

AQA GCSE DESIGN AND TECHNOLOGY SYSTEMS AND CONTROL Online PDF

aqa gcse design and technology systems and control is a vital component of the GCSE curriculum, equipping students with essential knowledge and skills in designing and developing innovative systems and control mechanisms. This subject area emphasizes understanding how various systems operate, their applications in real-world scenarios, and the principles behind designing effective control solutions. Whether students are interested in engineering, manufacturing, or product design, mastering the concepts covered in AQA GCSE Design and Technology Systems and Control provides a solid foundation for further education and careers in technology-related fields.

Overview of AQA GCSE Design and Technology Systems and Control

The "Systems and Control" section of the AQA GCSE Design and Technology course focuses on understanding how systems are designed, controlled, and optimized to perform specific functions. It combines theoretical knowledge with practical skills, enabling students to analyze existing systems and develop their own innovative solutions.

Key areas covered include:

- Types of systems and their applications
- Control mechanisms and devices
- Sensors and actuators
- Feedback systems
- Programming and automation
- Safety and ethical considerations

This comprehensive approach aims to develop students' problem-solving abilities, creativity, and technical understanding.

Fundamental Concepts in Systems and Control

What is a System?

A system is a collection of components working together to perform a specific function. In design and technology, systems can be mechanical, electronic, or a combination of both.

Types of systems include:

- Open Systems: Interact with their environment (e.g., a ventilation system).
- Closed Systems: Self-contained and do not exchange matter or energy (e.g., a sealed electronic circuit).
- Feedback Systems: Use information from their output to regulate their operation (e.g., thermostats).

Control Systems and Their Importance

Control systems manage the behavior of other systems, ensuring they operate efficiently and accurately. They are vital in automation, robotics, and consumer electronics.

Components of control systems:

- Input Devices: Sensors or switches that collect data from the environment.
- Controllers: Process input data and make decisions (e.g., microcontrollers, PLCs).
- Output Devices: Actuators or displays that execute commands (e.g., motors, LEDs).

Types of control:

- Manual Control: Operated directly by humans.
- Automatic Control: Operates without human intervention, based on pre-set parameters or sensor input.

Key Devices and Components in Systems and Control

Sensors

Sensors detect physical properties such as temperature, light, motion, or pressure, converting them into electrical signals.

Common sensors include:

- Thermistors and thermocouples (temperature)
- Light-dependent resistors (LDRs) (light level)
- Proximity sensors (distance detection)

- Pressure sensors

Actuators

Actuators convert electrical signals into physical action.

Examples include:

- Motors (rotational movement)
- Servos (precise position control)
- Solenoids (linear movement)
- Light-emitting diodes (indicate system status)

Control Devices and Processors

- Microcontrollers (e.g., Arduino, Raspberry Pi): Small computers that process sensor data and control actuators.
- Programmable Logic Controllers (PLCs): Used in industrial automation.
- Switches and relays: Basic control devices for turning systems on or off.

Understanding Feedback and Automation

Feedback Loops

Feedback is essential for maintaining stability and accuracy in control systems. It involves monitoring the output and adjusting the input accordingly.

Types of feedback:

- Negative Feedback: Stabilizes the system (e.g., thermostat cooling or heating).
- Positive Feedback: Amplifies the output (less common in control systems due to potential instability).

Automation in Design and Technology

Automation involves using systems to perform tasks with minimal human intervention, increasing efficiency and safety.

Applications include:

- Manufacturing lines
- Home automation systems
- Automated vehicles
- Robotics

Advantages of automation:

- Increased productivity
- Enhanced precision and consistency
- Reduced labor costs
- Improved safety in hazardous environments

Designing Control Systems: Processes and Considerations

Stages of System Design

Designing an effective control system involves several steps:

- Identifying the problem or need
- Researching existing solutions
- Developing specifications and constraints
- Creating initial concepts and prototypes
- Testing and refining the design
- Implementing the final system

Factors to Consider in Design

When designing systems and controls, students must consider:

- Safety and reliability
- Cost-effectiveness
- Energy efficiency
- User-friendliness
- Environmental impact
- Ethical implications

Practical Skills and Project Work

Developing Practical Skills

Students are encouraged to gain hands-on experience by:

- Building circuits with sensors, microcontrollers, and actuators
- Programming control systems using languages such as Arduino IDE or Python
- Testing and troubleshooting systems
- Documenting development processes

Project Ideas in Systems and Control

Some typical projects include:

- Automated temperature-controlled fan
- Light-sensitive night light
- Motorized gate with remote control
- Smart irrigation system reacting to soil moisture
- Robotic arm with sensor-based control

These projects help students apply theoretical knowledge and develop problem-solving skills.

Assessment and Examination Components

The AQA GCSE Design and Technology assessment for Systems and Control typically includes:

- Written examinations with multiple-choice, short-answer, and extended-response questions
- Practical coursework involving designing, building, and testing control systems
- Evaluation of practical work, including reflections on the design process

Understanding the assessment criteria helps students focus their efforts on mastering both theoretical knowledge and practical skills.

Future Opportunities and Careers in Systems and Control

Knowledge of systems and control opens up numerous career paths, such as:

- Robotics engineer
- Automation technician
- Electrical or electronic engineer
- Product designer
- Control systems engineer
- Software developer for embedded systems

Further education options include A-level courses, apprenticeships, and university degrees in engineering, electronics, or computer science.

Conclusion

Mastering the concepts of systems and control within the AQA GCSE Design and Technology framework provides students with a strong foundation in designing innovative, efficient, and safe systems. By understanding how sensors, actuators, control devices, and feedback mechanisms work together, students can develop practical solutions to real-world problems. The skills gained through this subject area are highly valued across industries, preparing learners for further education and a wide range of technological careers.

For students and educators alike, focusing on both theoretical understanding and practical application in systems and control is essential for success in this dynamic and evolving field.

AQA GCSE Design and Technology Systems and Control: A Comprehensive Guide for Students and Educators

In the realm of AQA GCSE Design and Technology Systems and Control, students are introduced to a critical aspect of modern engineering and product development: how systems operate, communicate, and are controlled to create functional, efficient, and innovative products. This subject area is fundamental in equipping students with the knowledge and skills needed to understand how complex systems are designed, analyzed, and optimized. Whether you're a student preparing for your exams or an educator developing lesson plans, understanding the core concepts of systems and control is essential for success.

What is AQA GCSE Design and Technology Systems and Control?

AQA GCSE Design and Technology Systems and Control focuses on the principles behind designing systems that can perform specific functions reliably and efficiently. It explores how different components—such as sensors, actuators, controllers, and communication protocols—work together to create automated or semi-automated systems. The core aim is to develop an understanding of how to analyze, design, and evaluate these systems in various contexts, from household appliances to industrial machinery.

This unit bridges theoretical knowledge with practical application, encouraging students to think critically about the role of technology in everyday life and industry. It also lays the groundwork for further studies in engineering, robotics, automation, and computer science.

Key Topics Covered in Systems and Control

- Basic Components of Systems

Understanding the building blocks of systems is fundamental. These include:

- Sensors: Detect environmental or system changes (e.g., temperature, light, motion).
- Controllers: Process input signals and decide what action to take (e.g., microcontrollers, PLCs).
- Actuators: Carry out physical actions based on controller commands (e.g., motors, servos).
- Power Supplies: Provide the necessary energy for system operation.

- Types of Control Systems

Students learn about different control strategies, including:

- Open-loop systems: No feedback; output is not measured to adjust input.
- Closed-loop systems: Use feedback to continuously adjust operation for accuracy.
- Feedback mechanisms: How sensors feed data back to controllers to refine system performance.

- Control Devices and Components

- Microcontrollers (e.g., Arduino, Raspberry Pi): Programmable devices that process inputs and control outputs.

- Switches and relays: Basic switching devices controlling higher power loads.
- Sensors: Light-dependent resistors (LDR), thermistors, motion detectors, etc.
- Actuators: Electric motors, servos, pneumatic or hydraulic actuators.

- Communication Protocols

Understanding how systems communicate, including:

- Wired protocols: UART, I2C, SPI.
 - Wireless protocols: Bluetooth, Wi-Fi, RF modules.
 - Data transmission: How data is formatted, sent, and received.
-
- Programming and Control Logic

Students often engage in coding tasks that involve:

- Writing algorithms for control.
 - Using programming languages like Python, C++, or graphical programming environments.
 - Implementing logic such as if-then statements, loops, and functions.
-
- Design and Evaluation

Designing systems involves:

- Planning and scheming the system layout.
- Selecting appropriate components.
- Testing and troubleshooting.
- Evaluating performance against specifications.

Practical Applications of Systems and Control

This area of study is highly relevant across multiple sectors:

- Home automation: Smart thermostats, lighting control.
- Robotics: Autonomous robots, drone control systems.
- Manufacturing: Automated assembly lines, quality control.
- Transport: Cruise control in vehicles, traffic management systems.
- Healthcare: Medical devices with automated controls.

Understanding these applications helps students see the real-world relevance of their learning and prepares them for careers in engineering and technology.

Skills Development in Systems and Control

Participation in this topic enhances various skills, including:

- Analytical thinking: Troubleshooting and diagnosing system issues.
- Design skills: Creating functional and efficient systems.
- Programming: Writing code to control hardware.
- Teamwork: Collaborating on projects.
- Evaluation: Critically assessing system performance.

Tips for Success in AQA GCSE Systems and Control

- Master the terminology: Understanding key terms like feedback, actuator, sensor, and controller is vital.
- Practice drawing diagrams: System block diagrams help visualize components and their interactions.
- Engage in hands-on projects: Building simple systems with microcontrollers solidifies theoretical knowledge.
- Learn to troubleshoot: Develop systematic approaches to identify and fix issues.
- Review real-world examples: Study existing systems to understand practical design choices.

Sample Exam Questions and How to Approach Them

- Describe the function of a sensor in a control system.

Approach: Explain that sensors detect environmental changes or system parameters and convert these into signals that can be processed by controllers to make decisions.

- Explain the difference between open-loop and closed-loop control systems.

Approach: Define open-loop systems as those without feedback and closed-loop systems as those that use feedback to adjust outputs for accuracy.

- Design a simple system to control the temperature of a room using a thermostat. Include components, operation, and safety considerations.

Approach: Outline a system with a temperature sensor (thermistor), a controller (microcontroller), a heating element (actuator), and safety features like overheat protection.

Future Pathways and Further Studies

Proficiency in systems and control opens pathways into:

- Engineering degrees (electrical, mechanical, mechatronics).
- Apprenticeships in automation, robotics, or industrial engineering.
- Careers in automation, control systems design, and smart technology development.

Final Thoughts

AQA GCSE Design and Technology Systems and Control is a dynamic and engaging area that combines theory with practical skills. Mastery of this content empowers students to understand how the world's complex systems operate and how they can contribute to designing innovative solutions. As technology continues to evolve rapidly, skills in systems and control remain highly valuable, positioning students for future success in a broad range of technological fields.

Whether through classroom projects, practical experiments, or theoretical assessments, developing a solid grasp of systems and control principles will serve as a strong foundation for further learning and career development in engineering and technology sectors.

Question What are the key components of a control system in GCSE Design and Technology? Key components include sensors, controllers (like microcontrollers or microprocessors), actuators, and feedback mechanisms that work together to monitor and control systems effectively. How does a sensor function within a control system? A sensor detects specific environmental or system conditions (such as temperature, light, or pressure) and converts this information into electrical signals for the controller to process. What is the purpose of a feedback loop in a control system? A feedback loop allows the system to compare the actual output with the desired outcome, enabling adjustments to be made to maintain or improve performance and accuracy. Can you give an example of a simple control system used in everyday products? An example is a thermostat-controlled heating system, where a temperature sensor detects room temperature, and the control system turns the heater on or off to maintain a set temperature. What are some common types of control in GCSE D&T systems and control? Common types include open-loop control, which operates without feedback, and closed-loop control, which uses feedback to adjust outputs for precise control of systems.

Related keywords: AQA GCSE, Design and Technology, Systems and Control, Engineering, Electronics, Automation, Robotics, Sensors, Microcontrollers, Circuit Design

educational technology 2 by paz lucido pdf

Understanding Educational Technology 2 by Paz Lucido PDF

Educational Technology 2 by Paz Lucido PDF is a comprehensive resource designed to deepen the understanding of technological integration in education. This textbook is widely used by educators, students, and researchers interested in exploring the evolving landscape of educational technology. With its detailed content, it offers insights into innovative teaching strategies, digital tools, and the theoretical frameworks that underpin modern educational practices. Accessing the PDF version of this book allows learners to study offline, annotate freely, and refer to the material conveniently across devices.

In this article, we will explore the key concepts presented in Educational Technology 2 by Paz Lucido PDF, its importance in contemporary education, and how it can enhance teaching and learning experiences.

Overview of Educational Technology 2 by Paz Lucido

About the Author

Paz Lucido is an esteemed scholar and educator known for her contributions to educational technology. Her work emphasizes the importance of integrating technology thoughtfully into pedagogical practices to improve student engagement and learning outcomes.

Purpose and Scope of the Book

Educational Technology 2 aims to:

- Provide foundational knowledge about educational technology
- Cover recent innovations and trends
- Offer practical strategies for effective integration
- Explore theoretical frameworks supporting technological use in education

The PDF version consolidates these topics into a portable and accessible format, making it perfect for self-study, classroom use, or professional development.

Key Topics Covered in Educational Technology 2 PDF

1. Foundations of Educational Technology

The book begins by defining educational technology and its evolution. It discusses:

- The historical development of educational tools
- The distinction between educational technology and instructional technology
- The role of technology in enhancing teaching and learning

2. Learning Theories and Educational Technology

Understanding how students learn is crucial for effective technology use. This section covers:

- Behaviorism, cognitivism, and constructivism
- How these theories inform the selection and application of digital tools
- The importance of aligning technology with pedagogical goals

3. Digital Tools and Resources

The core of the book focuses on various educational technologies, including:

- Learning Management Systems (LMS)
- Multimedia resources
- Mobile learning applications
- Virtual and augmented reality
- Social media platforms for education

This section provides detailed descriptions, advantages, and practical tips for implementation.

4. Designing Technology-Integrated Lessons

Effective integration requires careful planning. Topics include:

- Setting learning objectives aligned with technology use
- Selecting appropriate digital tools
- Creating engaging and interactive lessons
- Assessing student learning through technology

5. Challenges and Solutions in Educational Technology

The book addresses common issues such as:

- Digital divide and accessibility
- Technological resistance among educators
- Ensuring student data privacy
- Maintaining technological relevance

Practical solutions and best practices are provided to overcome these challenges.

6. Future Trends in Educational Technology

The final chapters explore emerging trends, including:

- Artificial Intelligence in education
- Personalized learning experiences
- Gamification and game-based learning
- The potential of blockchain technology

These insights help educators stay ahead in an ever-changing digital landscape.

Benefits of Using the PDF Version of Educational Technology 2

Accessibility and Convenience

Having the PDF version allows users to:

- Access the material offline
- Annotate directly on digital pages
- Search for specific topics quickly
- Share content easily with colleagues or students

Cost-Effectiveness

PDFs are often more affordable than printed editions, making the resource accessible to a wider audience.

Portability

E-books can be stored on multiple devices, enabling learning anytime and anywhere.

Compatibility with Various Devices

Whether on a tablet, laptop, or e-reader, PDFs maintain formatting and readability across platforms.

How to Access and Use the Educational Technology 2 by Paz Lucido PDF

Legal and Ethical Considerations

Always ensure you access the PDF through authorized sources to respect copyright laws. Purchasing from official publishers or authorized distributors guarantees legitimate copies.

Downloading and Opening the PDF

Steps include:

- Visit reputable online bookstores or educational platforms
- Purchase or obtain access through institutional subscriptions
- Download the PDF file onto your device
- Use compatible PDF readers such as Adobe Acrobat Reader or browser-based viewers

Maximizing Your Learning Experience

- Highlight key sections for quick reference
- Take notes directly on the PDF if supported
- Create bookmarks for important chapters
- Engage with supplementary online resources linked within the book

Practical Applications of Educational Technology 2 in Teaching

Enhancing Classroom Engagement

Teachers can leverage digital tools discussed in the book to:

- Incorporate multimedia presentations
- Use interactive quizzes and polls

- Facilitate collaborative projects online

Supporting Differentiated Instruction

Technology enables tailored learning experiences by:

- Providing adaptive learning platforms
- Offering diverse content formats to suit different learning styles
- Tracking student progress for personalized feedback

Promoting Lifelong Learning

Educators and students alike benefit from continuous professional development through online courses, webinars, and digital resources outlined in the book.

Conclusion: The Significance of Educational Technology 2 by Paz Lucido PDF

The **educational technology 2 by Paz Lucido PDF** serves as a vital resource for understanding and implementing effective technological strategies in education. Its comprehensive coverage of foundational theories, practical tools, and future trends makes it an essential guide for educators aiming to enhance their teaching practices and improve student learning experiences.

By accessing the PDF version, educators and learners gain flexible, portable, and cost-effective access to valuable insights. As educational landscapes continue to evolve with technological advancements, resources like Paz Lucido's book are indispensable for staying informed and effective.

Whether you are a teacher looking to integrate new tools into your lessons, a student pursuing a degree in educational technology, or a researcher exploring innovations, the PDF of Educational Technology 2 offers a wealth of knowledge to support your goals.

Final Tips for Using Educational Technology 2 by Paz Lucido PDF Effectively

- Schedule regular reading sessions to cover different chapters
- Summarize key points after each section
- Apply concepts learned through small pilot projects or experiments
- Join online forums or discussion groups centered around educational technology

- Keep updated with new editions or supplementary materials released by Paz Lucido

By utilizing the comprehensive content available in the PDF, you can develop a nuanced understanding of educational technology, ultimately contributing to more effective, engaging, and inclusive learning environments.

Note: Always ensure to access educational resources through legitimate channels to respect intellectual property rights and support authors like Paz Lucido.

Educational Technology 2 by Paz Lucido PDF: An In-Depth Exploration

Introduction

Educational Technology 2 by Paz Lucido PDF has emerged as a significant resource in the evolving landscape of educational innovation. As the digital age continues to reshape how we teach and learn, textbooks like Lucido's provide educators, students, and researchers with valuable insights into integrating technology effectively within various educational contexts. This article delves into the core concepts, pedagogical frameworks, and practical applications presented in the PDF, offering a comprehensive understanding of its contributions to the field of educational technology.

Understanding Educational Technology 2 by Paz Lucido

What is Educational Technology 2?

Educational Technology 2 (ET2) by Paz Lucido is a comprehensive textbook that builds upon foundational concepts introduced in earlier editions. It aims to bridge theoretical frameworks with practical implementation, focusing on how technological tools can enhance teaching strategies and student learning outcomes. The book emphasizes a learner-centered approach, advocating for the integration of digital resources that foster engagement, critical thinking, and collaborative skills.

The Evolution of Educational Technology

Lucido's work contextualizes the development of educational technology within broader societal shifts, including:

- The rise of digital media and internet connectivity
- The proliferation of mobile devices and social media platforms
- The increasing importance of digital literacy in the 21st century

These trends underscore the necessity for educators to adapt and integrate new tools to remain

relevant and effective.

Core Concepts and Pedagogical Frameworks

Theories Underpinning Educational Technology

Lucido's textbook explores several foundational theories that guide the effective use of technology in education:

- Constructivism: Emphasizing active learner participation and knowledge construction through technological experiences.
- Behaviorism: Using technology for reinforcement and skill acquisition through drills and practice.
- Social Learning Theory: Leveraging collaborative tools for peer learning and social interaction.
- Connectivism: Recognizing the importance of networks and digital connections in knowledge dissemination.

Understanding these theories helps educators design strategies that align with learners' cognitive processes and social contexts.

Models of Technology Integration

The book discusses various models that serve as frameworks for embedding technology into teaching practice:

- SAMR Model: Substitution, Augmentation, Modification, and Redefinition?guiding teachers in evaluating how technology transforms learning experiences.
- TPACK Framework: Technological Pedagogical Content Knowledge?highlighting the intersection of content expertise, pedagogy, and technology.
- TPACK-M: An extension emphasizing mobile learning environments.

These models provide structured approaches for planning, implementing, and assessing technology use.

Practical Applications and Strategies

Designing Technology-Enhanced Lessons

Lucido emphasizes the importance of purposeful integration rather than superficial use of technology. Effective strategies include:

- Setting clear learning objectives aligned with technological tools.
- Selecting appropriate digital resources (e.g., interactive simulations, educational apps).
- Incorporating collaborative activities that leverage online discussion boards, shared documents, or virtual classrooms.
- Using formative assessments via digital quizzes and instant feedback mechanisms.

Addressing Challenges in Technology Integration

The book acknowledges common hurdles faced by educators:

- Limited resources: Infrastructural constraints and lack of access to devices.
- Teacher preparedness: Insufficient training or confidence in using new technologies.
- Student disparities: Digital divide issues affecting equitable access.
- Technical issues: Connectivity problems and software glitches.

Lucido advocates for professional development programs, resource sharing, and inclusive planning to mitigate these challenges.

The Role of Digital Literacy and Ethical Considerations

Promoting Digital Literacy

A central theme in ET2 is fostering digital literacy skills, which encompass:

- Critical evaluation of online information
- Responsible digital citizenship
- Effective communication through digital platforms
- Navigating digital safety and privacy issues

The textbook suggests integrating digital literacy instruction into the curriculum to prepare students for responsible technology use.

Ethical and Social Implications

Lucido highlights ethical concerns related to technology use, such as:

- Data privacy and security
- Intellectual property rights

- Cyberbullying and online harassment
- The digital divide and social justice issues

Educators are encouraged to incorporate discussions around these topics to promote ethical awareness and responsible behavior.

Future Trends in Educational Technology

Emerging Technologies

The book explores cutting-edge innovations shaping the future of education:

- Artificial Intelligence (AI): Personalized learning experiences and intelligent tutoring systems.
- Virtual Reality (VR) and Augmented Reality (AR): Immersive environments for experiential learning.
- Gamification: Using game elements to motivate and engage learners.
- Learning Analytics: Data-driven insights to inform instruction and improve outcomes.

Preparing for a Digital Future

Lucido emphasizes the importance of continuous professional development, adaptability, and a growth mindset for educators to navigate rapid technological changes successfully.

Resources and Additional Materials

The PDF of Educational Technology 2 by Paz Lucido often accompanies supplementary resources, including:

- Lesson plan templates
- Case studies illustrating successful technology integration
- Checklists for evaluating digital tools
- Guidelines for ethical technology use

These materials serve as practical tools for implementing the concepts discussed.

Conclusion

Educational Technology 2 by Paz Lucido PDF stands as a vital resource in the ongoing quest to enhance teaching and learning through technology. It offers a balanced blend of theory, practical

strategies, and ethical considerations, making it valuable for educators, students, and educational leaders alike. As digital tools continue to evolve, frameworks like those presented in Lucido's work will remain essential for fostering innovative, inclusive, and effective learning environments. Embracing these principles ensures that education keeps pace with technological advancements, ultimately preparing learners for success in a digitally interconnected world.

Question What are the main topics covered in 'Educational Technology 2' by Paz Lucido? The book covers topics such as instructional design, e-learning tools, digital literacy, emerging educational technologies, and teaching strategies in the digital age. **Answer** How can 'Educational Technology 2' by Paz Lucido be used for teacher training? It serves as a comprehensive resource for teachers to understand and integrate new technological tools into their teaching practices, enhancing student engagement and learning outcomes. Is the 'Educational Technology 2' PDF by Paz Lucido suitable for beginners? Yes, the book is designed to be accessible for beginners, providing foundational concepts along with practical applications in educational technology. Where can I find the PDF version of 'Educational Technology 2' by Paz Lucido? The PDF can typically be found through authorized educational platforms, university libraries, or official publishers' websites. Always ensure to access legal and authorized copies. What advancements in educational technology are discussed in Paz Lucido's book? The book discusses advancements such as virtual learning environments, mobile learning, gamification, artificial intelligence, and collaborative online tools. How does 'Educational Technology 2' address the challenges of digital learning? It explores strategies for overcoming barriers like digital divide, ensuring accessibility, and maintaining student motivation in online and blended learning environments. Can 'Educational Technology 2' be used as a textbook for university courses? Yes, it is suitable as a textbook for courses on educational technology, curriculum development, and teacher education programs. What are the benefits of studying 'Educational Technology 2' by Paz Lucido? Studying this book helps educators and students understand current trends, improve their technological skills, and effectively incorporate technology into educational settings. Are there any online resources or supplementary materials associated with 'Educational Technology 2'? Yes, supplementary resources such as online tutorials, discussion forums, and case studies are often recommended to enhance understanding and application of the book's concepts.

Related keywords: educational technology, Paz Lucido, PDF, educational technology 2, Paz Lucido educational technology, technology in education, EdTech, teaching tools, instructional technology, educational resources, technology integration

Read the full article online: [Educational technology 2 by paz lucido pdf](#)