

eTwinning – creativity and innovation: democratic, digital, eco-schools Action Research in School Education eTwinning Featured Group 1st online Conference 14th of May 2022

THEME OF LIFE : ENGLISH

LUMINIȚA UJICĂ Liceul cu Program Sportiv Bistrița, România

Colegiul Național "Petru Rareș" Beclean, Romania



Action Research in School Education





Between October and May 2021-2022, the Sports Program Highschool Bistrita developed as a partner the eTwinning project: "Theme of Life: ENGLISH" coordinated by Turkey and having as partner countries, Italy, Romania and Poland. This project was a fun combination of learning on various topics, such as human rights, music history, and the future seen through children's imagination. We set out to introduce students to a fun learning environment using Web 2.0 tools for students, such as storyjumper, storyboardthat, padlet, madmagz, quozio, kahoot, genially, linoit, given that Generation Z is always interested in technology. Also, through this project we have increased the awareness of the importance of human values.









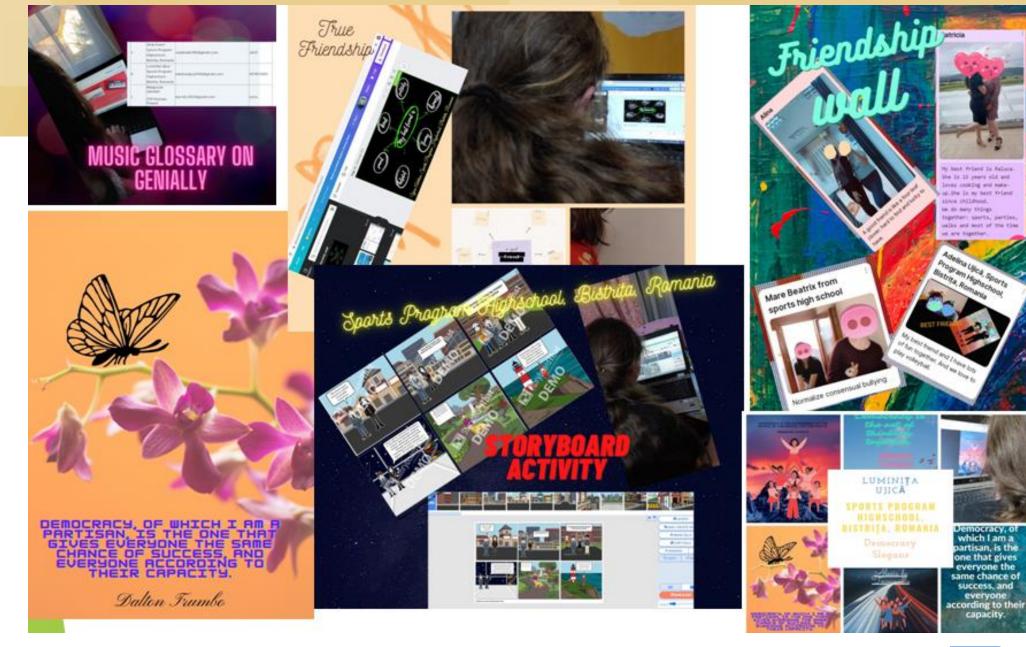
The project started in October and ends in May. The tasks were in various fields, as follows: October: Finding partners, Teachers's meeting, Inviting students to Twinspace, Introduction of Teachers and students November: Choosing the international teams, students meeting, choosing logo and poster **December: Human Rights** January-February: Technology March: Music **April:** Friendship May: The end of the project



















AIMS:

- to develop critical thinking and solve problems;
- to release potential of student;
- to improve communication skill by working in collaboration with their partners;
- to promote student-centered learning;
- to develop digital literacy skills;

- to learn topics in a funny and effective way and this project will allow students from different countries to interact with each other.

EXPECTED RESULTS

The concrete outputs to be produced during the project:

-The student's manual for the development of creative teaching methods;

-Information Technologies and WEB2 Tools;

-To use technology in a positive way;

- -To learn and practicece Web 2.0 tools in lessons;
- -To learn about different cultures;
- -To guide students to see importance of technology in education;
- -To motivate them to use technological tools for education via safe internet;
- -To raise awareness of digital literacy;
- -To increase students' motivation, creativity and success;
- -Students and teachers will develop their ICT competences and 21st century skills;
- -Students will learn about safer internet;
- -Students will improve their digital literacy;
- -Students will communicate with each other.













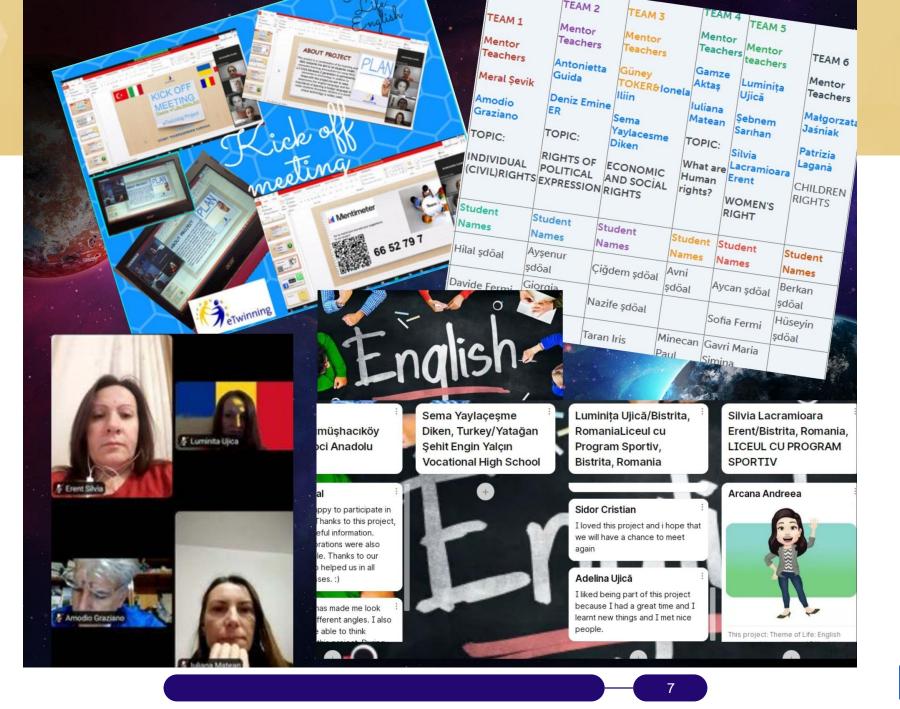








• Twinning







I want to continue these projects in the future, to involve more students, who will benefit from this fruitful collaboration between the partner countries in the eTwinning projects.





