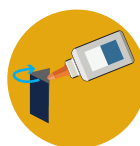




PRINT



CUT



PASTE



PLAY!

WE ENCOURAGE THE
COLLECTIVE AND
COLLABORATIVE
CURATION OF
EDUCATIONAL
RESOURCES



WE HAVE PERMANENT
PROGRAMS FOR
PROFESSIONAL
DEVELOPMENT AND
COLLABORATION FOR THE
MANY PEOPLE INVOLVED
IN THE PRODUCTION OF
EDUCATIONAL RESOURCES



OUR PRACTICES AIM TO
RESPECT **DIGITAL RIGHTS**,
PROVIDING GUIDANCE
ON WHAT THEY ARE
AND HOW THEY CAN BE
SAFEGUARDED



OUR TEACHERS/PUBLIC
SERVANTS PRODUCE **OPEN**
EDUCATIONAL RESOURCES



WE ENCOURAGE THE
CO-CREATION OF
OUR EDUCATIONAL
RESOURCES

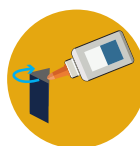




PRINT



CUT



PASTE



PLAY!

WE HAVE AN
INSTITUTIONAL **COPYRIGHT**
POLICY THAT ALLOWS
OPEN LICENSING OF THE
EDUCATIONAL RESOURCES
WE CREATE AND SHARE



IN OUR SOFTWARE
SYSTEMS AND
PLATFORMS WE
REDUCE THE **PERSONAL**
DATA WE COLLECT AS
MUCH AS POSSIBLE,
AND WE TREAT THE
DATA SECURELY



WE ANALYZE THE
PRIVACY POLICIES OF
THE EXTERNAL DIGITAL
PLATFORMS THAT WE
ADOPT OR RECOMMEND,
IN ACCORDANCE WITH
CURRENT LEGISLATION



OUR PLATFORMS HAVE
TERMS OF USE THAT USE
CLEAR LANGUAGE FOR
USERS



OUR TENDERS AND
CONTRACTS ALWAYS
ENFORCE **OPEN LICENSES**
FOR ANY EDUCATIONAL
MATERIAL THAT IS TO BE
ACQUIRED

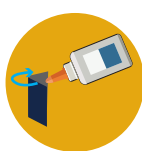




PRINT



CUT



PASTE



PLAY!

WE CAN REPLACE
SUPPLIERS BECAUSE
WE NEVER CONTRACT
WITH SOFTWARE
OR HARDWARE
TECHNOLOGICAL LOCK-IN

11



WE IMPLEMENT OUR
TECHNOLOGIES TAKING
DIGITAL RIGHTS INTO
ACCOUNT AND PRIORITIZING
FREE SOFTWARE PRINCIPLES

12



WE PRIORITIZE
AND/OR PRODUCE
EDUCATIONAL
RESOURCES USING
OPEN FORMATS

13



WE STORE OUR
EDUCATIONAL
RESOURCES IN A
DIGITAL REPOSITORY

14



WE HAVE A
**PARTICIPATORY
GOVERNANCE** MODEL TO
DEFINE AND ANALYZE
THE EVOLUTION OF THE
TECHNOLOGIES WE ADOPT
OR CREATE

15





PRINT



CUT



PASTE



PLAY!



OPEN
EDUCATION

POLICY GAME



OPEN
EDUCATION

POLICY GAME



OPEN
EDUCATION

POLICY GAME



OPEN
EDUCATION

POLICY GAME



OPEN
EDUCATION

POLICY GAME





PRINT



CUT



PASTE



PLAY!





PRINT



CUT



PASTE



PLAY!



OPEN
EDUCATION

POLICY GAME



DIAGNOSTIC



OPEN
EDUCATION

POLICY GAME



DIAGNOSTIC



OPEN
EDUCATION

POLICY GAME



DIAGNOSTIC



OPEN
EDUCATION

POLICY GAME



DIAGNOSTIC



OPEN
EDUCATION

POLICY GAME



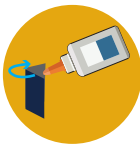
DIAGNOSTIC



PRINT



CUT



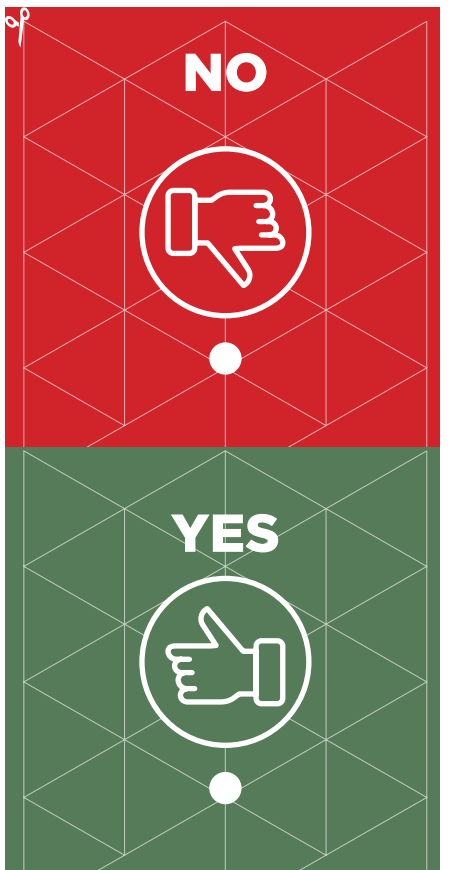
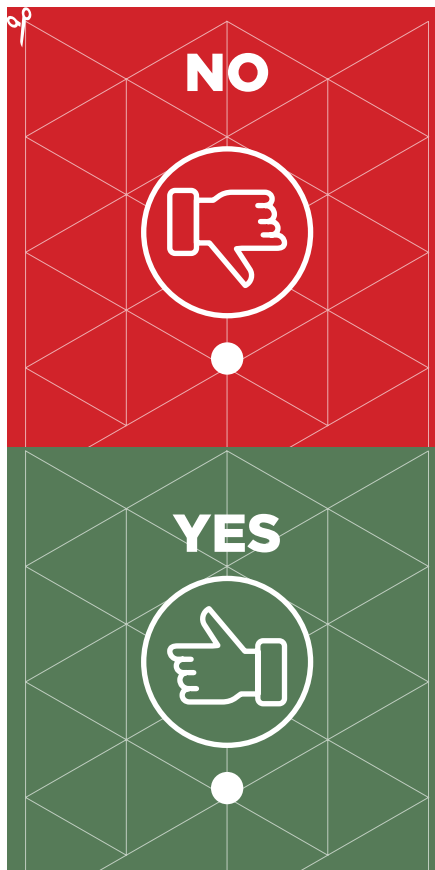
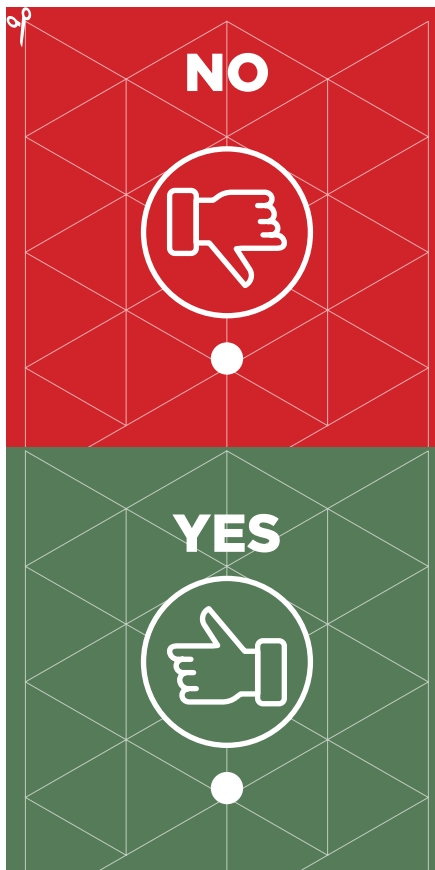
PASTE



PLAY!

1	2	3	1	2	3
1	2	3	1	2	3
1	2	3	1	2	3
1	2	3	1	2	3

FOLD AND PASTE

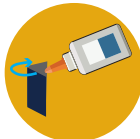




PRINT



CUT

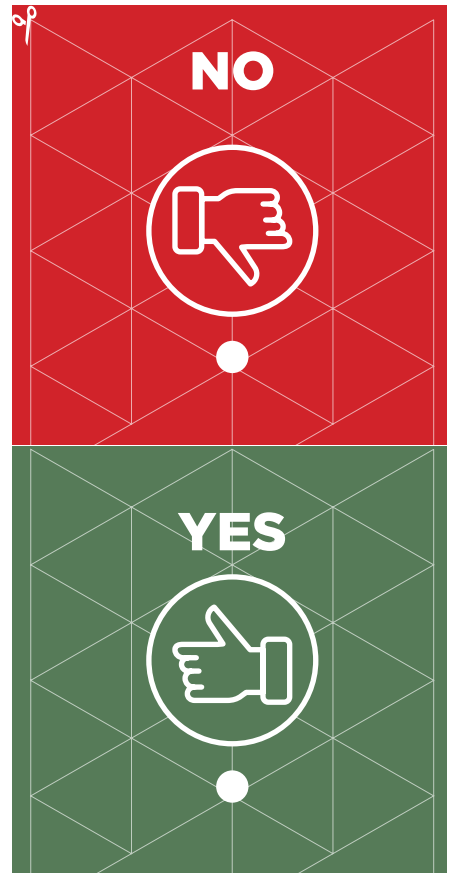
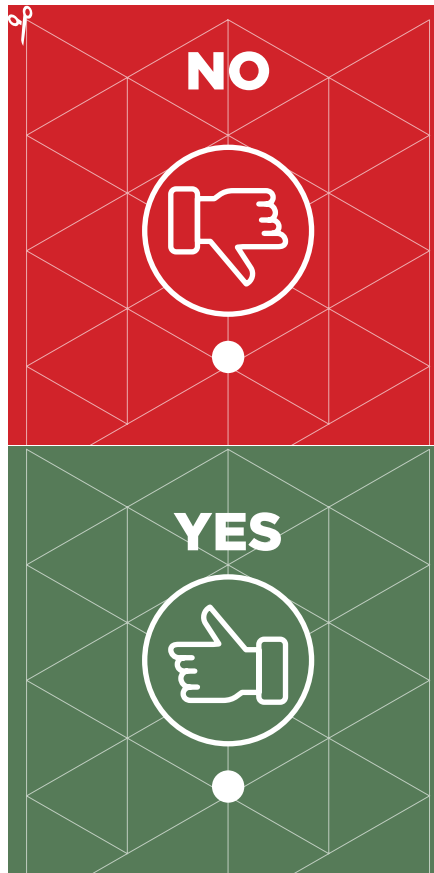
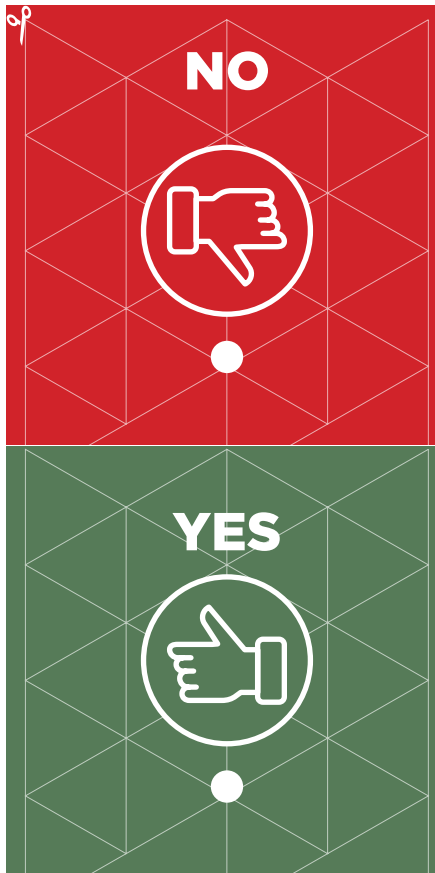


PASTE

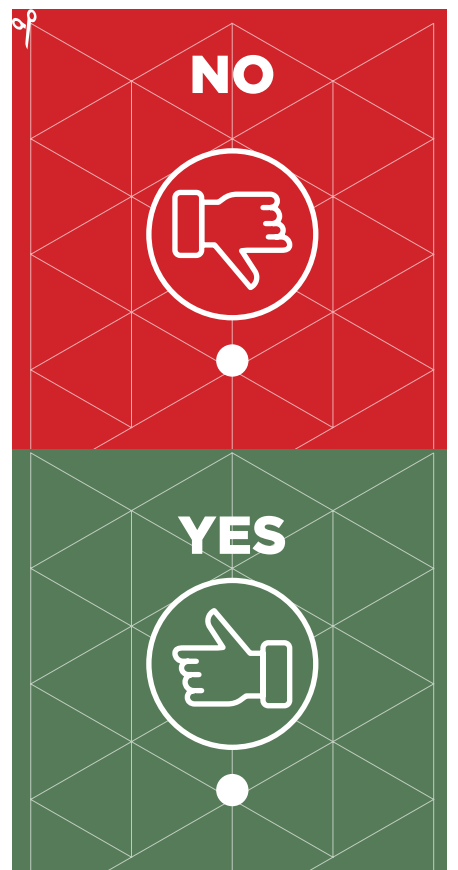
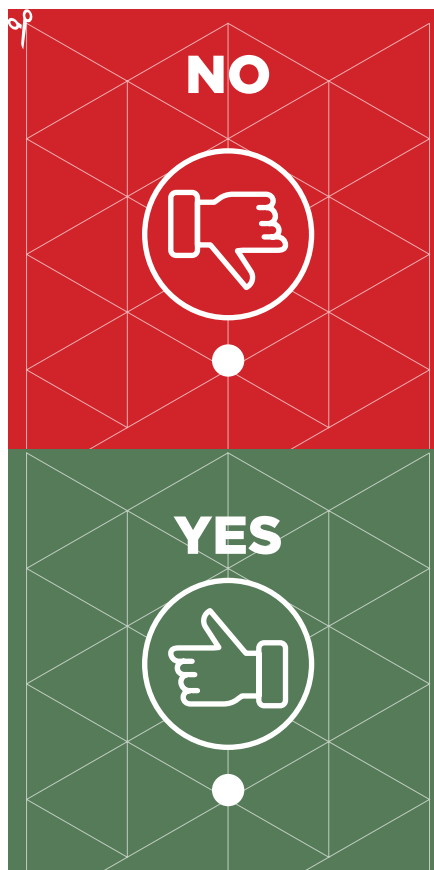


PLAY!

FOLD AND PASTE



FOLD AND PASTE

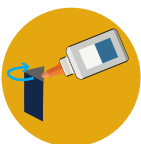




PRINT



CUT



PASTE



PLAY!

CO-CREATION

THE PUBLIC ACTIVELY
PARTICIPATIONS IN THE
CONCEPTION OR THE
PRODUCTION OF RESOURCES

CO-CREATION

GIVE PEOPLE THE
OPPORTUNITY TO VOICE
THEIR OPINION ABOUT AN
EDUCATIONAL RESOURCE

FOLD AND PASTE

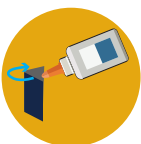




PRINT



CUT



PASTE



PLAY!

CO-CREATION

CONDUCTING AN EVALUATION
AFTER THE USE OF AN
EDUCATIONAL RESOURCE

OPEN EDUCATIONAL RESOURCES

EDUCATIONAL MATERIALS
IN ANY FORMAT OR MEDIUM
THAT HAVE AN OPEN LICENSE

FOLD AND PASTE

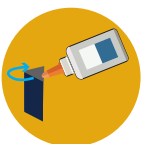




PRINT



CUT



PASTE



PLAY!

OPEN EDUCATIONAL RESOURCES

EDUCATIONAL MATERIALS IN
DIGITAL FORMAT

OPEN EDUCATIONAL RESOURCES

ANY MATERIAL AVAILABLE
FREE OF CHARGE ON THE
INTERNET

FOLD AND PASTE

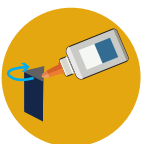




PRINT



CUT



PASTE



PLAY!

CURATION

DEFINITION OF QUALITY
CRITERIA FOR INCLUSION OR
EXCLUSION OF EDUCATIONAL
RESOURCES

CURATION

CONTINUOUS PROCESS
INVOLVING THE DEFINITION,
SELECTION AND ORGANIZATION
OF COLLECTIONS OF
EDUCATIONAL RESOURCES



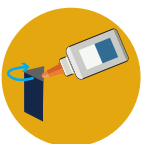
FOLD AND PASTE



PRINT



CUT



PASTE



PLAY!

CURATION

THEMATIC COMPILATION
OF MATERIALS AND/OR
RESOURCES

DIGITAL RIGHTS

THE BASIC RIGHT TO HAVE
ACCESS TO A CELL PHONE OR
BROADBAND CONNECTION
GUARANTEED TO ALL CITIZENS

FOLD AND PASTE

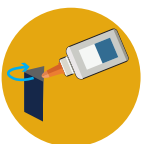




PRINT



CUT



PASTE



PLAY!

DIGITAL RIGHTS

THE RIGHT TO PRIVACY
AND NOT TO HAVE YOUR
DATA COLLECTED BY THE
GOVERNMENT

DIGITAL RIGHTS

IN THE ERA OF THE INTERNET,
ENFORCING ALREADY
RECOGNIZED HUMAN RIGHTS, IN
ADDITION TO NEW POTENTIAL
RIGHTS (SUCH AS THE RIGHT TO
INTERNET ACCESS AND PRIVACY)

FOLD AND PASTE

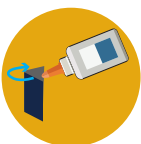




PRINT



CUT



PASTE



PLAY!

TERMS OF USE

DEFINES COSTS AND PAYMENT
MODELS FOR THE USE OF A
SERVICE

TERMS OF USE

RULES THAT DETERMINE THE
USE OF A PLATFORM, TOOL
OR APPLICATION

FOLD AND PASTE

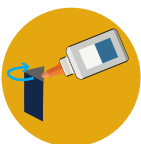




PRINT



CUT



PASTE



PLAY!

TERMS OF USE

INSTRUCTION MANUAL FOR
A PLATFORM, TOOL OR
APPLICATION

PERSONAL DATA

ANY INFORMATION THAT
IDENTIFIES OR ENABLES (ON
ITS OWN OR IN CONJUNCTION
WITH OTHER INFORMATION) THE
IDENTIFICATION OF A PERSON

FOLD AND PASTE

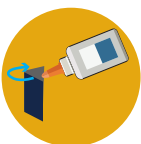




PRINT



CUT



PASTE



PLAY!

PERSONAL DATA

2
A PERSON'S FIRST AND LAST
NAME

PERSONAL DATA

3
A PERSON'S IDENTITY
NUMBER

FOLD AND PASTE

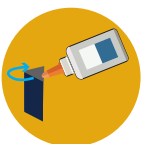




PRINT



CUT



PASTE



PLAY!

COPYRIGHT

THE RIGHTS THAT THE
CREATOR(S) OF AN
INTELLECTUAL WORK HAVE
OVER THEIR CREATION

COPYRIGHT

CONTRACTS THAT DETERMINE
THE POSSIBLE USES OF A
WORK

FOLD AND PASTE

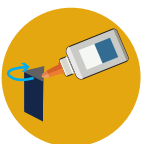




PRINT



CUT



PASTE



PLAY!

COPYRIGHT

RESTRICTIONS THAT PREVENT
THE USE OF A WORK

FREE SOFTWARE

OLD PROGRAMS THAT ARE NO
LONGER SOLD

FOLD AND PASTE

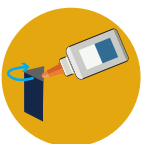




PRINT



CUT



PASTE



PLAY!

FREE SOFTWARE

SOFTWARE PROGRAMS AND
SERVICES THAT ARE ALWAYS
FREE

FREE SOFTWARE

SOFTWARE PROGRAMS THAT
GUARANTEE FOUR BASIC
FREEDOMS: USE FOR ANY
PURPOSE, ADAPTATION, SHARING
WITH THIRD PARTIES AND
MODIFICATION

FOLD AND PASTE

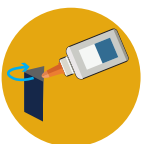




PRINT



CUT



PASTE



PLAY!

PRIVACY POLICY

CONTRACT THAT DETERMINES
WHAT THE USER CAN AND
CANNOT PUBLISH

PRIVACY POLICY

REGULATES INTELLECTUAL
PROPERTY RIGHTS

CHALLENGE

OPEN
EDUCATION

POLICY GAME

CHALLENGE

OPEN
EDUCATION

POLICY GAME

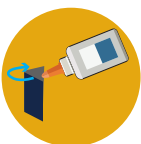
FOLD AND PASTE



PRINT



CUT



PASTE



PLAY!

PRIVACY POLICY

INFORMS HOW THE
INFORMATION PROVIDED OR
PRODUCED BY THE USER IS
USED AND PROCESSED

OPEN LICENSES

A LICENSE WHERE
THE AUTHOR GIVES UP
AUTHORSHIP

FOLD AND PASTE

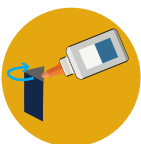




PRINT



CUT



PASTE



PLAY!

OPEN LICENSES

LICENSES THAT GRANT
CERTAIN FREEDOMS TO
USERS, DEFINED BY THE
COPYRIGHT HOLDER

OPEN LICENSES

LICENSES THAT ALLOW THE
WORK TO BE USED FOR
ANY PURPOSE, WITHOUT
RESTRICTIONS

FOLD AND PASTE

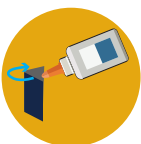




PRINT



CUT



PASTE



PLAY!

OPEN FORMATS

FILES SAVED IN STANDARD
FORMATS AND WHOSE
SOURCE IS AVAILABLE FOR
EDITING AND USE

OPEN FORMATS

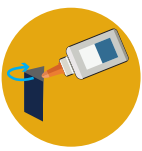
FILES THAT CAN BE
DOWNLOADED FOR FREE
FROM THE INTERNET

FOLD AND PASTE





PLAY!



PASTE



CUT



PRINT

OPEN FORMATS

EDITABLE FILES THAT
ONLY DEPEND ON THE
PERSON HAVING THE RIGHT
SOFTWARE TO OPEN THEM

PARTICIPATORY GOVERNANCE

PROCESSES FOR DEFINING
OBJECTIVES, PRINCIPLES AND
THE ACTIONS NEEDED TO
ACHIEVE THEM

FOLD AND PASTE

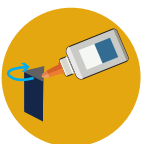




PRINT



CUT



PASTE



PLAY!

PARTICIPATORY GOVERNANCE

THE PROCESSES USED TO
DEFINE WHICH TYPES OF
EDUCATIONAL RESOURCES
SHOULD BE ALLOWED INTO A
REPOSITORY

PARTICIPATORY GOVERNANCE

THE ENTITY, IN AN
ORGANIZATION, RESPONSIBLE
FOR INTERFACING WITH THE
GOVERNMENT

FOLD AND PASTE

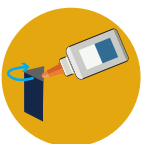




PRINT



CUT



PASTE



PLAY!

TECHNOLOGICAL LOCK-IN

CONTROLLING ACCESS TO
A SERVICE OR SOFTWARE
THROUGH PASSWORDS OR
PERMISSIONS

CHALLENGE

OPEN
EDUCATION

POLICY GAME

TECHNOLOGICAL LOCK-IN

CONTRACTING SOFTWARE OR
SERVICES FOR A FEE

CHALLENGE

OPEN
EDUCATION

POLICY GAME

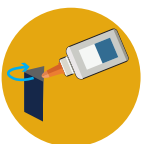
FOLD AND PASTE



PRINT



CUT



PASTE



PLAY!

TECHNOLOGICAL LOCK-IN

PROPRIETARY TECHNOLOGY,
OPERATED BY A SINGLE
SUPPLIER

DIGITAL REPOSITORY

ONLINE DATABASE THAT
AGGREGATES RESOURCES
AND COLLECTIONS IN A
STRUCTURED MANNER

FOLD AND PASTE

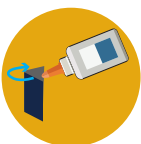




PRINT



CUT



PASTE



PLAY!

DIGITAL REPOSITORY

ONLINE SEARCH ENGINE THAT
ALLOWS SOMEONE TO FIND
RESOURCES EASILY

DIGITAL REPOSITORY

ONLINE PLATFORM
CONTAINING RESOURCES
AVAILABLE FOR DOWNLOAD

FOLD AND PASTE

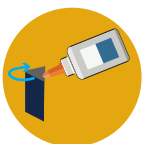




PRINT



CUT



PASTE



PLAY!

OPEN EDUCATION

A historical movement that seeks to update the principles of progressive education in digital culture. It promotes equity, inclusion and quality through open pedagogical practices based on the freedom to collaboratively create, use, combine, alter and redistribute educational resources. It incorporates open technologies and formats, prioritizing free software. In this context, it emphasizes the protection of digital rights, including access to information, freedom of expression and the right to privacy.

GLOSSARY



OPEN EDUCATION

FOLD AND PASTE