



Global Junior Challenge

Projects to share the future

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

[Home](#) > T(able)S(mart)P(roge) Games

Project Location

Country: Estonia

City: Pärnu

Organization

Organization Name: Pärnu Koidula Gymnasium

Organization Type: School

Website

<https://koidulaharidustehn.wixsite.com/e-safety>

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 18 years

Project Description

Description Frase (max. 500 characters):

E-safety learning material through programming (BeeBot) and creating app (AppInventor, AnkiDroid), from high school student to primary students

Project Summary (max. 2000 characters):

Different searching research said that our children used more and more virtual social networks (EU Kids Online 2010). 59% of students have own profile in networks. In Estonia the

students ages 10 -16 spend their time average 5 hours by day. This is the reason why our students had an idea to create interesting and useful e-safety games.

The project idea is to share e-safety knowledges from high school student to primary student through the different activities. The main purpose to teach smaller students behavior in cruel (if you don't protect yourself) world, get to start of possibilities to get hurt. The project consist of three different e-safety games, made by students. The First game - How to use: 2 teams, both have own game boards (different color, 3D printed and consisted of geometric shapes). The team have to pick up the same colored shapes what are located on the main floor board. The Quiz created in GoogleForm and students would solve it in tablet. The game buttons - Bee-Bots, every right answer (give 3 BeeBots steps on the floor board.

Second game – ApplInventor game, phone solving.

Third game – e-safety question in AnkiDroid.

How long has your project been running?

2016-11-01 00:00:00

Objectives and Innovative Aspects

The project idea is to share e-safety knowledges from high school student to primary student through the different activities. The main purpose to teach smaller students behavior in cruel (if you don't protect yourself) world, get to start of possibilities to get hurt. The project consist of three different e-safety games, made by students. The First game - How to use: 2 teams, both have own game boards (different color, 3D printed and consisted of geometric shapes). The team have to pick up the same colored shapes what are located on the main floor board. The Quiz created in GoogleForm and students would solve it in tablet. The game buttons - Bee-Bots, every right answer (give 3 BeeBots steps on the floor board.

Second game – ApplInventor game, phone solving.

Third game – e-safety question in AnkiDroid.

Results

Describe the results achieved by your project How do you measure (parameters) these. This project
(max. 2000 characters): students
schools:
program
The prim
activities
students
students

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

waited some schools who want to wide primary schools students network horizon.

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?: Other

Specify: Gymnasium

Is your project economically self sufficient now?: Yes

Since when?: 2017-09-01 00:00:00

When is it expected to become self-sufficient?: 2017-12-01 00:00:00

Transferability

Has your project been replicated/adapted elsewhere?: Yes

Where? By whom?: -

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

It's very important e-saf
important to explain how
knowledges what I can
integrated with different
programming (BeeBot),
tablets, apps (AnkiDroid

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

Background Information

Barriers and Solutions (max. 1000 characters): -

Future plans and wish list (max. 750 characters): Visit different schools, play with younger students e
use technology, to develop the digital skills and hav
social networks. Practise as teachers in different pr

Attachments:  [e-safety through the programming \(BeeBot\)](#) ^[1]

 [AppInventor](#) ^[2]

 [AnkiDroid](#) ^[3]

[e-safety](#) ^[4] [Programming](#) ^[5] [BeeBot](#) ^[6] [Appinventor](#) ^[7] [AnkiDroid](#) ^[8] [learning through games](#) ^[9]

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Source URL: <https://gjc.it/en/progetti/tablesmartproge-games>

Links

[1] https://gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.21.51.png

- [2] https://gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.23.55.png
- [3] https://gjc.it/sites/default/files/screen_shot_2017-09-19_at_10.25.04.png
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