



ASEF Classroom Network (ClassNet) ASEF ClassNet Project for 2015

Project Factsheet

NAME AND CONTACT DETAILS OF PROJECT CO-ORDINATOR(S)

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NAME AND MAILING ADDRESS OF HIGH SCHOOL OR SECONDARY SCHOOL:

Batthyany Lajos Gimnazium (Grammar School)
23 Rozgonyi St.
Nagykanizsa
Hungary

COUNTRY:

Hungary

PROPOSED PROJECT NAME:

Eco-Heroes in Action

PROJECT DESCRIPTION / SUMMARY

Witnessing the success of the previous editions of our heroes project, we would like to sustain the Eco-heroes in Action project for the year 2015. This project will provide opportunities for the students to engage in collaborative learning tasks which will require them to research and to promote national and local eco-heroes in their regions.

Students will connect with each other via an Elgg-powered platform plus a Facebook page. They will discuss heroic issues, create multimedia presentations and promote advocacies. Our vision is to see youth in the participating schools in Asia and Europe getting actively engaged in shaping a more inclusive, peaceful and sustainable world by taking action in global educational outreach campaigns and service projects (e.g. the global ENO programme, GYSD, Earth Day, Compassion Games).

The project ends by disseminating information about the overall learning procedure by presenting the project to the other students, teachers and local decision-makers.

OBJECTIVE AND EXPECTED OUTCOME OF THE PROJECT:

The objectives of the project are to:

- promote cultural understanding (via the cultural corner at the project site -by default every user is a member of this group- and the Facebook Page)
- promote active citizenship (via the participation of educational outreach campaigns/service projects)
- enhance ICT skills
- enhance English skills
- enhance critical thinking by reflecting on the peers' contributions, plus on some important materials chosen by the participating teachers.
- promote collaboration skills via the Basecamp project management site

Expected outcome:

Tangible

- create multimedia presentations on eco-heroes and heroic acts
- interview and poll local residents on environmental issues and heroism
- use online tools to advocate environmental activism
- plan, organise and carry out a local environmental project

Intangible

- improve oral presentation skills, organisational skills
- improve language skills, critical thinking skills through the blog entries, reflections and forum posts
- promote understanding and forging friendships among European and Asian students
- enhance better understanding of environmental issues and highlighting the importance of grassroots initiatives
- advocate compassion and compassionate acts

PHASES & TIMELINE OF THE PROJECT

Phase 1 (January 2015)

- Self-introduction by all participating members
- Choosing Focus Groups and matching tasks between Asian and European Schools

Phase 2 (February to March 2015)

- Researching and deliberating on heroism and environmental protection
- Interviewing local/regional /national eco-heroes

Phase 3 (April-May 2015)

- Planning and carrying out a community service and/or awareness raising campaign and taking part in the so-called Compassion Games (Compassion Relay).

Phase 4 (end of May, early June 2015)

- Presenting the project at school, dissemination and final reflection on the educational adventure (this could happen in a TEDx event format).

Phase 5 (from mid June to end of June 2015)

- Evaluation of the overall project (e.g. via online survey, skype interviews, website analytics tools)

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:**I. Organisation of participating teams or partners in Asia and Europe**

- Orientation of project task guide.
- Team members' sign up and introduction via the Elgg platform and Facebook Page.
- Connect to all members as friends and joining groups

II. Gathering information about modern day eco-heroes

- Video Viewing about modern day heroes
- Heroes Trail Searching (online and offline)
- Research and interview local/regional/national eco-heroes

III. Multimedia Hero Productions

- Share and discuss heroic deeds through multimedia presentations and forum posts

IV. Advocacy Promotion and taking local action

- Take part in the Compassion Games
- Like and make favourite best entries
- Promote Team's Advocacy page and allowing users to create pages of related content, themes, portfolios, or any other creative collection by the website's "pinning" tool.
- Take local action (e.g. tree planting) in the framework of a global initiative (e.g. ENO programme, GYSD, Earth Day)

V. Presentation/dissemination

- Present the project in front of the students and teachers and local education authorities, plus parents.

VI. Evaluation**EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:**

As above.

THE PROJECT FALLS UNDER THE MAIN THEME FOR:

Please tick (✓) only one main theme

<input type="checkbox"/> Culture	<input type="checkbox"/> Governance
<input type="checkbox"/> Economy	<input type="checkbox"/> Public Health
<input type="checkbox"/> Education	<input checked="" type="checkbox"/> Sustainable Development
<input type="checkbox"/> Others. Please specify below:	
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MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students	:	Min. 4 Schools / 3 – 20 students per school
Students Age Group	:	13-18
Level of English	:	Intermediate- advanced

PROPOSED DURATION OF PROJECT (PLEASE STATE TENTATIVE START AND END DATE):

Duration	:	6 months
Start Date	:	15 January 2015
End Date	:	30 June 2015

ICT TOOLS / SOFTWARE REQUIRED:

<ul style="list-style-type: none">▪ Social Media Networking site Elgg-powered website, Facebook (plus etc. Slideshare, Prezi)▪ Video Conferencing (Skype.com/Google Hangout)▪ Online Petition/Advocacy site

ADDITIONAL RESOURCES NEEDED:

<ul style="list-style-type: none">▪ Online Dictionaries▪ Digital Cameras▪ Video Camcorder▪ Smart Phone▪ Laptop
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