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

http://codeadventure1.weebly.com; https://twinspace.etwinning.net/26577/pages/page/153863

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):

The project is mainly about discovering in world of programming. It uses Scratch as the main tool.
Making Christmas cards with the use of Scratch.mit.edu - due Christmas.

The younger students learn from older students how to use the digital tool Scratch by receiving Christmas cards.
Older students guide younger students in how to program educational games by creating tutorial videos.
Older students assess and review the results (games) made by the younger students.
The students work collaboratively in mixed groups (Estonian and Norwegian students) in order to program and use educational games.
The students know the essential rules of netiquette and copyrights.

Project Summary (max. 2000 characters):

Project aims:

Making Christmas cards with the use of Scratch.mit.edu - due Christmas.
The younger students learn from older students how to use the digital tool Scratch by receiving Christmas cards.
Older students guide younger students in how to program educational games by creating tutorial videos.
Older students assess and review the results (games) made by the younger students.
The students work collaboratively in mixed groups (Estonian and Norwegian students) in order to program and use educational games.
The students know the essential rules of netiquette and copyrights.

Project activities:

1.Getting to know each other
Make Christmas cards with the use of Scratch.mit.edu - due Christmas.
The younger students learn from older students how to use the digital tool Scratch by receiving Christmas cards Cards contest.

Project logo creating.Creating project logo. Logos contests.
2. Make a game in scratch.mit.edu
Create mixed groups

The older students make tutorials for the younger students
Work in groups (teamwork), online meetings.
The students create games according to the tutorial-videos in February
3. Game testing
Test the games and assess the games, and the groups have to make eventually corrections
4. Game sharing
At the end of the project the students are supposed to share their games with their local school mates
5. Feedback and analysis

Websites:

http://codeadventure1.weebly.com [1]

https://twinspace.etwinning.net/26577/pages/page/153863 [2]

Activities:
https://drive.google.com/file/d/0B8V07eFAgBHKOHpCX0hfel9mLXlxcUZwbDBQaVh... [3]

Tutorials (students (mentors) made) -
https://twinspace.etwinning.net/26577/pages/page/173811 [4]

Christmas card (made international mixed groups) -
https://twinspace.etwinning.net/26577/pages/page/153873 [5]

Feedbac to Christmas cards - https://sire71.typeform.com/to/AWdbgq [6]

The best Christmas cards (voting) - https://twinspace.etwinning.net/26577/pages/page/228050 [7]

Padlets (groups) - https://twinspace.etwinning.net/26577/pages/page/228050 [7]

I group padlet - https://padlet.com/dayle237/4e24663wfn2e [8]

II group Padlet - https://padlet.com/dayle237/pgwdso07mew4 [9]

III group Padlet - https://padlet.com/dayle237/qp9t4l9lop8q [10]

IV group Padlet - https://padlet.com/dayle237/u8vi66c0p1ce [11]

V group Padlet - https://padlet.com/dayle237/rhcg450n63et [12]

VI group Padlet - https://padlet.com/dayle237/hwpuce9hf41t [13]

https://twinspace.etwinning.net/26577/pages/page/153864 [14]

Overview of project - https://www.emaze.com/@AORCWTFRQ/codeadventure [15]

Da quando è funzionante il vostro progetto?

2016-11-01 00:00:00

Obiettivi ed elementi di innovazione

The students should promote and achieve digital skills and foreign language competence to be competent citizens of the 21st century.
How to make coding as an useful and motivating activity by the use of collaborative work between Estonian and Norwegian students. The students gain new knowledge about different subjects through programming.
The project is mainly about discovering in world of programming. It uses Scratch as the main tool.

Risultati

Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):
The students should promote and achieve digital skills and foreign language competence to be competent citizens of the 21st century. How to make coding as an useful and motivating activity by the use of collaborative work between Estonian and Norwegian students. The students gain new knowledge about different subjects through programming. The project is mainly about discovering in world of programming. It uses Scratch as the main tool. The students know the essential rules of netiquette and copyrights.The project is mainly about discovering in world of programming. It uses Scratch as the main tool.

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

Project memebers - Pärnu Koidula Gymnasium 10 students (active members), Peetri Lasteaed-Põhikool (25 students and 1 mentor), Norway 20 students and 3 teachers.

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
Il progetto è economicamente autosufficiente?:
Sì
Since when?:
2017-09-01 00:00:00
When is it expected to become self-sufficient?:
2017-10-01 00:00:00

Trasferibilità

Has your project been replicated/adapted elsewhere?:
Sì
What lessons can others learn from your project? (max. 1500 characters):

Scratch as main tool - study different subjects through the programing like foreigne language (English), having online meetings and chattings; e-safety (quiz), maths (different programing skills), art (ICT drawing), collaboration - mixed groups from Estonian and students from Norway etc

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

Informazioni aggiuntive

Barriers and Solutions (max. 1000 characters):
For online meetings different time zones.
Future plans and wish list (max. 750 characters):
Develop programing skills, make new project using Scratch as the main project tool.

URL di origine: http://2017.gjc.it/it/progetti/codeadventure

Collegamenti
[1] http://codeadventure1.weebly.com
[2] https://twinspace.etwinning.net/26577/pages/page/153863
[3] https://drive.google.com/file/d/0B8V07eFAgBHKOHpCX0hfeI9mLXIxcUZwbDBQaVhncXRGOWd3/view
[4] https://twinspace.etwinning.net/26577/pages/page/173811
[5] https://twinspace.etwinning.net/26577/pages/page/153873
[6] https://sire71.typeform.com/to/AWdbgq
[7] https://twinspace.etwinning.net/26577/pages/page/228050
[8] https://padlet.com/dayle237/4e24663wfn2e
[9] https://padlet.com/dayle237/pgwdso07mew4
[10] https://padlet.com/dayle237/qp9t4l9lop8q
[11] https://padlet.com/dayle237/u8vi66c0p1ce
[12] https://padlet.com/dayle237/rhcg450n63et
[13] https://padlet.com/dayle237/hwpuce9hf41t
[14] https://twinspace.etwinning.net/26577/pages/page/153864
[15] https://www.emaze.com/@AORCWTFRQ/codeadventure
[16] http://2017.gjc.it/it/category/keywords-separate-with-commas/scratch
[17] http://2017.gjc.it/it/category/keywords-separate-with-commas/inclusion