



**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:** Rionero in Vulture, PZ

## **Organizzazione**

**Nome dell'ente o associazione:** Istituto Comprensivo " Ex Circolo Didattico" Rionero in Vulture

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

**Specify:** no source of founding

## **Sito Web**

<http://twinspace.etwinning.net/560/home>

## **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):**

This project aims to guide students on a journey, an odyssey and an adventure in the world of classical mythology to discover the pleasure of reading, introduce them to the great wisdom of the past and grasp the character of actuality. Will be offered a range of activities aimed at the achievement of the European key competences and to develop pupils' creativity, critical thinking and ability to solve problems collaboratively

### **Project Summary (max. 2000 characters):**

The project is born from the collaboration between some teacher and students belonging to the Institute Comprehensive "Ex Circolo Didattico" of Rionero in Vulture (Italy) and the 1st Primary School New Redestou, Thessaloniki (Greece). The idea that led us to realize this project is the fact that although it is widely recognized the formative importance of the reading, today's students continue to show little interest in this type of activity. Overcoming the traditional approach instrumental and technicist this project, by creating a learning environment motivating and collaborative, involves students in a series of creative and fun activities such as to involve them in their emotional, cognitive, communicative, relational, social sphere and turn their indifference to love for reading. Reading the book it has been integrated by the use of modern languages of communication and creatively reworked. Starting from the reading of the classical myths the students refined and processed informations, identified linkages and relationships, communicated and collaborated, made a path that led them to the creative use of writing. Through a series of tasks based and collaborative problem solving activities pupils were led to some important classical Greek and Roman myths, their heroes and characters to reflect on the values that they passed on to find in them a safe compass for orientation in a society based on insecurity, on appearance, and built on a value system increasingly tenuous, which is one in which we live. The collaboration and, therefore, the implementation of the project was realized according to the following plan Project <http://v.gd/XMI8Vr> <sup>[1]</sup> Pupils have collaborated following the directions that were provided to them through the allocation of tasks and shown in the following page <http://twinspace.etwinning.net/560/pages/page/20460> <sup>[2]</sup>

## Da quando è funzionante il vostro progetto?

2014-08-30 22:00:00

## Obiettivi ed elementi di innovazione

OBIETTIVI: - ability to search - language skills - organizational skills - ICT skills - interpersonal skills - emotional skills - social skills - ability to solve problems collaboratively - creativity - metacognition - motivation - learn to learn - initiative and resourcefulness MEZZI: The TwinSpace of eTwinning and the collaborative tools of Web 2.0 have given the possibility of creating a highly collaborative environment. In particular, the students have used Google Drive to present classical myths and create modern ones working in small international groups, Stepmap for the realization of a geographical map, Slidely for sharing photos; Educaplay, Quizworks Quiz Maker, Quiz revolution, Edpuzzle for creating games and quizzes; Tagul and AnswerGarden for wordclouds; Padlet and Lino for brainstorming; Windows Movie Maker and Imovie for creating video, Stickymoose for voting.

## Risultati

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

through a  
eTwinning  
social be  
personal  
discussion  
knowledg

learning strategies used; peer to peer review: final product. At the end of the school year the students have made a video in which talked about the significance of the experience and with the teachers have carried out a SWOT analysis that identified the strengths and weaknesses with a view to a possible improvement next year The experience was positive for the teachers as well, who have had the chance to experience new and exciting ways to interact with each other and met to discuss new teaching methods. enriching and growing professionally. Thanks to their mediation and the sharing of work done, they were organized meetings with the school community, the whole school community has benefited.</p>

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

Teachers  
teachers  
the contin  
planned p  
email to r  
were task  
activities  
publicatio  
follow an

## Sostenibilità

**What is the full duration of your project (from beginning to end)?:** Da 1 a 3 anni

**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?:** No

**Since when?:** 2015-06-29 22:00:00

## Trasferibilità

**Has your project been replicated/adapted elsewhere?:** No

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

The project guides other  
of reading. Like fairy tale  
reader into a fantasy wo  
and feelings, can make  
still serve today to orien  
which, starting from the  
reflection, relationship, s  
others in the maker and  
activity can be the starti  
crucial to developing the  
able to fit in a propulsive

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

## Informazioni aggiuntive

**Barriers and Solutions (max. 1000 characters):** <p>The main difficulties encountered were related to  
to the implementation of the various activities planned  
encounter at home to carry out different consegne.L'u

Google Drive, it has allowed the teacher to monitor the work of the students even outside of normal school hours. It is hoped that in future the school is equipped with PC, laptops, tablets useful to make the job more agile and streamlined.</p>

**Future plans and wish list (max. 750 characters):** <p>Plans for the future could be many. We could o  
short film, visits to the main mythological places ...  
external support. For the moment, the project will o  
activities of discovery, reflection and creativity base

wisdom [3] values [4] mythology [5] eTwinning [6] actuality [7] 21st century skyls [8]

Fondazione Mondo Digitale

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del 26/04/2007.

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**URL di origine:** <https://www.gjc.it/progetti/travelling-mythology>

### **Collegamenti**

[1] <http://v.gd/XMI8Vr>

[2] <http://twinspace.etwinning.net/560/pages/page/20460>

[3] <https://www.gjc.it/category/keywords-separate-with-commas/wisdom>

[4] <https://www.gjc.it/category/keywords-separate-with-commas/values>

[5] <https://www.gjc.it/category/keywords-separate-with-commas/mythology>

[6] <https://www.gjc.it/category/parole-chiave-separate-da-virgole/etwinning>

[7] <https://www.gjc.it/category/keywords-separate-with-commas/actuality>

[8] <https://www.gjc.it/category/keywords-separate-with-commas/21st-century-skylls>