



Audiovisual resources in today's school

Teachers must find the pedagogical relevance of the resource they are going to use as a didactic tool to achieve the educational goals they have previously established in relation to the subject. If we refer to the concept of appropriateness, we are talking about the feasibility of the visual resources for their implementation in the classroom. We must make use of those that use an understandable vocabulary with which the students are familiar, thus adapting the selected resource. That is to say, the content that is exposed to students through audiovisual media must be decipherable according to their previous knowledge of a given topic.

Nowadays, students are more related than ever to audiovisual resources, and the time they devote to their consumption, the variety of formats and the use of new technologies. It is for this reason that series or video games, for example, are already contemplated to be used as a didactic resource and their consumption for educational purposes can be carried out outside school hours; undoubtedly novel facts compared to previous decades. The educational community has to work as a team to motivate students in their studies, the constant communication between the family and the school will guarantee the achievement of the educational objectives to be reached, since teaching has always had the purpose of training in multiple knowledge, skills and abilities to develop some activity or solve problems that arise in daily life and the formation of values that will be put into practice.

Audiovisual resources are of utmost importance because they awaken the interest and desire to work of each student, which have been implemented since history and the advancement of technology, giving way to the use of these in the development of content in the classroom, thanks to them help the teacher to present material to interact with students in an active and playful way. Audiovisual resources help the teacher to prepare materials, design activities, experiences and learning projects to accompany, guide and stimulate the student during the acquisition of knowledge.

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