ICT World activity timeline

This is a timeline that shows planned **activities** and **related products** of ICT World and shows the plans for each of the three years.

The spinal column of the project is made by the **training events** (brown colour) for students & teachers done during mobilities, on **different tools**.

From there naturally come **activities** (yellow) and **products** (green), linked by a red broken line.

YEAR 1

Tools used during the year : prezi / TS / Scratch / Web2.0 tools / GeoGebra / Sketchup / Video tool

Training events (S, T)
Scratch / Web 2.0 tools

Training events (S, T)
Sketchup (1) /GeoGebra/ or Smart Home

Activity (S) : Visiting local ICT firms (or firms visit schools). Importance of ICT in future careers is discussed with students

Teachers create and share **activities** using **GeoGebra** to solve real-life problems (work in multin. groups)

Activity: Cryptology 1* using **Scratch** and/or other tools

Activity (S) : Students modelize buildings with **Sketchup and draft videotutorials (in international groups)**

Activity : answering and evaluating a questionnaire (S+ T) on the use of ICT tools

Activity : students prepare presentations on **Prezi** about schools, regions, countries

Activities : -Contest wish cards using **Scratch**
-creating games with **Scratch** in international teams

Activity (S) : Contest of **GeoGebra** activities (prepared by teachers last period) linked to real life

sep 16	oct 16	nov 16	dec 16	jan 17	feb 17	mar 17	apr 17	may 17	jun 17	jul 17	aug 17
		F R					G E				

Products :
- presentations of schools, regions, countries (Prezi)
- results of questionnaires (in the TS)

Products:
-selection of best cards and games (S)
- pedagogical material about coding from international teams (TS)

Products :
- Compendium of GeoGebra activities linked to real life or linked to the topic of the second workshop with comments for teachers (T)

Products :
- models by Sketchup are published in TS
- Video reports on meetings with ICT **firms** (published in TS)
- winning Geogebra constructions published in the TS

YEAR 2

Training events (S, T)
Gimp / Google Apps for educ

Training events (S, T)
1.Arduino for Scratch
2. Centered students methodology

for teachers : activities about BYOD

Teachers create and share **a bank of open problems** (work in intern teams) international teams work on it

Activity : Logo contest using **Gimp**

Activity: Cryptology 2* using **Scratch** and/or other tools (S)

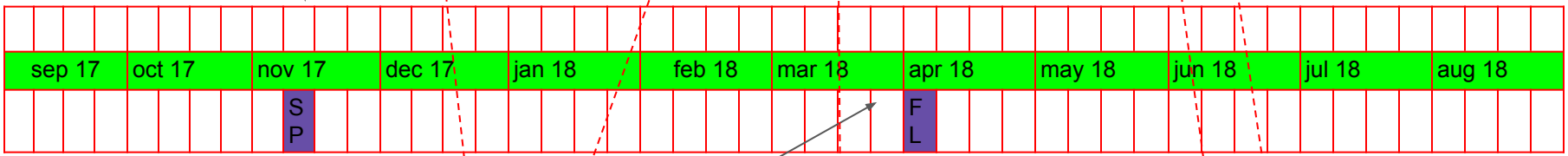
Activity : learning unit to discover GIMP (done by teachers for students and teachers)

Activity : students work in international groups on **open problems** created in last period by teachers using **Google Apps**; they also create their own open problems

Activity : National contests to improve school decoration using **Gimp**

Activity :students modelize real-life 3d objects (eg solar system)

Activity : Scratch for Arduino activities



Product :
-learning unit for GIMP
- product of common work during the meeting

Product :

Product :
- google apps presentations by international teams (TS)
- presentation (eg video) of Arduino

Product :
1. collection of 3D models (TS)
2. classroom ideas for arduino

YEAR 3

Training events (S, T) CZ
1.SektchuUp II.+
3 D printer
2. LEGO

Training events (S, T) LV
1.Learning caroussel (tasks for all tools & many subjects …
2. Smatphones Apps

Missing :
activities : use of platforms / developing BYOD activities, peer to peer activities /

products : exhibitions, model of solar system (can be with geogebra 3d or polystyren)

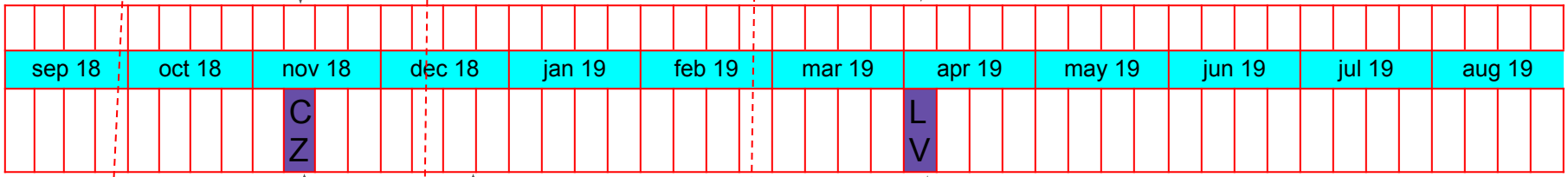
Work on Final Report

activity: students work in international teams on tutorials/videos of tools they already know

Activity around christmas with different tools (S) in international teams

activity: translation of some motivating material in native language by each school

activity:
- structuring teachers' material (T)
- Students organize an exhibition to summarize the project, presenting its results, opened to parents



Product:
tutorials/videos /Scratch Cards (S)

Product :
videos from printing and print outs (pics in a gallery) (**S**)

Product:
Collection of students Xmas products **in the TS (S)**

Product :
-showcase of students' best work in the TS
- compedium of students centered methodologies (T)
-translations of tutorials /tasks(S)

Product :
-evaluated cross-currricular tasks published in the TS
- new apps for smartphones

Product :
-top 10 of materials
-exhibition at school

Structure of each meeting (+/-):

- ice-breaking activities and/or team-building activities
- guided tour in school done by students, meeting with the staff, head, different departments
- 1-2 student workshops prepared by students or a teacher
- 1-2 teacher workshops prepared by specialists within our teams or experts from outside
- presentation of student work (done in between the meetings) to the Erasmus group or a bigger audience
- visit of 2-3 lessons in the class of the hosting student + visit of a lesson using one oft he software tools (if this can be organised)
- time for exchange (teachers) about the progress of the project, planning of future activities, didactical discussions,
- social activities e.g. welcome or fare-well party
- cultural activities , eg. excursion of one day (costs!)
- excursion related to the student workshops e.g. visit of a company, discussion with an expert, … (or as video-conference)
- evaluation of the meeting e.g. by questionnaire for students and teachers s well

More proposals:

Some ideas about possible additional activities:

- City of My Dreams" with SketchUp 3D modeling
- Chebyshev” linkage and other modeled with GeoGebra
- Using equations and functions to model shapes of buildings with GeoGebra
- Art projects e.g. drawing characters for a computer game
- Visualizing a poem by using SCRATCH
- 3D prints
- Arduino – working on building presentations
- Program for Arduino set (windows controlling, lights adjusting)

Some items/questions to be discussed in teacher meetings. We all have to agree on the details of these projects:

- Which form for which project? Sketchup only? 3D model from the printer? Or presentations?
- Programmes in Scratch – animations or games?
- Arduino – working on creating presentations
- Programs for Arduino set (windows controlling, lights adjusting)