



**KA219 PROJECT**

**TRAVELLING  
AROUND  
TALES AND STORIES**

**ACTIVITIES 2017-18**

Travelling Around Tales and Stories



# GYMKHANA OF EUROPEAN STORIES

## MULTIPLE INTELLIGENCES

- SS SOLVE DIFFERENT CLUES WALKING AROUND SCHOOL TO GET A GOAL (TREASURE, DIPLOMA,...)
- SELECTION OF A PART OF THE STORIES WORKED IN THE PROJECT & A MULTIPLE INTELLIGENCE TO PREPARE A QUESTION/CLUE (6 IMAGES IN A POWERPOINT & CLUE SHARED (for Trivial too)) .
- CLUES COULD BE PRESENTED BY CHILDREN FROM DIFF COUNTRIES (“VIDEO CLUES”).

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# GYMKHANA OF EUROPEAN STORIES

- A CARD IS SENT FROM 1 SCHOOL TO ANOTHER ONE EXPLAINING WE HAVE TO HELP THAT SCHOOL TO FIND A TREASURE,...
- E. G. A CARD FROM SPAIN: DON QUIJOTE DE LA MANCHA HAS LOST HIS ADVENTURE BOOKS IN YOUR SCHOOL. HELP HIM TO FIND THEM WITH THE HELP OF THE DIFFERENT COUNTRIES. (GO TO THE LIBRARY AND THERE YOU´LL FIND INFORMATION)
- IN THE LIBRARY IT´S HIDDEN CLUE N.1: **(INTELLIGENCE AND CLUE)**. WHEN SOLVING, GO TO THE GYM TO FIND ANOTHER CLUE.
- THE LAST CLUE WILL LEAD THE SS TO THE TREASURE.
- DEAD LINE: 28TH JANUARY

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# GYMKHANA OF EUROPEAN STORIES

COUNTRY	STORY	PLACE	COMPETENCE	TASK
SPAIN	D. QUIJOTE	LIBRARY	LINGUISTIC	ORDER A TEXT
GREECE		GYM		
ITALY		PLAYGROUND		
LITHUANIA		STAFF ROOM		
ROMANIA		ARTS OR SCIENCE ROOM		
TURKEY		CLASSROOM		

ANY TIME THEY GET A CLUE A PIECE OF A JIGSAW IS GIVEN.  
THE JIGSAW HAS THE TREASURE SOLUTION

# SPONSORING READING

## COOPERATIVE LEARNING

- STORIES ARE CHOSEN FROM THE PROJECT (A TALE, A FABLE,...).
- SS PREPARE READING FROM A PART OF THE STORY (AIDS: VISUALS...).
- STORIES ARE READING TO YOUNGER STUDENTS OF SPECIAL NEEDS STUDENTS IN THE TRIP AND SCHOOLS.
- DEAD LINE: 19TH JANUARY

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# SPONSORING READING

COUNTRY	STORY	STUDENTS	VISUAL AIDS	TASK
SPAIN		5TH / 6TH GRADE	FLASH CARDS, MASKS, FINGER PUPPETS	READING AND QUESTIONS SELF ASSESSMENT WORKSHEET
GREECE				
ITALY				
LITHUANIA				
ROMANIA				
TURKEY				

# SHORT FILM (STOP MOTION)

## ICT / MULTIPLE INTELLIGENCES

- STORY CHOSEN FROM THE PROJECT (A TALE, A FABLE,...) DIVIDED IN 6 SEQUENCES (1 PER COUNTRY).
- PREPARE SETTING, CHARACTERS AND SCREENPLAY (STORYBOARD).
- SEQUENCE OF PHOTOS TAKEN AND SENT TO COORDINATOR SCHOOL.
- COORDINATOR SCHOOL FINISHES THE FILM.
- DEAD LINE: 20TH APRIL

# STOP MOTION / SHORT FILM

COUNTRY	FILM SEQUENCE	DURATION	MATERIALS	STORYBOARD
SPAIN		1'	DOUGH...	
GREECE				
ITALY				
LITHUANIA				
ROMANIA				
TURKEY				

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# LIP DUB

## PROBLEM SOLVING TASKS

- STORY CHOSEN FROM THE PROJECT (A TALE, FABLE,... ) OR TOPIC FROM OUR COUNTRY (E.G. SPAIN: VINTAGE, CARNIVAL...), CELEBRATIONS, PERFORMANCES...
- 1 SONG CHOSEN PER COUNTRY TO RECORD THE VIDEO (DURATION: 1 MINUTE).
- EVERY COUNTRY SHOOTS ITS FILM, BEFORE FINISHING VIDEO, AN IMAGE LETS NEXT SCHOOL VIDEO START (E.G. A PERSON OPENS A DOOR & LIGHT / DARK SHOWS NEXT SCHOOL...)
- COORDINATOR SCHOOL FINISHES THE FILM.
- DEAD LINE RECORDING: 9TH MAY (EUROPEAN DAY)

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# LIP DUB

COUNTRY	TOPICS	DURATION	SONG	STORYBOARD
SPAIN	VINTAGE CARNIVAL	1'		
GREECE				
ITALY				
LITHUANIA				
ROMANIA				
TURKEY				

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# TRIVIAL GAME

## ICT / MULTIPLE INTELLIGENCES

- STORY CHOSEN (SAME AS LIP DUB) & / OR TOPICS FROM EVERY COUNTRY.
- QUESTIONNAIRE ABOUT TOPICS & STORY. CREATION OF DIGITAL CARDS WITH THE QUESTIONS & ANSWERS.
- DIGITAL CARDS ARE SHARED.
- GAME BOARD PREPARED & GAME IS PLAYED.
- DEAD LINE: 28TH MAY

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# TRIVIAL GAME

COUNTRY	TOPICS FOR QUESTIONS	ICT TOOL	GAME BOARD	PRIZE
SPAIN				
GREECE				
ITALY				
LITHUANIA				
ROMANIA				
TURKEY				

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