



**Global Junior
Challenge**
Projects to share the future

Pubblicata su *Global Junior Challenge* (<https://www.gjc.it>)

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Paese, Città/Regione

Paese: Italy

Città: Francavilla Fontana Brindisi /Puglia

Organizzazione

Nome dell'ente o associazione: Secondo Istituto Comprensivo

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

Sito Web

<https://m.youtube.com/watch?v=cldNUaMzKe8>

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):

A garden at the school for a direct contact with the earth that can be taught to respect nature and the fruit that gives us in biodiversity.

Project Summary (max. 2000 characters):

Multimedia Storytelling "We make the garden in box" was made with nine pupils of the first class of primary school with the software author "ENGINE HISTORY 1001" the HOC Laboratory - LAB Department of Electronics, Information and Bioengineering of the

Politecnico di Milano. It is the natural continuation of a process that began last year in relation to the themes of Expo 2015 that took part in the competition "PoliCulturaEXPOMilano2015". A short Trailer, lasting 40 seconds with communication style "Concept", precedes the narration to explain briefly the main idea. Purpose of multimedia storytelling is to promote a positive approach to new technologies as a tool for development of key skills, active citizenship and lifelong learning, through knowledge and the development of a fundamental theme of EXPO 2015_Agricoltura / _Allevamento .

This multimedia narration attended PoliCultura EXPO WORLD CONTEST, COMPETITION WITH THE PARTICIPATION OF ALL COUNTRIES OF THE WORLD, finishing finalist for the awards ceremony to be held in Milan ALL 'EXPO on September 30 next.

Knowing vegetables and other products that the earth offers us is very important: it is part of education to ecology, but above all in the context of food education

The purpose is mainly to teach deep ecology to children and young people of school age, making them live the experience of how to cultivate the land and then how do plant foods. The children, from primary school and even before, in contact with the garden may internalize a number of concepts and habits of healthy and ecological, to grow better and live more natural. A garden at the school can teach children several things:

an ecological system does not generate waste, because waste of a species are the food of another;

all year pays off and so do not always eat the same food, but bring to the table fruits and vegetables in season because it is healthier and more natural;

experiencing the cyclical nature of the products of the earth, we also learn that the planet is limited and not everything can grow simultaneously,

there are so life cycles to be respected; Design a garden, till the soil is hard and resources: the food that results is therefore valuable; Children who grow the vegetable garden at the school develop a deeper relationship with the nature.

Da quando è funzionante il vostro progetto?

2014-09-29 22:00:00

Obiettivi ed elementi di innovazione

Handle and use natural materials (water, earth, sand, seeds, bulbs);

Sow;

Perform certain stages of cultivation (preparing the ground, sowing, harvesting);

Learn to love and respect the natural environment;

Compare different varieties of plants;

Grasp similarities and differences between seeds, plants and other items used;

Measure, quantify, order in series;

Formulate hypotheses on the observed phenomena;

Compare results with assumptions made;

Knowing some parts of the flower, plant and leaf;

Experience and observe the phenomena of transformation of natural elements (seed, flour, food).

Work together to accomplish a common activity.

Ability to use ICT to organize a conscious activity of study. • Relations more serene peer

group work.

Risultati

Describe the results achieved by your project How do you measure (parameters) these. The results of the project were: a commitment to the environment, a performance in the classroom.

(max. 2000 characters):

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

All have a positive attitude towards the 'vegetable garden' and a favorable opinion of the project.

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?: Finanziamenti pubblici o privati

Note eventuali: Classe IB

Il progetto è economicamente autosufficiente?: No

Since when?: 2015-07-30 22:00:00

Trasferibilità

Has your project been replicated/adapted elsewhere?: No

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

Handle and use natural resources.
Sow;
Perform certain stages of the project.
Learn to love and respect the environment.
Compare different varieties of vegetables.
Grasp similarities and differences between different varieties.
Measure, quantify, order and classify.
Formulate hypotheses and test them.
Compare results with those of other groups.
Knowing some parts of the project.
Experience and observe the results of the project (e.g. food).
Work together to accomplish the project.
Ability to use ICT to organize the project.
group work .

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

Informazioni aggiuntive

Barriers and Solutions (max. 1000 characters): _The Difficulties are attributable to time, always very tight schedules, to the fact that children of first lacked basic skills. The amount of work was an additional burden of teacher, and the time the work on the engine. However it was a very effective

vista. Occorrerebbe more time and a final approval for the 'efforts, regardless of the outcome of the job.

Future plans and wish list (max. 750 characters): Make a class 3.0 with mobile devices and a function with instrumentality to create a RADIO TO SCHOOL

- Uso delle tecnologie - Motivazione all'apprendimento - Didattica inclusiva - Apprendimento cooperativo - Partecipazione attiva alla didattica ^[1]

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URL di origine: <https://www.gjc.it/progetti/we-make-garden-box>

Collegamenti

[1] <https://www.gjc.it/category/keywords-separate-with-commas/uso-delle-tecnologie-motivazione-all%E2%80%99apprendimento-didattica->