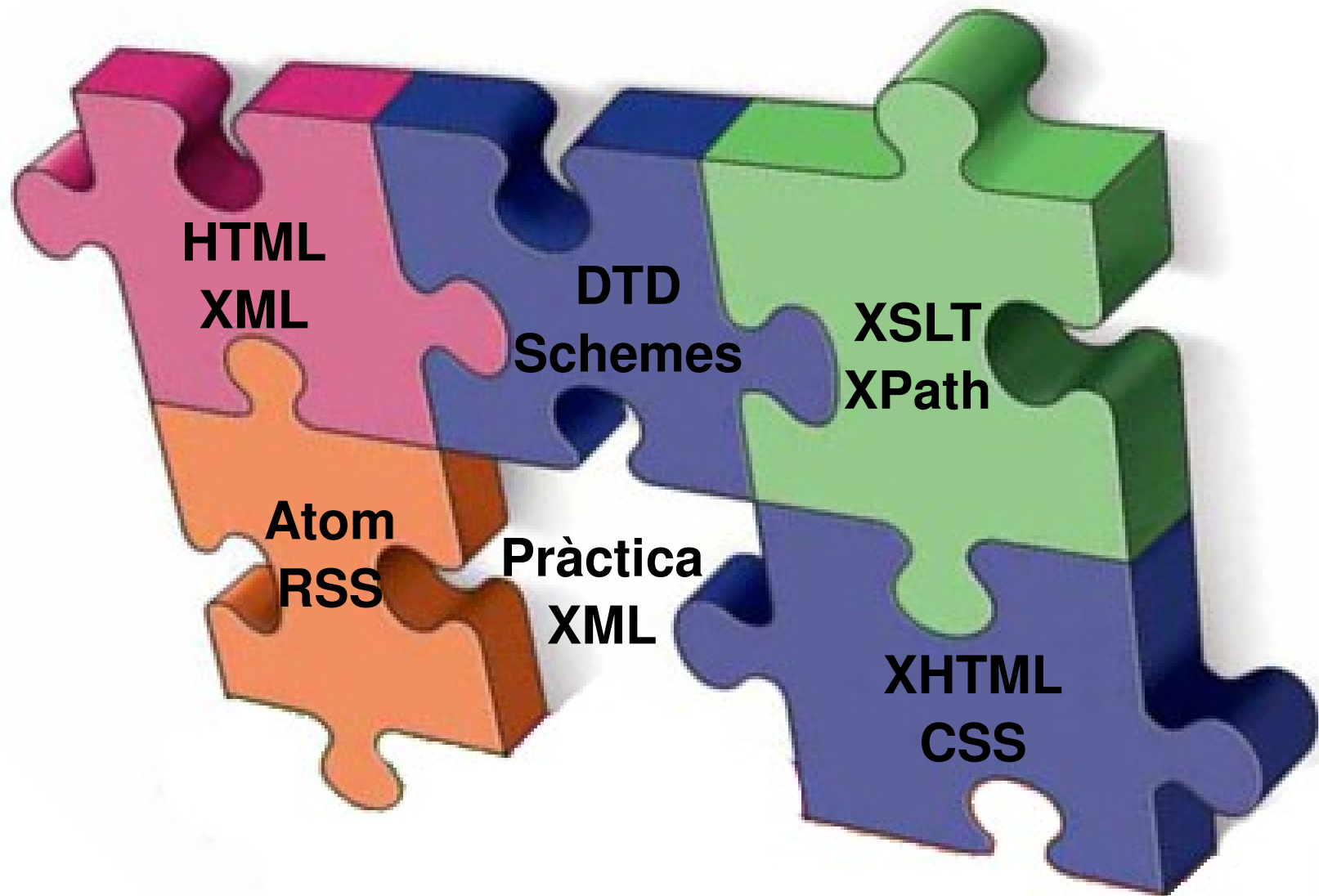


# Jigsaw Puzzle: XML



# Communication and sensorial channels

- Percentage of people mainly:
  - Auditive 35%    Visual 45%    Cinesthetic 20%
- But, most engineers are mainly cinestecics!
- Which means we learn better through examples and by working on teams.
- Although it's also true that programmers are a little bit anti-social and don't specially enjoy this kins of activities.

# The Jigsaw Classroom

- A cooperative learning technique that reduces racial conflict among school children, promotes better learning, improves student motivation, and increases enjoyment of the learning experience.
- The jigsaw technique was first developed in the early 1970s by Elliot Aronson and his students at the University of Texas and the University of California.

# History of the Jigsaw

- The jigsaw classroom was first used in 1971 in Austin, Texas.
- The city's schools had recently been desegregated, and because Austin had always been racially segregated, white youngsters, African-American youngsters, and Hispanic youngsters found themselves in the same classrooms for the first time.

# Objective

- To achieve a better absorption of XML notions.
- To motivate i “Activate” the students.
- To integrate the project team members (like “The dirty dozen” (“Doce del patibulo”)).
- To create inter-relationships among different project teams.