



**Global Junior
Challenge**
Projects to share the future

Published on *Global Junior Challenge* (<https://gjc.it>)

[Home](#) > Climate for Children

Project Location

Country: Macedonia

City: Skopje

Organization

Organization Name: FON University

Organization Type: University

Specify: Incredible Green Contest organised by Acer Foundation

Website

<http://fon.edu.mk/content.aspx?cid=420&ln=mk>

Privacy Law

Consenso al trattamento dei dati personali

Do you authorize the FMD to the treatment of your personal data?: I do authorize the FMD to the

Project Type

ICT for environmental sustainability

Project Description

Description Frase (max. 500 characters):

Climate for Children represents multiple-awarded set of multimedia interactive presentations and games that are used on interactive boards in classrooms.

Project Summary (max. 2000 characters):

Climate for Children represents a concept which combines 3 strategies: 1) Bringing the new technology in the educational system; 2) organizing the wave of lot of new information offered

by the world organizations – Open Data Initiatives; 3) involving the children in the climate change awareness process. It is a project that aims to mobilize children from early ages to social responsibility and enables teachers to enrich their lessons using the latest technology. The solution is a set of multimedia interactive presentations and games for interactive boards in classrooms. Interactive boards provide rich learning environment that integrates with traditional classroom layouts and collective activities. They boost creativity, encourage collaboration, and allow moving away from teacher-centric to a more personalized constructive learning.

The initial idea about the project was born as part of an assignment in the course Educational software. The presentations in Climate for Children use different sets of open data from the World Bank (<http://goo.gl/Kx8cc6> ^[1]) and the Human Development Reports' (<http://goo.gl/dWPBeb> ^[2]) databases making the learning process more interesting. World Organizations around the world provide free access to a variety of raw data that give important information related to the UNDP Millennium Development Goals. Using the embedded codes, the students can interact with the presentations, finding data for a specific country and using these presentations to discover how they can contribute to solve a particular problem. This concept brings students closer to the problems that the world is facing nowadays, raise the awareness of the children about the problems defined in Millennium Development Goals and encourage the teachers to use the opened data from different sets of the World Organizations to stimulate the children. The implementation of this project is supported by specific grants and by the facilities that the university provides.

How long has your project been running?

2012-03-30 22:00:00

Objectives and Innovative Aspects

In this project the main objectives are: creating a huge range of interactive presentations and games which address the problems defined in Millennium Development Goals, raising the necessary awareness of the children from the early ages and encouraging the teachers to combine the opened data with the latest technology in the educational process.

To achieve these objectives, the project Climate for Children was tested on pilot elementary and high schools where a group of students was chosen to participate in the testing process. The testing process gave very promising results. In the surveys we've made, we noticed that the students were really excited about this new way of learning offering us a full support.

After the first positive results at our university where for a period of less than a month more than 1000 students were tested and the results were really satisfactory, we was awarded with a research grant from the COST Action IC0904. The student Darko Bozhinoski went to Cyprus University of Technology for a Short Term Scientific Mission to work under the supervision of Dr. Panayotis Zaphiris on further development of the prototype in the direction of its usability and further testing of the current solution.

The government in our country in this moment does the supply of interactive boards for the elementary and high schools. This means that the need for an educational material for interactive boards is increasing a lot. Even if all the of the interactive presentations and games address different problems, they follow the same template, which is based on a standardized

heuristic used in the schools around our country, which means that they can be implemented as a study material for all the students in our country. In a meeting with the minister of education in Macedonia, we discussed about the different directions how this project could be implemented in the educational system in Macedonia. He assessed the idea with a positive assessment.

Results

Describe the results achieved by your project How do you measure (parameters) these. Climate f
(max. 2000 characters): organizat
environm
awarded.
Children”
Climate f
people un
European
important
impact. A
stage at I
recogniti
awarded
Green Co

How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):

As a part
sharing o
Macedon
our conce
had bette
professor

Sustainability

What is the full duration of your project (from beginning to end)?: From 1 to 3 years

What is the approximate total budget for your project (in Euro)?: Less than 10.000 Euro

What is the source of funding for your project?: Grants

Specify: Faculty for Information and Communication Technology

Is your project economically self sufficient now?: No

When is it expected to become self-sufficient?: 2014-12-30 23:00:00

Transferability

Has your project been replicated/adapted elsewhere?: No

What lessons can others learn from your project? (max. 1500 characters):

Combining the opened c
really improve the stude
multimedia interactive p
Interactive boards provi
layouts and collective a

moving away from teacher-centric to a more personalized constructive learning. This technology had shown great results in increasing teaching productivity by combining the power of traditional multimedia with the ability to navigate the content more flexibly. We had tested this project on pilot schools and we encountered a positive response from them. Our interactive presentations and games follow the same template, which is based on a standardized heuristic used in the schools around our country. All presentations are divided in three parts: 1) displaying the problem and the effects it has nowadays; 2) showing videos and discussions about it; and 3) working exercises and games that the students need to solve. After the class, the students have a homework they need to make and a diary to write for their ecological activities that are needed in order to successfully deliver the homework. This way, students learn about the problems and the possible solutions of the problems defined in Millennium Development Goals.

Are you available to help others to start or work on similar projects?: Yes

Background Information

Future plans and wish list (max. 750 characters): Our future work will include: - Expanding the scope and games for every indicator from the opened data - Expanding the interactivity including different kinds of presentations - Expanding the project across different countries (not only interactive boards) - Translating the presentations into other languages etc. - Promoting the presentations in the elementary schools and on other sites for sharing materials

presentations and games ^[3] interactive learning ^[4] interactive boards ^[5] environmental sustainability ^[6] education ^[7] Climate change ^[8]

Fondazione Mondo Digitale

Via del Quadraro, 102 / 00174 - Roma (Italia)

Copyright © 2000-2010 - Tutti i diritti riservati.

Organizzazione con sistema di gestione certificato UNI EN ISO 9001:2008 / CERMET n.6482 del 26/04/2007.

Privacy Policy

Source URL: <https://gjc.it/en/progetti/climate-children>

Links

[1] <http://goo.gl/Kx8cc6>

[2] <http://goo.gl/dWPBeb>

[3] <https://gjc.it/en/category/keywords-separate-with-commas/presentations-and-games>

[4] <https://gjc.it/en/category/keywords-separate-with-commas/interactive-learning>

[5] <https://gjc.it/en/category/keywords-separate-with-commas/interactive-boards>

[6] <https://gjc.it/en/category/keywords-separate-with-commas/environmental-sustainability>

[7] <https://gjc.it/en/category/parole-chiave-separate-da-virgole/education>

[8] <https://gjc.it/en/category/parole-chiave-separate-da-virgole/climate-change>