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

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 perso

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 behaver 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 – AppInventor 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 behaver 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 – AppInventor 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 proje
students
schools:
programm
The prima
activities
students
students

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

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-saf
important to explain how
knowledges what I can
integrated with different
programming (BeeBot),
tablets, apps (AnkiDroid

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
use technology, to develop the digital skills and hav
social networks. Practise as teachers in different pr
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]

URL di origine: https://www.gjc.it/progetti/tablesmartproge-games

Collegamenti
[1] https://www.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.21.51.png

[2] https://www.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.23.55.png
[3] https://www.gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.25.04.png
[4] https://www.gjc.it/category/keywords-separate-with-commas/e-safety
[5] https://www.gjc.it/category/keywords-separate-with-commas/programming
[6] https://www.gjc.it/keywords-separate-commas/beebot
[7] https://www.gjc.it/category/keywords-separate-with-commas/appinventor
[8] https://www.gjc.it/keywords-separate-commas/ankidroid
[9] https://www.gjc.it/keywords-separate-commas/learning-through-games