



Global Junior Challenge

Projects to share the future

Publicata su *Global Junior Challenge* (<http://2017.gjc.it>)

[Home](#) > Culture through programming - CuThPro

Paese, Città/Regione

Paese:

Estonia

Città:

Pärnu

Organizzazione

Nome dell'ente o associazione:

Pärnu Koidula gymnasium/Pärnu Mai School

Contesto dell'ente o dell'associazione che presenta il progetto:

School

Sito Web

<http://twinspace.etwinning.net/609/home>, cuthpro.weebly.com,
<http://tulevikus.pbworks.com/w/page/85586302/4klassi%20arengumapp>,
<https://scratch.mit.edu/projects/29228116/>, <http://padlet.com/tiiule07/3b>

Legge sulla privacy

Consenso al trattamento dei dati personali

Acconsenti al trattamento dei dati personali?:

Autorizzo la FMD al trattamento dei miei dati personali.

Tipo di progetto

Educazione fino a 10 anni

Descrizione del progetto

Description Frase (max. 500 characters):

The project is mainly about discovering the culture of European countries. It uses Scratch

(programming language) as the main tool. The goal of the project is to create educational games or animations that students can share and play.

Project Summary (max. 2000 characters):

The main idea to prepare the student for real life, give the first skills in programming by developing logical and mathematical, creative thinking skills. The student solve different real life/school life problems by programming and collaborative working (in project we have 10 groups - Estonia, Poland, France, Macedonia) students have possibility to work together and create games (<http://scratch.mit.edu/projects/46371544/> ^[1]), exercises (<http://padlet.com/tiule07/3b> ^[2]), animation-game (<https://scratch.mit.edu/projects/29228116/> ^[3]).

The project aims are:

to discover different cultures of Europe and share information (educational system, school life, free time), - to learn programming

Da quando è funzionante il vostro progetto?

2015-05-30 22:00:00

Obiettivi ed elementi di innovazione

The main instrument through the project was programming language Scratch - use used the scratch website.

Our students would to discover different cultures of Europe and share information (educational system, school life, free time), - to learn programming. The programming was integrated with different subjects like maths, art, design, ICT, languages, music etc. Very important was international collaborative work and knowledges through the partnership. How we managed the project:

1. Getting to know each other 1.1. Preparing a Power Point Presentation: students are supposed to introduce themselves and present their schools ? deadline: the end of November 2014 1.2. Making teams - deadline: the end of November 2014 1.3. Organising a chat session: students can ask some questions, learn about their hobbies, interests, etc., they work in teams - deadline: the end of December 2014 2. First steps in Sctrach, the topic of the game: Culture (geography, food, festivals, history, music, famous people, etc.) 2.1. Creating a logo of the project: each team designs a logo and post it, pupils are going to vote to choose their favourite one ? deadline: the end of January 2015 2.2. Designing a game character, giving it a name and adding simple moving ? deadline: the end of February 2015 2.3. Brainstorming the ideas of the game ? deadline: the end of March 2015 2.4 Creating an animation or a game ? deadline: the end of May 2015 3. Sharing the animations and games and watching and playing them, exchanging comments, having fun, evaluation of the project, voting for the most attractive game ? deadline: the end of June 2015

Risultati

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

Animations, games, quizzes, website (cuthpro.weebly.com) and eTwinning TwinSpace

(<http://twinspace.etwinning.net/609/home>) with materials created during the project.

How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):

Project partners were from different countries (Estonia, Poland, France, Macedonia). Students working in groups (ten groups - international groups). From Estonia project partners were 20, from France 20, from Poland 10 and from Macedonia 20 students.

Sostenibilità

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

Meno di 1 anno

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

Meno di 10.000 Euro

What is the source of funding for your project?:

Sponsorizzazioni

Il progetto è economicamente autosufficiente?:

Sì

Since when?:

2015-05-30 22:00:00

Trasferibilità

Has your project been replicated/adapted elsewhere?:

No

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

to support by programming critical thinking, to learn by programming maths and systematize thinking by the gameing, programming supports the boys educational steps.

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

Sì

Informazioni aggiuntive

Barriers and Solutions (max. 1000 characters):

One of barriers was to find platform where the student can collaborative and make animation etc - that platform was scratch.mit.edu. The other barrier was the time zone - it was different and was difficult to find the suitable time to chatting (real time). But we did it.

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

To move and develop the programming (through the different subjects) skills. Try new programming languages and share the games and animation with others.

collaborative work ^[4] Programming ^[5]

Fondazione Mondo Digitale

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URL di origine: <http://2017.gjc.it/it/progetti/culture-through-programming-cuthpro>

Collegamenti

[1] <http://scratch.mit.edu/projects/46371544/>

[2] <http://padlet.com/tiiule07/3b>

[3] <https://scratch.mit.edu/projects/29228116/>

[4] <http://2017.gjc.it/it/category/keywords-separate-with-commas/collaborative-work-1>

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