



Global Junior Challenge

Projects to share the future

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[Home](#) > T(able)S(mart)P(roge) Games

Project Location

Country:

Estonia

City:

Pärnu

Organization

Organization Name:

Pärnu Koidula Gymnasium

Organization Type:

School

Website

<https://koidulaharidustehn.wixsite.com/e-safety>

Privacy Law

Consenso al trattamento dei dati personali

Do you authorize the FMD to the treatment of your personal data?:

I do authorize the FMD to the use of my personal data.

Project Type

Education up to 18 years

Project Description

Description Frase (max. 500 characters):

E-safety learning material through programming (BeeBot) and creating app (AppInventor, AnkiDroid), from high school student to primary students

Project Summary (max. 2000 characters):

Different searching research said that our children used more and more virtual social networks (EU Kids Online 2010). 59% of students have own profile in networks. In Estonia the students ages 10 -16 spend their time average 5 hours by day. This is the reason why our students had an idea to create interesting and useful e-safety games.

The project idea is to share e-safety knowledges from high school student to primary student through the different activities. The main purpose to teach smaller students behavior in cruel (if you don't protect yourself) world, get to start of possibilities to get hurt. The project consist of three different e-safety games, made by students. The First game - How to use: 2 teams, both have own game boards (different color, 3D printed and consisted of geometric shapes). The team have to pick up the same colored shapes what are located on the main floor board. The Quiz created in GoogleForm and students would solve it in tablet. The game buttons - Bee-Bots, every right answer (give 3 BeeBots steps on the floor board.

Second game ? ApplInventor game, phone solving.

Third game ? e-safety question in AnkiDroid.

How long has your project been running?

2016-11-01 00:00:00

Objectives and Innovative Aspects

The project idea is to share e-safety knowledges from high school student to primary student through the different activities. The main purpose to teach smaller students behavior in cruel (if you don't protect yourself) world, get to start of possibilities to get hurt. The project consist of three different e-safety games, made by students. The First game - How to use: 2 teams, both have own game boards (different color, 3D printed and consisted of geometric shapes). The team have to pick up the same colored shapes what are located on the main floor board. The Quiz created in GoogleForm and students would solve it in tablet. The game buttons - Bee-Bots, every right answer (give 3 BeeBots steps on the floor board.

Second game ? ApplInventor game, phone solving.

Third game ? e-safety question in AnkiDroid.

Results

Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):

This project noticed in Estonian own made game competition ?Mängumaraton? 2017. The students (who made these games) played e-safety games in different Estonian primary schools: 1) The primary school students liked the games (e-safety quiz and BeeBot programming), it?s like floor board game 3) All students had new knowledges of e-safety 4) The primary students had new knowledges through the integration of subjects, the interesting

activities (BeeBot moving, geometric shapes, how to get right angle degrees etc 5) The students had experience to make questions and create interesting activities for younger students The students had good practice working with younger students as teachers
How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):

Project team ? 7 students. Practise in different primary schools (about 60 students). Them waited some schools who want to wide primary schools students network horizon.

Sustainability

What is the full duration of your project (from beginning to end)?:

Less than 1 year

What is the approximate total budget for your project (in Euro)?:

Less than 10.000 Euro

What is the source of funding for your project?:

Other

Specify:

Gymnasium

Is your project economically self sufficient now?:

Yes

Since when?:

2017-09-01 00:00:00

When is it expected to become self-sufficient?:

2017-12-01 00:00:00

Transferability

Has your project been replicated/adapted elsewhere?:

Yes

Where? By whom?:

-

What lessons can others learn from your project? (max. 1500 characters):

It's very important e-safety. Our world and communication works through the web, it's very important to explain how to behave in network world. This project helps to develop knowledges what I can do, what I can't do in social networks and in Internet pages. E-safety integrated with different subjects - maths (geometric shapes, angle degrees etc), simple programming (BeeBot), foreign language - question of e-safety, using new technology - tablets, apps (AnkiDroid, AppInventor)

Are you available to help others to start or work on similar projects?:

Yes

Background Information

Barriers and Solutions (max. 1000 characters):


-


Future plans and wish list (max. 750 characters):

Visit different schools, play with younger students e-safety learning games. To develop skill to

use technology, to develop the digital skills and have knowledges how safely communicate in social networks. Practise as teachers in different primary schools (about 60 students).

Attachments:

 [e-safety through the programming \(BeeBot\)](#) [1]

 [AppInventor](#) [2]

 [AnkiDroid](#) [3]

[e-safety](#) [4] [Programming](#) [5] [BeeBot](#) [6] [Appinventor](#) [7] [AnkiDroid](#) [8] [learning through games](#) [9]

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Links

[1] http://2017.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.21.51.png

[2] http://2017.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.23.55.png

[3] http://2017.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.25.04.png

[4] <http://2017.gjc.it/en/category/keywords-separate-with-commas/e-safety>

[5] <http://2017.gjc.it/en/category/keywords-separate-with-commas/programming>

[6] <http://2017.gjc.it/en/keywords-separate-commas/bee-bot>

[7] <http://2017.gjc.it/en/category/keywords-separate-with-commas/appinventor>

[8] <http://2017.gjc.it/en/keywords-separate-commas/ankidroid>

[9] <http://2017.gjc.it/en/keywords-separate-commas/learning-through-games>