL since it can be used in all subjects.</p> <p>The three branches (information, materials and systems) of MYP technology put the emphasis on the following communication and problem-solving skills:</p> <ul style="list-style-type: none"> ability to communicate experiences ability to work in team receptiveness to other alternatives investigation organization presentation evaluation.
Community Service	<p>Community service can inspire technology projects and creates a positive learning experience, developing a sense of responsibility, self-esteem, and the ability to work as a group towards a common goal. In the working areas, the students must learn to function as a true community, aware of others' needs.</p>
Health and Social Education	<p>Health aspects of Technology. During their experience of technology, students will acquire knowledge about the risks they are being exposed to when using different tools, materials and information.</p> <p>Social Aspects of Technology. When researching or designing products, students should reflect on the ways in which technology affects people's daily lives. They should: discuss and analyze how needs and preferences affect, and are in turn affected by, technology compare and contrast various manifestations of technology in different contexts and cultures.</p>
Environments	<p>Students will develop an understanding of the relationships between individuals, communities, equipment, materials, products and nature. Technology projects can actively involve students in decision-making that is environmentally conscious</p>

Human Ingenuity	<p><i>Human Ingenuity</i> – man the maker – is naturally associated with technology. The generation of ideas, together with the realization of their practical application and effects on society and the minds of people, are essential elements of <i>homo faber</i>. The creative nature of the design cycle requires students to plan, produce and evaluate products/solutions. This cycle plays a vital role in developing an understanding of <i>homo faber</i>. Through experience of the design cycle students will come to understand that they are the creators.</p>
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