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Project Location

Country: Romania
City: Caransebes

Organization

Organization Name: Scoala Gimnaziala Speciala Caransebes
Organization Type: School
Specify: Free eTwinning project

Website

https://twinspace.etwinning.net/29519/

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

Project Type

ICT for environmental sustainability

Project Description

Description Frase (max. 500 characters):

The e-Twinning project "3C - Digital Citizenship" stimulated multicultural discussion between project partners through using new technologies. It opened the gateway to knowledge, promoting creativity and innovation for effective lifelong learning. Digital citizenship is a norm of appropriate, responsible use of technology and it is a concept which has helped teachers and parents to understand what students/children/technology users should know to use technology appropriately. Teachers and students have had an entitlement to safe internet

access at all times. Pulling Piaget and Papert , the use of participatory media tools in education is typically geared towards, creating a more student-centered, adaptive environment where learners contributed to the course material, formulated and expressed their own insights and opinion, constructed their own understanding of material by connecting concepts, to personal experience or current events, and learned from one another in collaborative environments.

Project Summary (max. 2000 characters):

Through this project, we want to:
1. Develop our students XXI century skills for critical thinking and creative learning through using Glogster Edu and eduBuncee.
2. Provide multicultural communication between partner classes using in an eSafe mode of eTwinning live, chats, groups 2.0, Skype.They will learn and share each other culture and values. They will improve their English language skills
3. Partners classes will collaborate on a common product -a twin space where they will share learning materials created by them-glogs,buncees, online bulletin boards - games,quizzes, e-worksheets,fun learning activities. They will create them by glogsteredu, learning apps org, j2e, socrative,kahoot,wizer.me, MIE apps for education and GAFE.All tools and learning practices will help partner teachers and students to:
- Acquire skills for the XXI century http://www.p21.org/ [1] ;
- Encouraging to use the Flipped Classroom in partner schools
- Students became esafety curators of digital learning.

How long has your project been running?

2016-10-01 00:00:00

Objectives and Innovative Aspects

November activity was: "Let's know each other better" - students from Bulgaria and Romania met each other on eTwinning live and exchanged information about their schools and classes. After their meeting online they prepared and shared on Twinspace their Glogster multi media posters to make a deeper expression of their communication.

December activity was: "Let's celebrate Christmas Together" - Students used Glogster EDU and edu Buncee tools to share with their partners how they celebrate Christmas in their schools and countries. They worked in small groups and created interactive Glogster posters and buncee multimedia presentations, they talk about similarities and differences in celebrating their common Christmas holidays at their homes and schools. They sang carols and national Christmas songs on eTwinning live and did their Christmas greetings verbally and through digital e-Cards exchange on Twinspace.

January activity was: "Let's share our school activities with our partners" - apps by choice (suggested: sway, thinglink, Glogster, video apps) Project partners created digital applications to describe activities they usually do in their classrooms - they shared their PBL activities, Learning by doing activities, their casual class activities and the moments in the classroom which made them happy and pleased with learning. They studied from each other

how to make their learning environment and learning process more attractive using multimedia and digital tools for making their researches and finding solutions.

February activity was: "Let's celebrate Safer Internet Day 2017 and play together e-safety" Partner students created and played educational games (using learningapps.org tools, wizer.me applications, j2e5) playing on e-safetykit.net. They studied many new rules about e-Safety and reflected on what they study on a mutual padlet board with used resources.

March activity was: "Let's collaborate to celebrate mother's day using GlogsterEDU" Partners used Glogster edu tools making glogs templates for expressing their love to their mummies. Students collaborated together, they personalised these templates, changed them in a way they like to send their own messages to their mothers.

April activity was: "Easter spirit in our school". Project partners celebrated Resurrection and Earth Day by doing digital applications for this holidays. Students learned from each other more about orthodox Christianity and find similarities between their national customs in celebrating Christian holidays in both countries. They made the connection between being full of Christian virtues and doing prosperity for others and the world. Project partners completed and enlarged their vision about the ways of making our planet clean and green. Bulgarian students made a PBL to create an e-book "Symbols of Easter" using buncee edu and Glogster Edu tools and platforms. They also created paper eco cities of the future and described them in a collaborative buncee application.

May activity was: Evaluating activities-online conference on eTwinning live . "Let's give peace a chance!" Project partners did research and gave their solutions how to make the world a better place for living. They researched and found other names of peace on the internet, made paper doves and wrote the name of peace (synonyms of peace) on doves wings. They shared their paper doves and words of peace on an eTwinnining online meeting. They made a quiz with quizlet to train and study these names in languages of the partnership - English, Bulgarian, Romanian. Bulgarian project partners did PBL at class using Glogster Edu - they created multimedia digital posters to express and present their future plans on topic: " My future" They shared the results of their classroom activity with their Romanian partners using a padlet board on Twinspace.Project partners and their teachers collected all project activities and outcomes on a common collaborative buncee application and generated an e-book with QR codes using platform and tools of Edu Buncee.

https://padlet.com/lucianecurator/saferinternetday3ceTwinning [2]

https://padlet.com/rosesunrise65/t0hyl4uvsplr [3]

https://sway.com/sC1cop5CW0KoOJFG?ref=Link&loc=play [4]

https://app.edu.buncee.com/buncee/be7faf06155146c5867a581a133a9c62 [5]

Results

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

every monthly task precisely and on time. In this project, there were involved only 2 schools but we had a fruitful collaboration and we connected, created and combined different activities. The most successful result of this project is that our students learned basic rules how to protect themselves in the online world. As they say, they even teach their parents how to do that connecting and communicating online. On our project Twinspace, we shared all activities and monthly tasks using a lot of edtools like GlogsterEDU, Edu Buncee, Sway, MIE and GAFE etc. Students studied how to work and use these tools to make themselves researchers, curators, critical thinkers, creators and last but not least - independent lifelong learners and real digital citizens. And because we had an awesome collaboration, well supported by teachers and parents in our schools, we decided to continue our project next school year and we have in mind to introduce new edaps mainly from Microsoft and Seesaw and to achieve again a fruitful partner collaboration among our students.

How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):
More than
???????
a lot of s
video cor

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: School for SEN students
Is your project economically self sufficient now?: No
Since when?: 2016-10-01 00:00:00
When is it expected to become self-sufficient?: 2017-06-01 00:00:00

Transferability

Has your project been replicated/adapted elsewhere?: Yes
Where? By whom?: Not yet.
What lessons can others learn from your project? (max. 1500 characters):
For Romanian partners
Religion, History and IC
using a lot of edtools an
activities. Romanian pa
their project partners the
other about important cu
communities. Also they
learned useful things - h

Bulgarian project partne
ongoing lessons and top
future" project activity, w
meetings with partners
themselves shortly to th
language skills by makin
project partners' applica

partners integrated this eTwinning project to another global project "Earth day 2017" with Buncee Buddies digital pen pals global project and this way made the ideas of eTwinning spread globally.

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

Background Information

Barriers and Solutions (max. 1000 characters): Because in Scoala Gimnaziala Speciala Caransebes not to easy to learn english language, but they like to work . To have a good cooperation we organize in ou skype .

Future plans and wish list (max. 750 characters): Because next year is declared by European Comis we want to relaunch in october our project and invi to cooperate with us . In this way students will pron unique and brilliant cultural heritage in their countrie

Attachments: 📄 DC3CS [6]

📄 digital_citizenship_-_3cs_connect-_create_-_combine_etwinning_project.pdf [7]

eTwinning [8] digital citizenship [9] project [10]

Source URL: https://www.gjc.it/en/progetti/digital-citizenship-3cs-connect-create-combine-etwinning-project

Links
[1] http://www.p21.org/
[2] https://padlet.com/lucianecurator/saferinternetday3ceTwinning
[3] https://padlet.com/rosesunrise65/t0hyl4uvsplr
[4] https://sway.com/sC1cop5CW0KoOJFG?ref=Link&loc=play
[5] https://app.edu.buncee.com/buncee/be7faf06155146c5867a581a133a9c62
[6] https://www.gjc.it/sites/default/files/digital_citizenship_-_3cs_connect-_create_-_combine_etwinning_project.png
[7] https://www.gjc.it/sites/default/files/digital_citizenship_-_3cs_connect-_create_-_combine_etwinning_project.pdf
[8] https://www.gjc.it/en/category/parole-chiave-separate-da-virgole/etwinning
[9] https://www.gjc.it/en/keywords-separate-commas/digital-citizenship
[10] https://www.gjc.it/en/category/parole-chiave-separate-da-virgole/project