

C3

### **Description of the activity**

The workshop called “Developing social intelligence: the key to enhanced life” is designed firstly as education in Media literacy. Media education combines visual thinking, communication skills as well as ICT knowledge and skills.

The workshop took place in a professional film club and the final result is an animated film as a product of pupils’ teamwork and creativity.

The topic of animated film is human relations and emotions. Preparations took place on the TwinSpace page with materials about basics of animation. During the workshop students collaborated in creating the film script, characters, backgrounds, working in professional programs. Duration of this workshop was 3 days (4-5 working hours each day) and one day for presenting results to public.

This activity is related directly to subject-content of English and Geography, so students presented their countries, towns and schools in the class.

The school is situated by an old brickyard and therefore our pupils’ coop led a ceramic workshop as afternoon activity. Pupils in mobility learnt this skill from Croatian pupils and they had the possibility to make symbols in the letters of “glagoljica”, a Croatian national heritage writing system.

Sightseeing in Zagreb included the Museum of broken relationships, the Museum of illusions, the ballet performance of “The Nutcracker” in the Croatian National Theatre, skating in the Ice Park and Advent in Zagreb events.

The International Day of Tolerance activity was replaced by Christmas activity as the mobility was postponed for one month. Students made Christmas tree balls as emoticons expressing a variety of emotions and feelings. The decorations were exhibited on the school’s Christmas tree in the central hall of the school.

We organized a trip to Plitvice Lakes and Smiljan, the birth place of Nikola Tesla. The initial motive for this choice was the fact that some of our guests had never seen snow. We found it important to present to them the very best parts of our cultural and natural heritage. In Smiljan we watched a film about Nikola Tesla, which echoed our main project theme.

The game Labyrinth was designed as a sequence of activities that help develop emotional intelligence. The game happened all over the school, and the students were grouped in teams of 8, 2 members from each country in each team. As they moved about the designated spots, they found their tasks which they needed to complete in order to get to the next task. The winner is the team that reaches the goal first. There is a teaching scenario which has been written for the game and which is a part of the Didactic Guides for Teachers.

#### **RESULTS:**

- Animated film (presented on a few children’s film festivals)

- Christmas balls

- Scenarios for workshops and Labyrinth game included in Didactic Guides for Teachers.

Pupils made progress in their development of social intelligence, learning that teamwork and creativity, tolerance and care for cultural heritage increase the quality of life.

### **How did the participation in this activity benefit the involved participants?**

Through this activity pupils met new friends and found out how different and similar they are at the same time. They learnt a lot about new places and cultures. Even though they have been learning English for years, they almost never had a chance to communicate in English outside of the classroom. They are enriched with new experiences through workshops, they learnt how to animate, made ceramics and Christmas balls, they learnt about teamwork and tolerance in a practical way.

Most of our pupils leave their countries very rarely, there are many of them who had never flown by plane, some of them had never been abroad.

The animation workshop and the Labyrinth are activities which encourage team work, cooperation, respecting the opinions of others, the ability to express our own ideas and attitudes. All of those are essential to achieve a high-quality result of collaborative work, whether it be an animated film or accomplishing tasks in the Labyrinth game. These workshops have been stepping stones in the personal progress of each of the participants in the field of developing social skills.

The workshops also gave opportunities to develop digital skills, particularly the animation workshop in a professional film studio.

This mobility has been a valuable experience for the pupils, and they will probably remember it longer than most of the usual events of their school days. After the mobility both the host pupils and the guest pupils have expressed a stronger feeling of togetherness and belonging to Europe.