



# Global Junior Challenge

Projects to share the future

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

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## Paese, Città/Regione

**Paese:**

Estonia

**Città:**

Pärnu

## Organizzazione

**Nome dell'ente o associazione:**

Pärnu Koidula Gymnasium

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

School

## Sito Web

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

## 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 ai 18 anni

## Descrizione del progetto

**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.

## **Da quando è funzionante il vostro progetto?**

2016-11-01 00:00:00

## **Obiettivi ed elementi di innovazione**

**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.

## **Risultati**

**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 ?Mängumaratón? 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). They waited some schools who want to wide primary schools students network horizon.

## **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?:**

Altro

**Note eventuali:**

Gymnasium

**Il progetto è economicamente autosufficiente?:**

Sì

**Since when?:**

2017-09-01 00:00:00

**When is it expected to become self-sufficient?:**

2017-12-01 00:00:00

## **Trasferibilità**

**Has your project been replicated/adapted elsewhere?:**

Sì

**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?:**

Sì

## **Informazioni aggiuntive**

**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).

### **Allegati:**

 [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]

Fondazione Mondo Digitale

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[Privacy Policy](#)

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**URL di origine:** <http://2017.gjc.it/it/progetti/tablesmaproge-games>

### **Collegamenti**

[1] [http://2017.gjc.it/sites/default/files/screen\\_shot\\_2017-09-19\\_at\\_10.21.51.png](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](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](http://2017.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.25.04.png)

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

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

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

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

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

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