

# **Cyclon Language First Grade App: Technological Platform to Support the Construction of Citizen and Democratic Culture of Science, Technology and Innovation in Children and Youth Groups**

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## **Abstract**

This article shows the construction of software applications Cyclon Language First Grade App, like a strategy in which communities of practice, learning, knowledge, innovation and transformation are generated, understood as a transversal process, where collaborative, problematizing learning is encouraged, by critical inquiry, permanent interaction, cultural negotiations and the dialogue of knowledge, typical of the pedagogical proposal of the Ondas program. It is summarized in the following aspects: “Building an identity that incorporates the recognition of science and technology as a constituent element of everyday culture both in individuals and in the communities and institutions of which they are part, involving various sectors of society: productive, social, political, state and in the various territorial areas: local, departmental and national. Development of forms of organization oriented to the appropriation of values that recognize a cultural identity around science and technology in the aspects mentioned in the previous point. This implies models of participation, social mobilization and public recognition of scientific and technological activity. On the other hand, the incorporation of the research activity in the elementary and middle school involves the development of national, departmental and local financing mechanisms; in such a way that children and young people can develop their abilities and talents in a favorable environment of both social recognition and economic conditions. Development of a methodological strategy supported by ICT that helps the Colombian population to recognize and apply both individually and collectively,

science and technology through research activities designed according to the characteristics of the scientific method. “The appropriation of ICTs as a constitutive part of the citizen and democratic culture of the CT + I and the construction of virtual reality as central to the process of knowledge democratization.

### **Keywords**

Citizen and democratic culture, Technology and innovation, Technological platform, Spanish language learning