



Global Junior Challenge

Projects to share the future

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Project Location

Country: Estonia

City: Pärnu

Organization

Organization Name: Pärnu Koidula gymnasium/Pärnu Mai School

Organization Type: School

Website

<http://twinspace.etwinning.net/609/home>, cuthpro.weebly.com,
<http://tulevikus.pbworks.com/w/page/85586302/4klassi%20arengumapp>,
<https://scratch.mit.edu/projects/29228116/>, <http://padlet.com/tiiule07/3b>

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

Education up to 10 years

Project Description

Description Frase (max. 500 characters):

The project is mainly about discovering the culture of European countries. It uses Scratch (programming language) as the main tool. The goal of the project is to create educational games or animations that students can share and play.

Project Summary (max. 2000 characters):

The main idea to prepare the student for real life, give the first skills in programming by developing logical and mathematical, creative thinking skills. The student solve different real life/school life problems by programming and collaborative working (in project we have 10 groups - Estonia, Poland, France, Macedonia) students have possibility to work together and create games (<http://scratch.mit.edu/projects/46371544/> ^[1]), exercises (<http://padlet.com/tiule07/3b> ^[2]), animation-game (<https://scratch.mit.edu/projects/29228116/> ^[3]).

The project aims are:

to discover different cultures of Europe and share information (educational system, school life, free time), - to learn programming

How long has your project been running?

2015-05-30 22:00:00

Objectives and Innovative Aspects

The main instrument through the project was programming language Scratch - use used the scratch website.

Our students would to discover different cultures of Europe and share information (educational system, school life, free time), - to learn programming. The programming was integrated with different subjects like maths, art, design, ICT, languages, music etc. Very important was international collaborative work and knowledges through the partnership. How we managed the project:

1. Getting to know each other 1.1. Preparing a Power Point Presentation: students are supposed to introduce themselves and present their schools – deadline: the end of November 2014 1.2. Making teams - deadline: the end of November 2014 1.3. Organising a chat session: students can ask some questions, learn about their hobbies, interests, etc., they work in teams - deadline: the end of December 2014 2. First steps in Scratch, the topic of the game: Culture (geography, food, festivals, history, music, famous people, etc.) 2.1. Creating a logo of the project: each team designs a logo and post it, pupils are going to vote to choose their favourite one – deadline: the end of January 2015 2.2. Designing a game character, giving it a name and adding simple moving – deadline: the end of February 2015 2.3. Brainstorming the ideas of the game – deadline: the end of March 2015 2.4 Creating an animation or a game – deadline: the end of May 2015 3. Sharing the animations and games and watching and playing them, exchanging comments, having fun, evaluation of the project, voting for the most attractive game – deadline: the end of June 2015

Results

Describe the results achieved by your project How do you measure (parameters) these. Animation (http://twi

(max. 2000 characters):

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

Project p
working i

from France 20, from Poland 10 and from Macedonia 20 students.

Sustainability

What is the full duration of your project (from beginning to end)?: Less than 1 year

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?: Sponsorships

Is your project economically self sufficient now?: Yes

Since when?: 2015-05-30 22:00:00

Transferability

Has your project been replicated/adapted elsewhere?: No

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

to support by programming
thinking by the gameing

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

Background Information

Barriers and Solutions (max. 1000 characters): One of barriers was to find platform where the student
etc - that platform was scratch.mit.edu. The other barrier
and was difficult to find the suitable time to chatting (n

Future plans and wish list (max. 750 characters): To move and develop the programming (through the
programming languages and share the games and

collaborative work [4] Programming [5]

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Source URL: <https://gjc.it/en/progetti/culture-through-programming-cuthpro>

Links

[1] <http://scratch.mit.edu/projects/46371544/>

[2] <http://padlet.com/tiiule07/3b>

[3] <https://scratch.mit.edu/projects/29228116/>

[4] <https://gjc.it/en/category/keywords-separate-with-commas/collaborative-work-1>

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