

DIGITAL CITIZEN DIGITAL SCHOOL



This is an eTwinning Project

The project aims to develop and improve students' language and digital skills via interesting activities including collages, posters, movies, presentation using the latest virtual platforms and modern ICT resources.

Children will play and have fun, will speak in different languages, will learn to code and to program, participating actively on popular international initiatives like "European Code Week", "Hour of Code", "European Day of Languages", others.



BE DIGITAL CATCH THE TIME



TARGET

Students will develop and enrich their language, communicative and digital skills, actively engaging on project - based learning and on interesting international initiatives regarding to the topic.

WORK PROCESS

September :

1. Add partners, teachers and students on etwinning
2. Presentation of the students and teachers (using linoit, padlet, others)
3. European Day of Languages -26 th September

October:

1. Countries/cities of the project partners - Virtual tour/ZeeMap
2. Present your school on a poster – Postermiywall/others tool
3. CODE WEEK (6th – 21st October)

November :

1. Live event for teacher and students

December:

1. Create a movie (PowToon/Kizoa/others)
2. Hour of code (December 3-9)

January:

1. Quiz for teacher and students
2. Evaluation of the project
3. Results & common products

RESULTS

The teams will create posters, movies, presentation, questionnaire which will be shared via clips and videos made on digital platforms.

Pupils will exchange common products on etwinning platform. The creations will be uploaded on 'Padlet', 'Linoit' and 'Thinglink'.

