



Global Junior Challenge

Projects to share the future

Pubblicata su *Global Junior Challenge* (<https://gjc.it>)

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

Paese, Città/Regione

Paese: Estonia

Città: Pärnu

Organizzazione

Nome dell'ente o associazione: Pärnu Koidula Gymnasium

Contesto dell'ente o dell'associazione che presenta il progetto: School

Sito Web

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

Legge sulla privacy

Consenso al trattamento dei dati personali

Acconsenti al trattamento dei dati personali?: Autorizzo la FMD al trattamento dei miei dati personali

Tipo di progetto

Educazione fino ai 18 anni

Descrizione del progetto

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.

Da quando è funzionante il vostro progetto?

2016-11-01 00:00:00

Obiettivi ed elementi di innovazione

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.

Risultati

Describe the results achieved by your project How do you measure (parameters) these. This project is aimed at teaching e-safety to primary school students through various activities. The project is implemented in the school program. The primary school students are the main target of the project. The project is implemented in the school program. The primary school students are the main target of the project. (max. 2000 characters):

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

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

Sostenibilità

What is the full duration of your project (from beginning to end)?: Meno di 1 anno

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

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

Note eventuali: Gymnasium

Il progetto è economicamente autosufficiente?: Sì

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

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

Trasferibilità

Has your project been replicated/adapted elsewhere?: Sì

Where? By whom?: -

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


It's very important e-safety. It's important to explain how to use technologies and knowledges what I can do. I'm integrated with different technologies: programming (BeeBot), tablets, apps (AnkiDroid).


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


Informazioni aggiuntive

Barriers and Solutions (max. 1000 characters): -

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

Allegati:  [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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[Privacy Policy](#)

URL di origine: <https://gjc.it/progetti/tablesmaproge-games>

Collegamenti

[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
- [4] <https://gjc.it/category/keywords-separate-with-commas/e-safety>
- [5] <https://gjc.it/category/keywords-separate-with-commas/programming>
- [6] <https://gjc.it/keywords-separate-commas/beebot>
- [7] <https://gjc.it/category/keywords-separate-with-commas/appinventor>
- [8] <https://gjc.it/keywords-separate-commas/ankidroid>
- [9] <https://gjc.it/keywords-separate-commas/learning-through-games>