



SMART WEEK 1

Erasmus + KA229 Project "Learning is interesting and fun"

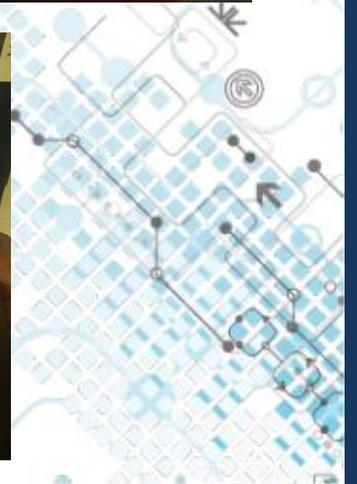
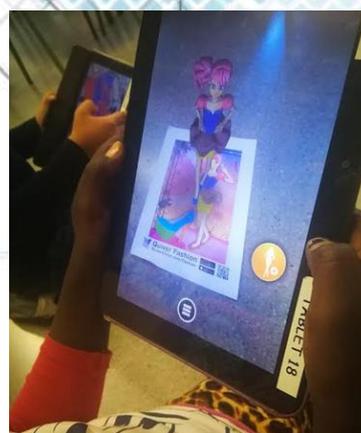
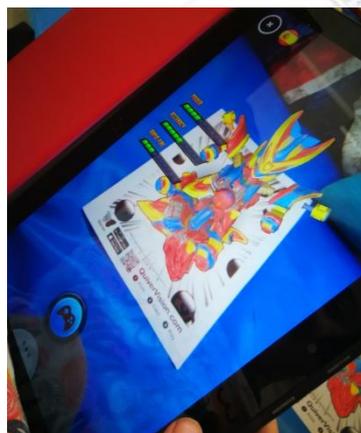
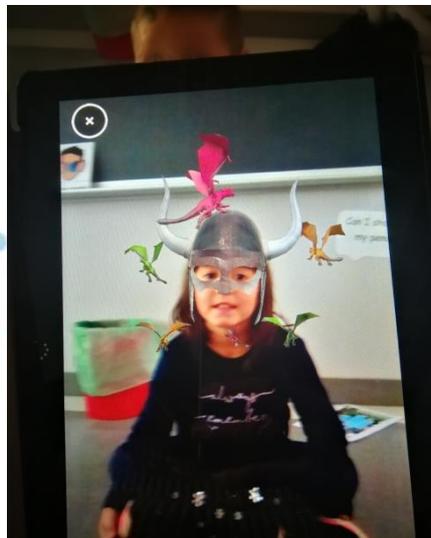
From the 22nd to the 26th of October the first Smart Week 1 on the Erasmus + project took place in our school, Escola Parc del Saladar d'Alcarràs. The school participates in this project during 2018/19 and 2019/2020.

During the week, there were several activities related to ICT, such as the use of tablets, robotics, QR codes, Augmented Reality, and various apps.

Before start with the different activities the teachers familiarized the children with the tools, apps and how to make a good use. Once the students were familiar with the activity we started.

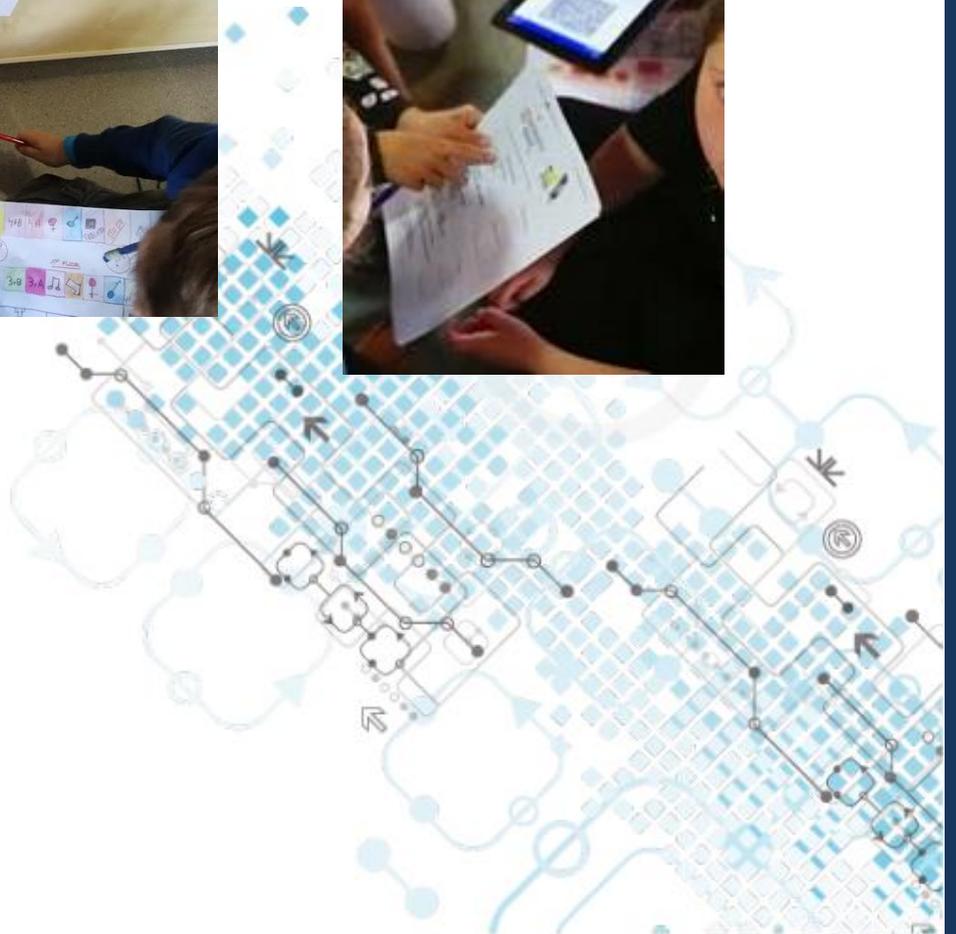
ACTIVITY 1:

The first activity is related to Augmented Reality with the use of tablets. Previously, the teacher has downloaded the *Coloring Books* from his website www.quiver.com and shows them all the drawings they can choose to paint. The students choose the drawing and begin to paint it. Once the student has finished painting, the teacher gives them a tablet and using the Quiver, Quiver Fashion or Quiver Masks application the students interact with their drawing.



ACTIVITY 2:

This activity was about making a *Treasure Hunt* using QR codes hidden throughout the school. Each QR code had encrypted a small text extracted from various popular tales. Each group of students had a map of the school where they have marked the points where the codes were hidden. Once they arrived in the correct place, they had to scan the code, read the text carefully and choose the correct answer a) b) or c) on the worksheet. Each letter refers to a possible title of the popular tale.

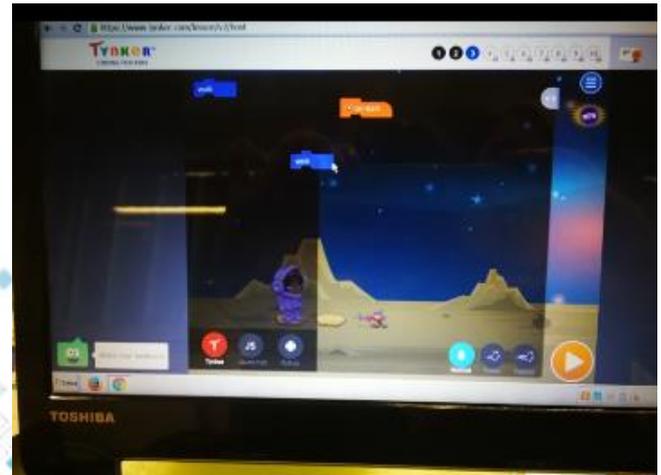


ACTIVITY 3:

Students in this activity learn to program and encode computer games. We use the website www.tynker.com

The teacher creates an account and the students can access and choose the game they prefer related to programming.

They start for the easiest game and then they increase the difficulty. They will learn to code in a simple and understandable way using this webpage.



ACTIVITY 4:

The last activity was Lego WeDo education resource developed for younger primary school pupils as an introduction to control technology and programming using robotics. WeDo helps teach how technology plays an active and informative role in the pupils' learning and is an ideal product for teaching across different subjects at primary school, particularly literacy, science, maths, technology and engineering. (STEAM)

