Erasmus+


## Loxrminus dilicrently 

## ROMลดกี่

## Getting to know our partners

Students did research about the partner countries and cities, language, personalities, places to visit, cuisine and created posters, trading cards, online games. Some students even started working on a survival linguistic kit while others chose to focus on legends, urban myths. This is still an ongoing process as they keep discovering new things they can learn about their partners and new information they are interested in. The activities took place during the English classes, for all 3 classes of 6th graders.





## Research stories from the partner countries.

Students chose stories from the partner countries, which they summarized, transformed into scripts and dialogues.
Teacher: Muscalu Mirela (Romanian language)
As a learning tool, she used comics to sum up stories, as well as rewriting the stories from a different perspective (that of an object in the story for example).


## 20-word lists to create stories (teaching tool)

## Teacher: Loredana Popa

Each student created a list of 20 words, 10 nouns, 5 verbs and 5 adjectives that were then used by others to create stories. The stories must be coherent, include all the words in the list and can be illustrated. The students can create the stories on cardboard, on paper, online with storybird. The stories are then recorded to create podcasts for the visually impaired. To make them easier to access, the stories will have Auras connected to them, scanning the title of the story with Aurasma will trigger a video of the students reading it. Incorporating Augmented Reality into language learning makes students more involved, more eager and is a good way for visitors to access the stories as well (parents, guests).


