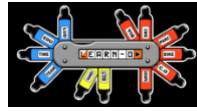


SMART ACTIVITIES JANUARY 2021

19 - 26 January 2021

ERAMUS PLUS PROJECT
2018-1-EE01-KA229-047069_3

1. LEARN – O



Playful, educational, autonomous, reflective, digital, orientation

Starting from a learning objective determined by the teacher, markers and a movement map are made in order to prepare the game situation.

A programmed electronic finger and a computer are then used to start the activity.

Each student with a chip (electronic finger) identified with his or her name draws a card. He or she must move around and correlate the data to be collected with the distribution of beacons to complete a route.

Once completed, the student checks his or her route on the computer and obtains an immediate correlation.

The digital tool is at the service of learning. The course, errors, corrections, and the student's progress can be tracked. Each student is then autonomous in his or her movements, choices, pace, correction and evaluation.

The children are free to choose the level of the task to be performed. They can also establish possible didactic exchanges with their classmates, whom they meet and cross paths with throughout the session.

Example of activity: Concept of body

In this example the student has to reconstruct a character in four parts. In the field the blocks are equipped with boxes with pieces of the character as visuals (head, feet, hand trunk). To get the different parts of the character, you have to go to the plots and find the right parts.

Once the four parts have been found, the student compares his answer displayed on the computer with the card to be made. If he makes a mistake, he can correct it. Once the card has been completed, he draws a new card with a new animal

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Each child is equipped with a chip



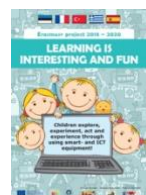
The child beeps if he has found the right information.



Auto-validation on the computer with the information stored on the chip



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2 . Train children to learn on their own at home in case the school closes due to COVID.

LA PARTITION DES NOMBRES sur seesaw

*The song of numbers (Studying / using numbers)
MHM Ritual (Mathematical Heuristic Method)
Excerpt from the guide of the GS sessions - L. le Corf and N. Pinel Nathan*

The principle: Make the students sing or chant in rhythm with the numbers displayed in front of them. Show a series of at least ten numbers under a chosen representation: ciphered writings, faces of the dice, Numicomms...

To create a form of musicality, we have chosen to associate a form of coding to it. The numbers are presented on a score. Thus, the child will be instructed: "the higher the number, the longer the sound lasts.


»

One can also decide that instead of saying "1", "2" ..., one claps his hands the corresponding number of times.

Extensions : The students compose their own scores, record them and make a collective book from the book Creator software.

Create your activity on the class group

Give instructions to complete the work



3. Scan this code using Seesaw's built-in QR code scanner. Or type in these letters to access your account: **BERV MFLU RLML BFNQ**

Send the link to families

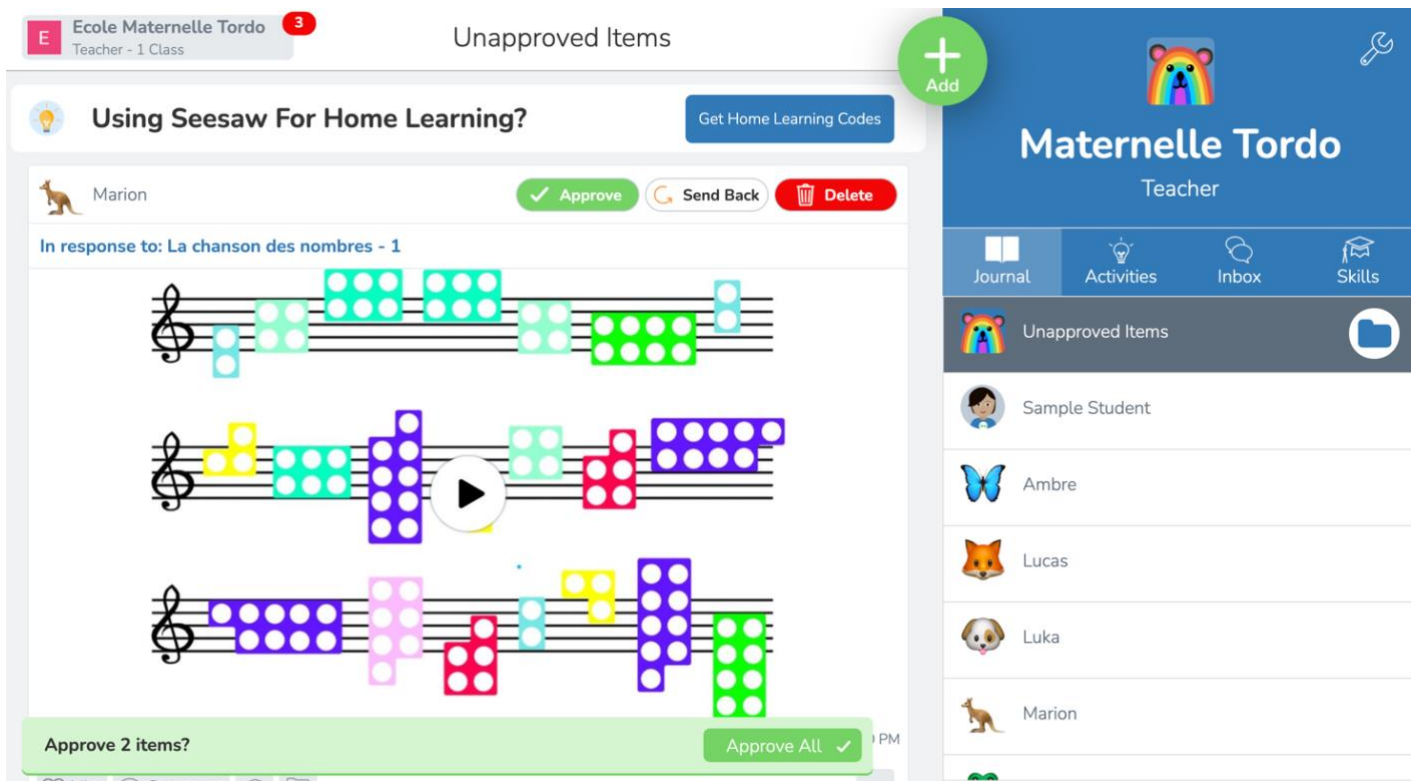
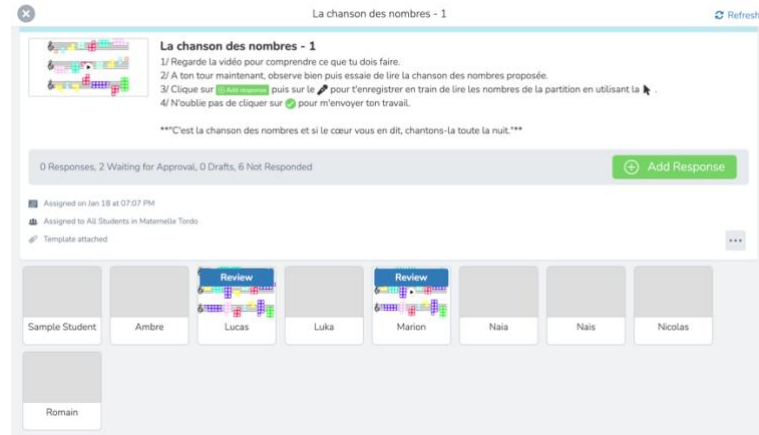


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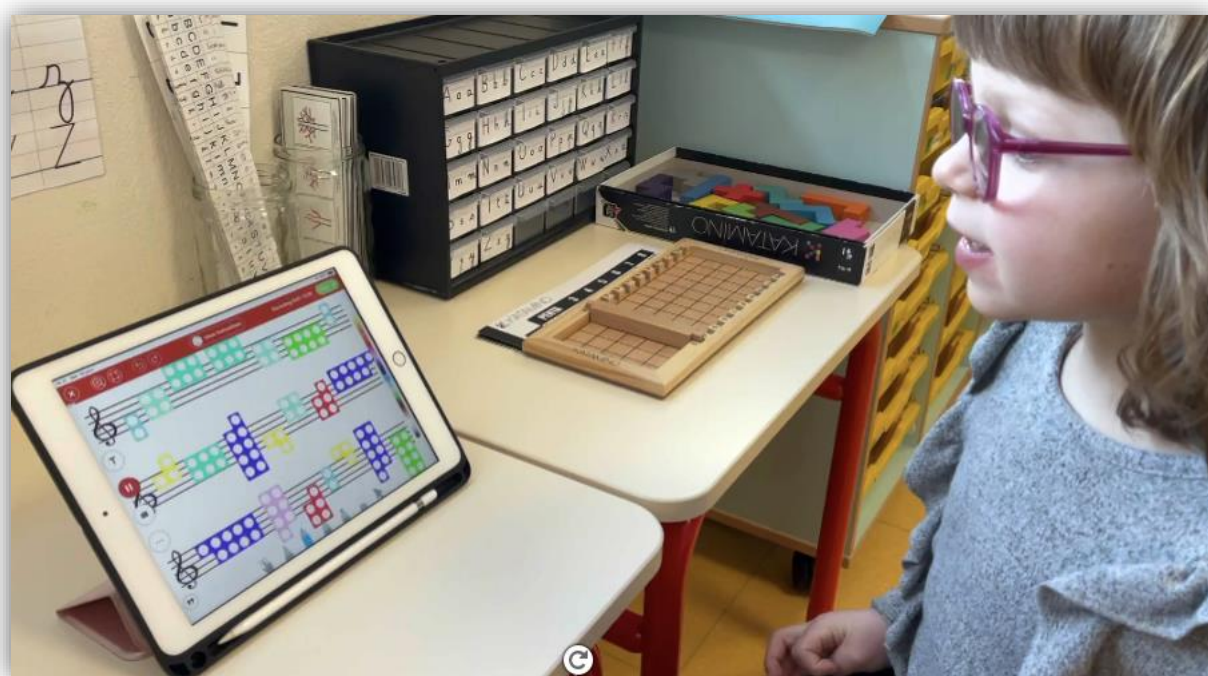


The child can do his activity, record it and send it to his teacher to approve.



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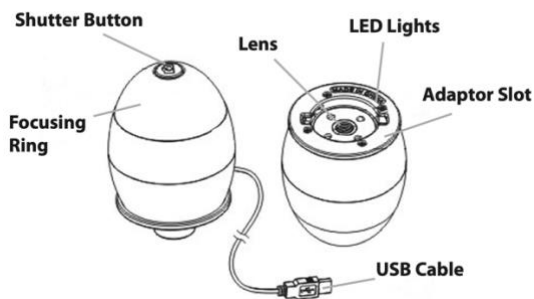
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3 . Observation with a connected microscope.





Easy-scope is a USB-powered device that enlarges specimens up to 41x on a 17" computer screen and 43x larger. Photographs of the specimens can be taken using the shutter button on the top of the camera. Video recording is also available. It produces an enlarged image that children can view on the computer screen, a tablet, an interactive whiteboard. The focus is simple, it allows you to take pictures or make a movie. It can be used indoors or outdoors.

Product overview



Using the Digital Viewer software

The following buttons are available:

-  Clicking this will open the system settings menu (see next section).
-  Clicking this will capture the on screen image of the device.
-  Clicking this will activate or deactivate the timed shot feature. When activated, images will be captured at a regular interval.
-  Clicking this will activate or deactivate the video recording feature.
-  Clicking this will show the copyright and version information of the application software.
-  Clicking this will shut down the application software.

Observe a leaf



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4 . Work on tablet with G compris tools.

GCompris is an educational software suite with a large number of activities for children aged 2 to 10 years old.

Here is the list of the different themes we cover with a few examples :

- Discovery of the computer: keyboard, mouse, touch screens...
- Reading: letters, words, training in reading, writing...
- Mathematics: revision of tables, enumeration, double-entry tables
- Science: the lock, the water cycle, renewable energy...
- Geography: countries, regions, culture...
- Games: chess, memory games, power 4, hangman, tic-tac-toe...
- Other: colors, shapes, Braille, learning to tell time...



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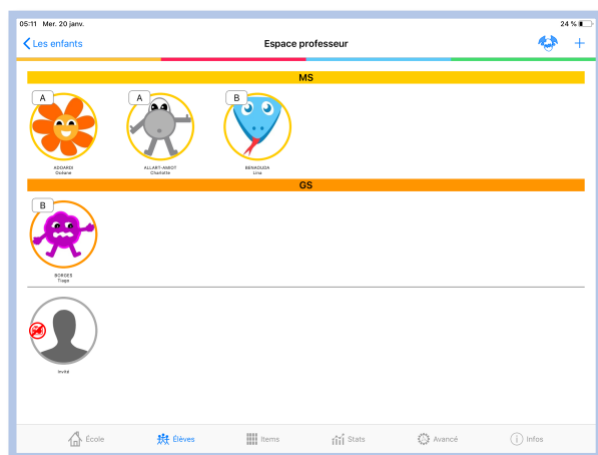
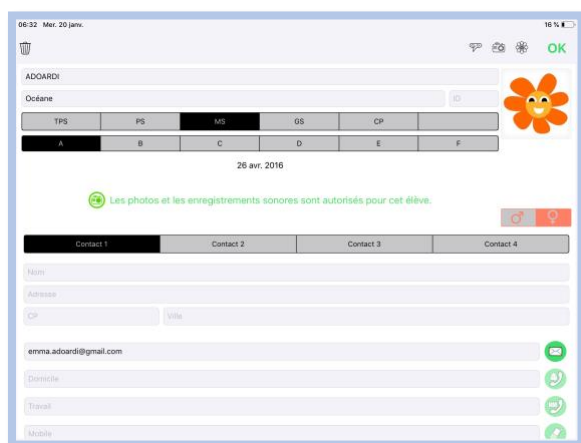
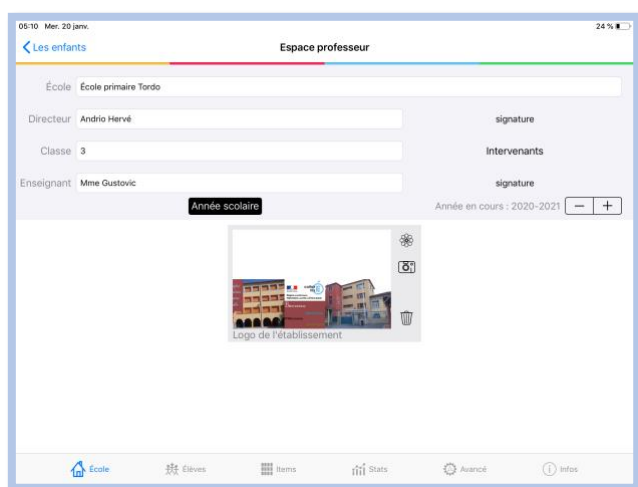


5 . Positive Children Evaluation with : JE VALIDE.



Steps :

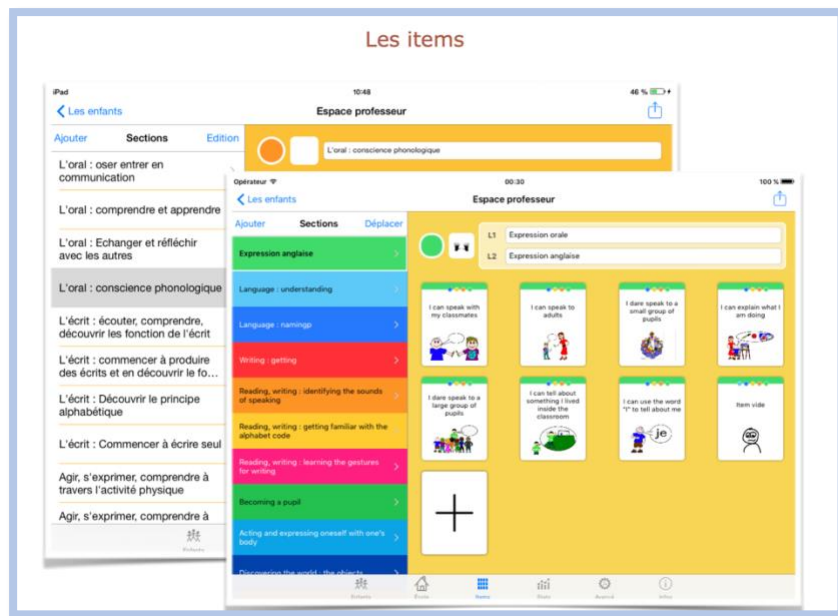
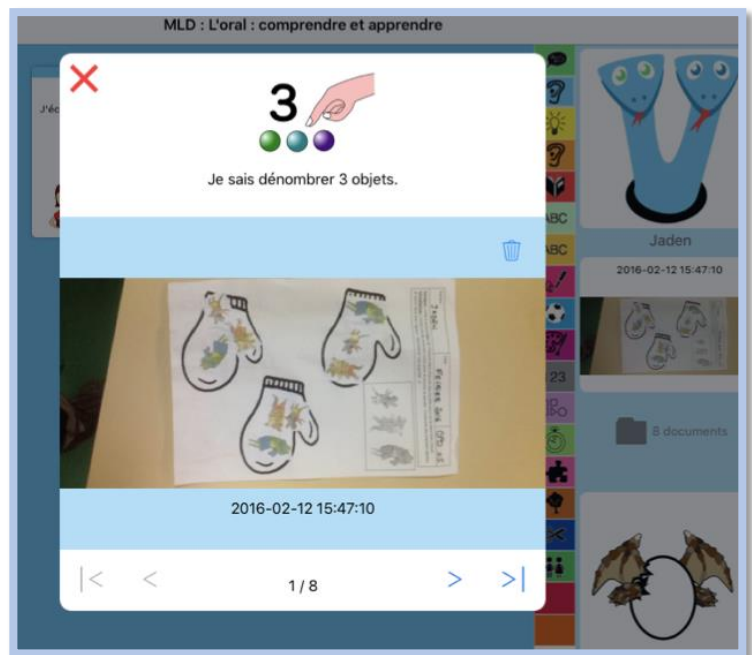
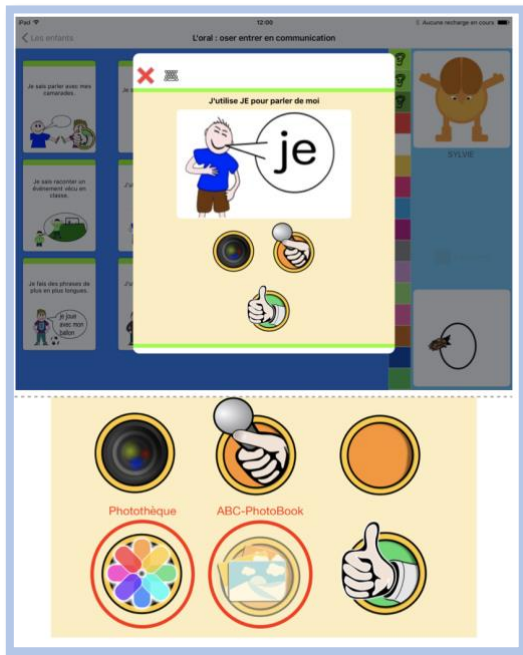
- Create your teacher account
- Create your class with your students
- Choose the items to be evaluated



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When you tap on an item, a window appears allowing you to :

- To take a picture
- To make a sound recording
- To put the "acquired" item



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Teacher's area: can have a follow-up of the student, the class, make statistics.

L'espace professeur comprend plusieurs onglets :

- La zone « Enfants » permet de créer de nouveaux comptes enfants, de supprimer des comptes existants, et de générer les bilans pour l'administration et pour les parents. 
- La zone « Items » permet de modifier les sections et les items de chaque section. 
- La zone « Statistiques » permet d'avoir une vision globale de la classe pour les items sélectionnés. 
- La zone « Avancé » permet de faire les sauvegardes et les restaurations, de donner le nom de la maîtresse, de la classe et de l'école (pour les bilans). 
- La zone « Apps » contient les liens vers nos autres applications. 
- La zone « Infos » contient les remerciements et des liens pour nous contacter. 
- La zone « Vue » permet de visualiser l'ensemble des sections/items/enfants. 

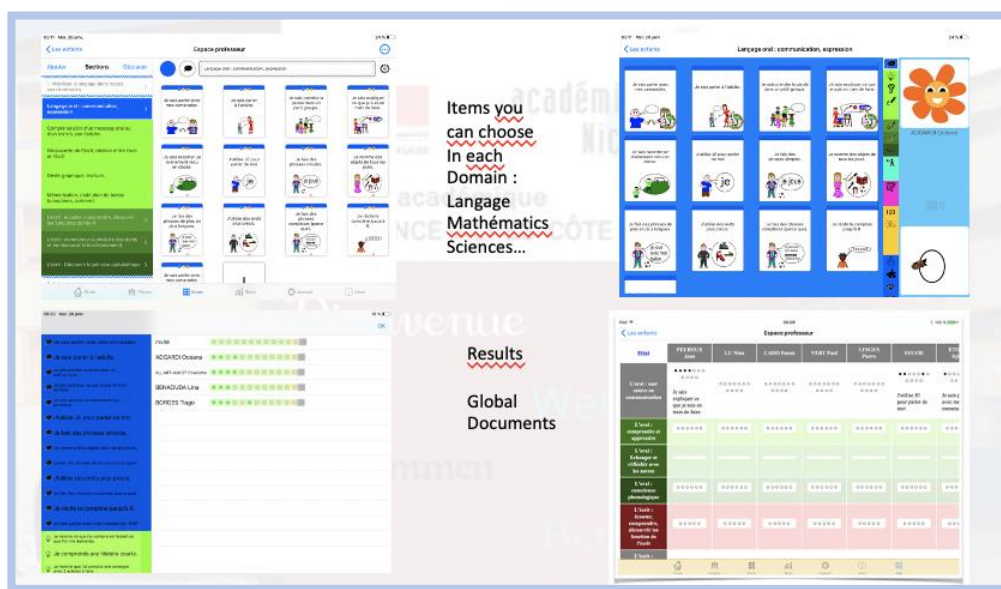
05:09 100%

Les enfants Espace professeur

Print	PEUREUX Jean	LU Nina	CADO Pasan	VERT Paul	LINDUS Pierre	SYLVIE	ETI Syl
L'oral : meq entrer en communication	●●●●●○ ○○○○	○○○○○○○ ○○○○	○○○○○○○ ○○○○	○○○○○○○ ○○○○	○○○○○○○ ○○○○	●●●●●○ ○○○○	●●●●●○ ○○○○
L'oral : comprendre et apprendre	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○
L'oral : Echanger et réfléchir avec les autres	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○
L'oral : conscience phonologique	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○
L'écrit : écouter, comprendre, découvrir les fonctions de l'écrit	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○
L'écrit :	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○	○○○○○○○

Items you can choose in each Domain :
Language
Mathematics
Sciences...

Results
Global Documents



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Excel presentation of global results



Activity of the day

04.01.02	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais expliquer ce que je suis en train de faire.	
04.01.02	Langage oral : communication, expression	
ALLART-ANECOT Charline	Je sais expliquer ce que je suis en train de faire.	
04.05.34	Engagement dans les activités, réalisation de productions personnelles : dessins, productions graphiques, productions plastiques	
ADOARDI Oobiane	Je dessine et peins avec plaisir.	
04.05.56	Engagement, aisance et inventivité dans les activités ou les déplacements	
ADOARDI Oobiane	Je sais courir, sauter un petit obstacle et lancer un objet.	
04.46.39	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais parler avec mes camarades.	
04.46.55	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais parler à l'adulte.	
04.47.02	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais parler à l'adulte.	
04.47.06	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais parler à l'adulte.	
04.47.13	Langage oral : communication, expression	
ADOARDI Oobiane	Je sais parler à l'adulte.	
04.47.54	Langage oral : communication, expression	
ALLART-ANECOT Charline	Je sais parler avec mes camarades.	

Results for parents : pdf form

BORGES Tiago (GS) 28 oct. 2015 ID= 2020-2021

Elève : BORGES Tiago (GS) 28 oct. 2015 ID=

Enseignant : Mme Gustovic

Classe : 3

École : École primaire Tordo

Du mercredi 20 janvier 2021 au mercredi 20 janvier 2021

Langage oral : communication, expression

	Je sais parler avec mes camarades.	Acquis
	Je sais parler à l'adulte.	Acquis
	Je sais prendre la parole dans un petit groupe.	Acquis
	Je sais expliquer ce que je suis en train de faire.	--
	Je sais raconter un événement vécu en classe.	--
	J'utilise JE pour parler de moi	Acquis
	Je fais des phrases simples.	--
	Je nomme des objets de tous les jours.	--
	Je fais des phrases de plus en plus longues.	--

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