



ASEF Classroom Network #ASEFClassNet Online Collaboration 2018

Proposal

1. Title of the Online Collaboration (Max. 6 words)

Asia-Europe Cultural Heritage Games

2. Name and contact details of project co-ordinator(s)

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3. School description (Max. 30 words)

Copernicus-Upper Secondary School with its over 100-year history is the oldest educational institution in the region. The school preserves cultural, historical and patriotic traditions. The mission of the school is to prepare conscious and active citizens of the EU. For many years, the school has been involved in numerous international projects, giving students a chance for educational opportunities (projects with over 40 schools in Europe, Asia and America).

4. Summary of the Proposed Online Collaboration (Max. 200 words)

Year 2018 has just been announced the European Year of Cultural Heritage. By celebrating the past and the present, we can contribute to the building of the future. In this project we will extend that initiative to Asia as well.

In the first phase students will get to know each other, brainstorm ideas regarding the project topic, choose areas of future investigations, create logo proposals and select the best one.

In this Online Collaboration we will use the pedagogical method of gamification to broaden students' cultural horizons and enrich their knowledge in the areas they find interesting and relevant. The majority of the activities will be game-based tasks. Participants will create games covering various topics (geography, history, literature, art, music, sport, traditions, etc.) and share them with partners from other countries. Thanks to that they will learn new things and have fun at the same time. At the end of the project all participants will take part in the online "Asia-Europe Cultural Heritage Games".

This Online Collaboration will allow students to see how various dimensions of cultural heritage are similar, yet different across Asia and Europe. Participants will take part in debates both presenting opinions and exchanging information in FB discussions and Tricider chats. They will also brainstorm ideas and participate in several votings. The development of the project work will be presented on a blog which will be accessible to the whole communities of the participating schools.

**5. The Online Collaboration falls under the main themes of:
Please state "1" to "3" in level of relevance**

- | | |
|--|---|
| <input checked="" type="checkbox"/> 2 Arts & Culture | <input type="checkbox"/> Health |
| <input type="checkbox"/> Business & Entrepreneurship | <input checked="" type="checkbox"/> 3 History |
| <input checked="" type="checkbox"/> 1 Education | <input type="checkbox"/> Media |
| <input type="checkbox"/> Environment & Sustainable Development | <input type="checkbox"/> Science & Technology |
| <input type="checkbox"/> Others. Please specify below: | |

6. Duration of the Online Collaboration (Please state start and end date):

Start Date : 11 February 2018
End Date : 24 June 2018
Duration : 5 months

7. Expected no. of schools/students involved and level of language and ICT skills

No. of Schools in total : 10
No. of Students in total : 200
Students Age Group : 12-19
Level of English : Intermediate
Level of ICT Skills : Intermediate

8. ICT tools/software required
Please tick (✓) as appropriate)

<p><u>Word processing software</u></p> <p><input checked="" type="checkbox"/> Adobe Acrobat Reader</p> <p><input checked="" type="checkbox"/> Google Docs/Sheets</p> <p><input type="checkbox"/> Microsoft Word/Excel</p> <p><input type="checkbox"/> Scribd</p> <p><input type="checkbox"/> Wordpress</p>	<p><u>Video conference tools</u></p> <p><input checked="" type="checkbox"/> Skype</p> <p><input type="checkbox"/> Viber</p> <p><input type="checkbox"/> Vyew</p> <p><input type="checkbox"/> Wechat</p>	<p><u>Storage tools</u></p> <p><input checked="" type="checkbox"/> Dropbox</p> <p><input checked="" type="checkbox"/> Google Drive</p> <p><input type="checkbox"/> iCloud</p>
<p><u>Social media</u></p> <p><input type="checkbox"/> Ask.fm</p> <p><input checked="" type="checkbox"/> Facebook</p> <p><input checked="" type="checkbox"/> Flickr</p> <p><input type="checkbox"/> Instagram</p> <p><input type="checkbox"/> Pinterest</p> <p><input type="checkbox"/> Tumblr</p> <p><input type="checkbox"/> Twitter</p> <p><input type="checkbox"/> Weibo</p>	<p><u>Image editing software</u></p> <p><input type="checkbox"/> Adobe Illustrator</p> <p><input type="checkbox"/> Adobe Lightroom</p> <p><input checked="" type="checkbox"/> Adobe Photoshop</p> <p><input checked="" type="checkbox"/> BeFunky (online)</p> <p><input type="checkbox"/> Sketch (Mac only)</p>	<p><u>Online collaboration</u></p> <p><input checked="" type="checkbox"/> Mindmeister</p> <p><input type="checkbox"/> Slack</p> <p><input type="checkbox"/> Telegram</p> <p><input type="checkbox"/> Trello</p>
<p><u>Video/audio editing software</u></p> <p><input type="checkbox"/> Adobe Premiere</p> <p><input type="checkbox"/> Audcity</p> <p><input type="checkbox"/> Garageband (Mac only)</p> <p><input type="checkbox"/> Soundcloud</p> <p><input checked="" type="checkbox"/> Windows Movie Maker</p> <p><input checked="" type="checkbox"/> Youtube</p>	<p><u>Presentation</u></p> <p><input checked="" type="checkbox"/> Google slides</p> <p><input checked="" type="checkbox"/> Microsoft Powerpoint</p> <p><input checked="" type="checkbox"/> Prezi</p>	<p><u>App development</u></p> <p><input type="checkbox"/> Adobe Flash builder</p> <p><input type="checkbox"/> Alpha Software</p> <p><input type="checkbox"/> Appy Pie</p>
<p><u>Others (please specify):</u></p> <ul style="list-style-type: none"> ▪ LearningApps ▪ canvanizer.com ▪ AnswerGarden ▪ Tricider ▪ Padlet ▪ SurveyMonkey ▪ Kahoot 		

9. Other resources needed:
(Please tick (✓) as appropriate)

<input checked="" type="checkbox"/> Camera	<input type="checkbox"/> E-reader	<input type="checkbox"/> OHP
<input checked="" type="checkbox"/> Desktop Computer/Laptop	<input type="checkbox"/> GoPro	<input checked="" type="checkbox"/> Phones
<input checked="" type="checkbox"/> Digital Projector	<input checked="" type="checkbox"/> Interactive Whiteboard	<input checked="" type="checkbox"/> Tablet
<input checked="" type="checkbox"/> Voice Recording Devices	<input type="checkbox"/> NA	
<u>Others (please specify):</u>		

10. Learning objectives and outcomes for teachers and students
(Please list at least 3 learning objectives and outcomes for teachers and students respectively.)

Learning Objectives	Outcomes
Teachers should join to:	For Teachers:
1. experience how gamification can strengthen teaching effectiveness,	1. Creating a book including tips (task examples) how to put gamification into practice
2. learn how to create effective tasks using various online applications,	2. Exchanging good practice examples, sharing ideas and learning from each other.
3. give students an opportunity to broaden their students' cultural horizons	3. Learning how to use various web tools in project work and daily teaching.
4. share effective methods of using various web tools in daily teaching and while working on a project.	4. Setting up new contacts for future international projects.
Students will learn to:	For Students:
1. co-operate and communicate effectively in a multicultural environment,	1. Creating common final products (e.g.: a Tricider discussion, an online game, a Kahoot quiz, etc.).
2. create tasks which teach their classmates new things in a joyful way,	2. Creating informal bonds with peers from various Asian and European countries.
3. appreciate the cultural diversity of the world.	3. Developing students' cultural awareness and mutual understanding of the differences between nations.

11. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
Phase 1 (February 2018)			
▪ Set-up Facebook group and invite members to the group	✓		
▪ Self-introduction by all participating members	✓	✓	✓
▪ Introduction game on https://learningapps.org	✓	✓	✓
▪ Students create logo proposals and vote the best one on the Tricider ▪ Students work together on the AnswerGarden answering the project question "What associations do you have when you think of CULTURAL HERITAGE?"	✓	✓	✓
Phase 2 (March 2018)			
▪ Students choose 6-8 topics they will work on during the upcoming months (e.g. geography, history, art, music, literature, sport, traditions, etc). They take part in a discussion on www.tricider.com and vote for the most interesting topics.	✓	✓	✓
▪ Students start working on the first topic. They prepare games using https://learningapps.org	✓	✓	✓
▪ The games are advertised on the websites of the participating schools so that all students can play them.	✓	✓	
Phase 3 (April-May 2018)			
▪ Students work on the remaining topics (approximately 2-weeks per topic). They prepare games using https://learningapps.org	✓	✓	✓
▪ The new games are advertised on the websites of the participating schools so that all students can play them.	✓	✓	
Phase 4 (June 2018)			
▪ A Kahoot game covering all the topics is created.	✓	✓	✓
▪ Students in all Asian and European schools take part in the Kahoot Game. The winners are awarded Asia-Europe Heritage Cultural Games certificates.	✓	✓	✓
▪ All the games and the Kahoot are popularised among other schools in the towns of the participating schools.	✓	✓	✓
▪ Feedback and evaluation	✓	✓	✓

For further details about this online collaboration, please contact the coordinator directly

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