



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:

Christelijke College Nassau-Veluwe
Stationslaan 26
3842 LA Harderwijk
The Netherlands

COUNTRY:

The Netherlands

PROPOSED PROJECT NAME:

Stop Motion to Express Notions: Creating Instruction Videos

PROJECT DESCRIPTION / SUMMARY

Explaining difficult topics to peers is an effective way of learning. In this project, students take on the role of their teachers. They will create instruction stop motion videos on topics that have been taken from their own curriculum (e.g. the Pythagorean Theorem for mathematics). "Stop motion" is an animation technique to make an object appear to move on its own. In addition to creating instruction videos, students will also design accompanying assignments. They will then judge each other's videos and do the assignments from their peers. Each participating school will nominate its best video to compete for the 'Best Stop Motion Video' title.

OBJECTIVE AND EXPECTED OUTCOME OF THE PROJECT:

The objectives of the project are for the students to:

- know how to explain difficult topics and get insights in the difficulties related to this (Where do you start your explanation? How do you explain something? What should be told and what can be left out?)
- create stop motion instruction videos
- evaluate the work of their peers based on evaluation forms

Expected Outcome

Tangible

- A 3-4 minutes Stop Motion instruction videos on a diversity of topics from different perspectives
- Evaluation forms for assessing the quality of instruction videos
- Assignments related to the videos
- Project website with an overview of all results

Intangible

- Students develop a critical attitude towards instructions videos (What makes video good/bad for instruction purposes?)
- Students learn about the topics covered in the curriculum of different countries as reflected in the instructions videos

PHASES & TIMELINE OF THE PROJECT

Phase 1 (January 2015)

- Set-up Facebook group and project website and invite members to the group
- Self-introduction by all participating members on Facebook
- Creating focus groups on the basis of the subjects to be investigated in the project (e.g. Math, Science, English, Biology)

Phase 2 (February 2015)

- Creating a simple Stop Motion video based on a tutorial
- Group discussion within focus groups on their educational system
- Decide on the topics for the instruction videos

Phase 3 (March to April 2015)

- Create a storyboard to outline the set-up of the video (e.g. <http://shotbox.se/>)
- Create the stop motion video

Phase 4 (April to May 2015)

- Watch the stop motion videos of peers from focus groups
- Judge videos based on pre-defined criteria
- Do assignments created by the students
- Create shortlist of possible winners

Phase 5 (June 2015)

- Wrap-up
- Evaluation of the project
- Election of the "Best Video of the Project"

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:

Please provide the details in bullet points

- Active contribution on Facebook
- Creation of a storyboard for the instruction video
- Creation of instruction motion videos
- Watching the videos and doing the assignments from other groups
- Taking part in the evaluation phase

EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:

As above

THE PROJECT FALLS UNDER THE MAIN THEME FOR:

Culture

Governance

Economy

Public Health

Education

Sustainable Development

Others. Please specify below:

MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students : 5-15 Schools / 4-20 Students per School

Students Age Group : 13 -16

Level of English : Intermediate - Advanced

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

Duration : 5 months

Start Date : Beginning of January 2015

End Date : Mid June 2015

ICT TOOLS / SOFTWARE REQUIRED:

- Computer
- Windows Movie Maker (Windows) or iMovie (Mac) (or a similar software program for creating stop motion videos)

ADDITIONAL RESOURCES NEEDED:

- Digital camera
- Tripod

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