

DIGITAL BOOKLET OF GOOD PRACTICES



INTRODUCTION

It has long been known that technology has the potential to revolutionize the field of teacher education through the connectedness of content.

A new form on how to evaluate, use and create information for teaching purposes should be implemented in classes, from tradition to the digital era.

We must stay up to date with the ever changing approaches teaching literacy and teacher preparation, thus this set of good practices intend to collect useful apps for engaging and motivating students in the process of learning.

Co-funded by the
Erasmus+ Programme
of the European Union



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SLI.DO

BLOGGER

MENTIMETER

PADLET

KAHOOT

slido



padlet



Mentimeter



Blogger™

Kahoot!

EXAMPLE OF GOOD PRACTICES

The Slido logo consists of a green circle containing the text "slido" in white lowercase letters. To its left is an orange circle, which is partially cut off by the left edge of the image.

slido

CROATIA

SLIDO is a living QandA (Question and Answers) and polling platform that helps to brainstorm in real-time, collect and curate the best ideas together in a team. It can be used for collecting instant feedback and find out how people felt about your meeting by running a short survey at the end. Its purpose may be also to let everyone submit and upvote the questions for the leadership Q&A. Slido can be used for quizzes too.



WHO USED SLIDO?

- Students age 12 – 15 from St. Petar Orehovec school
- Librarian Stojanka Lesički

WHEN?

- February 2021
- March 2021

→ We used SLIDO in the project
Let's play the Fraternity card

During the implementation of the project Let's play the Fraternity card, we used the SLIDO platform twice. The first time at the lesson when we talked about solidarity and the second time at the workshop when we analyzed the photos. We used this platform because we wanted to encourage students to brainstorm about solidarity and find out their opinion about the photos.

PROCESS AND METHODOLOGY

When we arranged the lesson, we asked the students to bring their cell phones because for using SLIDO a cell phone or computer is required.

Using the SLIDO is very simple. Students were explained that they could access it via event numeric code or QR code.

Before using SLIDO, we agreed on the following rules:

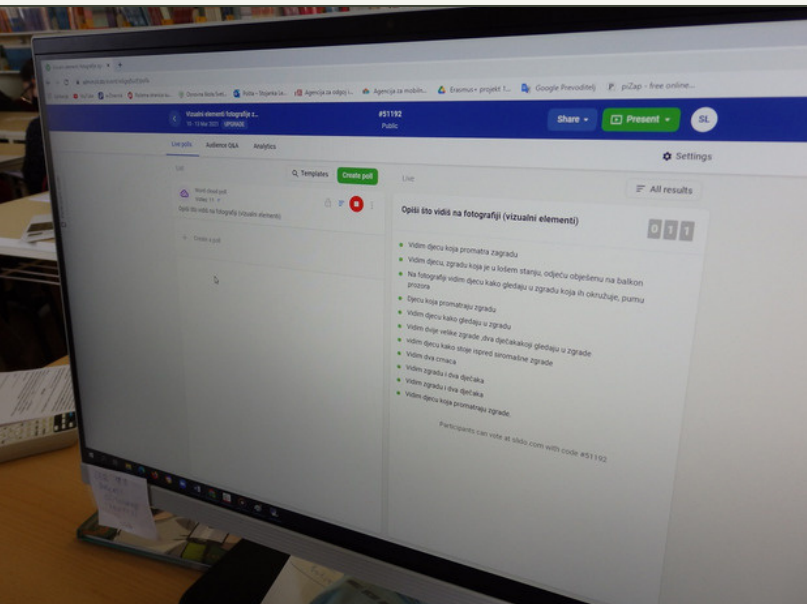
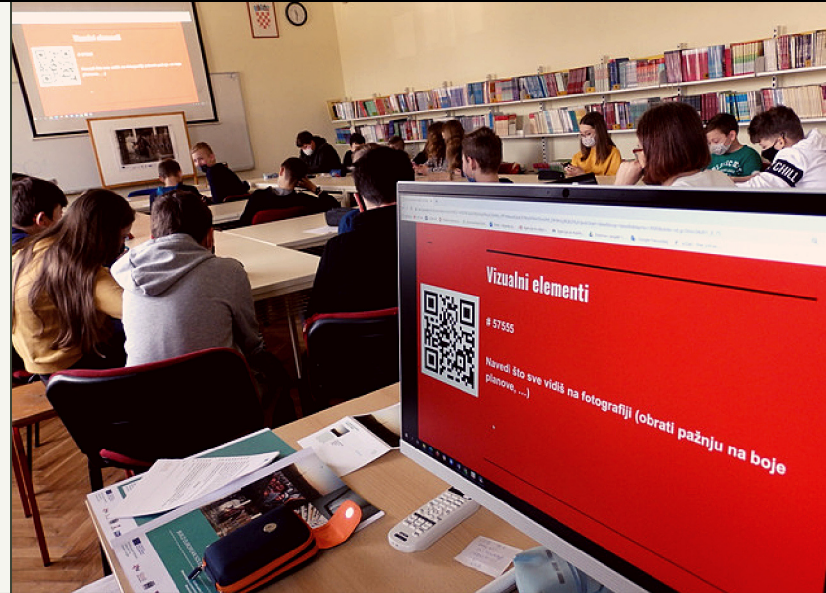
- response time
- to write clear and concise answers

EXAMPLES

Let's play the Fraternity card

About the project

Let's play the Fraternity card is Erasmus + project in which participated non-profit partners from France, Italy, Poland, Slovenia, Spain, and Croatia. The Croatian partners in the project are the Center for Peace Studies (CMS) and 24 schools.



The main goals of the project

- Raising awareness among children and young people about discrimination
- Encouraging young people to prevent and reject discrimination
- Encouraging young people to promote solidarity

How?

- By analyzing photographs
- By writing postcards with messages of solidarity

SLIDO questions

- What is your impression about the photo?
- Describe what you see in the photo.



Flood photography analysis



TASK FOR 6 B
GRADE

Live polls Audience Q&A Analytics Settings

List: Q Templates Create poll Live All results

Word cloud poll
Votes: 9

Navedi što sve vidiš na fotografiji (obрати pažnju na boje planove, ...)

+ Create a poll

Navedi što sve vidiš na fotografiji (obрати pažnju na boje planove, ...)

- Vidimo kak stariji čovjek prelazi poplavu.
- Dogodila se poplava tokom noći(stolice su posložene jedna na drugu), nemoćni starac pokušava prijeći na drugu stranu
- Vidimo nemoćnog djeda
- Eksterijer, starijeg čovjeka koji pokušava da pobjegne od poplave, većinom su neke mračne boje.
- Vidim poplavljeno područje i bespomoćnog starca.
- Eksterijer, vidimo starijeg čovjeka, bespomoćan je
- Slika je u eksterijeru. Slika je u boji. Na slici vidimo starca. Slika se događa pored kafića.
- Vidim kako starac pokušava proći poplavu
- Poplava, potopljene stolice, nemoćni deda

Participants can vote at sli.do with code #57555

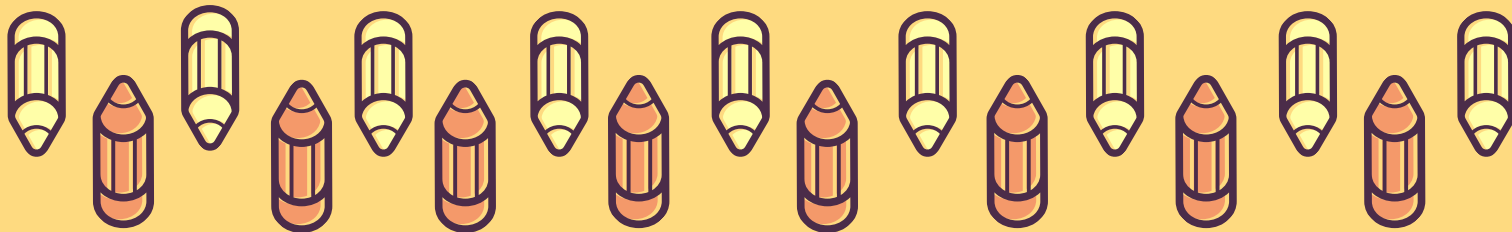
→ <https://www.sli.do>

EXAMPLE OF
GOOD PRACTICES

DIGITAL DIARY BLOG

www.blogger.com

*using digital apps and tools in
everyday lessons*



Example of good practice

DIGITAL DIARY

BLOG

Students age:
13-14 years old
(8th Grade)

Macedonian language teacher:
Valentina Petrova

INTRODUCTION

While reading and discussing Anne Frank's Diary, students in 8th grade (13-14 years old) were introduced to writing a blog. Almost all students at this age group have their own social media accounts and introducing blogging is not a lot to their work, especially since it will grow to be a kind of learning portfolio. The idea is to post some of their homework or other written assignments, read other students' posts and write comments.

DIGITAL TOOL/APP

We used

www.blogger.com

for the activities.

PROCESS AND METHODOLOGY

I used an instructional video I recorded about creating a blog site (<https://youtu.be/eitc6T-Ppp8>).

Most of the students managed to create their own blogsite just following the video, and those that couldn't, were helped by me or other students. The devices used were computers and mobile phones, and a few tablets.

Most of the students created their blogsites and introduced themselves as a first assignment. They were instructed to be careful in posting their own photos and to be mindful of other people in the photo: to obtain their permission first, before posting the photo or cover or smudge their faces.

In March students had other 4 assignments based on work that happened in the digital classroom.

- Argumentative essay – "**Is the time I live in the best for young people at my age**";
- "**Which would you choose to be: Eloi or Morlock?**" – essay based on H.G. Wells "**The Time Machine**";
- "**The Biography of...**";
- "**Biography or Autobiography**" – comparative essay.

We created few rules that **MUST** be applied:

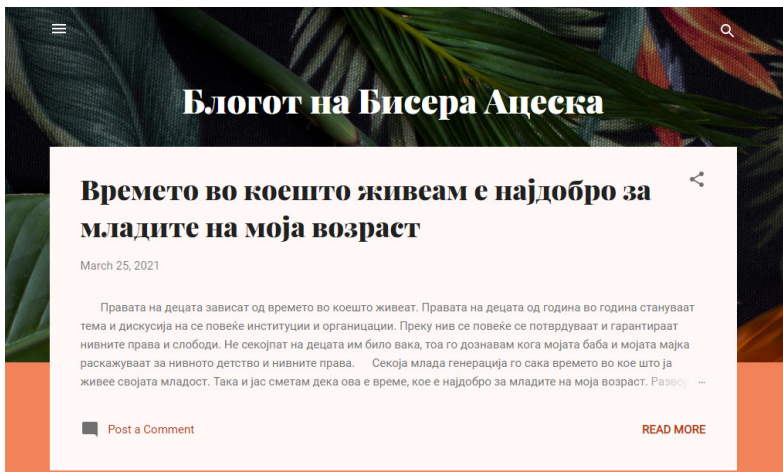
- All students that use pictures available online, have to find them by clicking the Creative Commons License.
- All information that is gathered online and is to be used in their posts, has to be properly rechecked for validity and the sources must be noted and posted.
- No comment is allowed to be rude. They have to be self-moderated or to be reported.
- All posts have to be proof-read and corrected.

EXAMPLES OF STUDENT'S WORKS

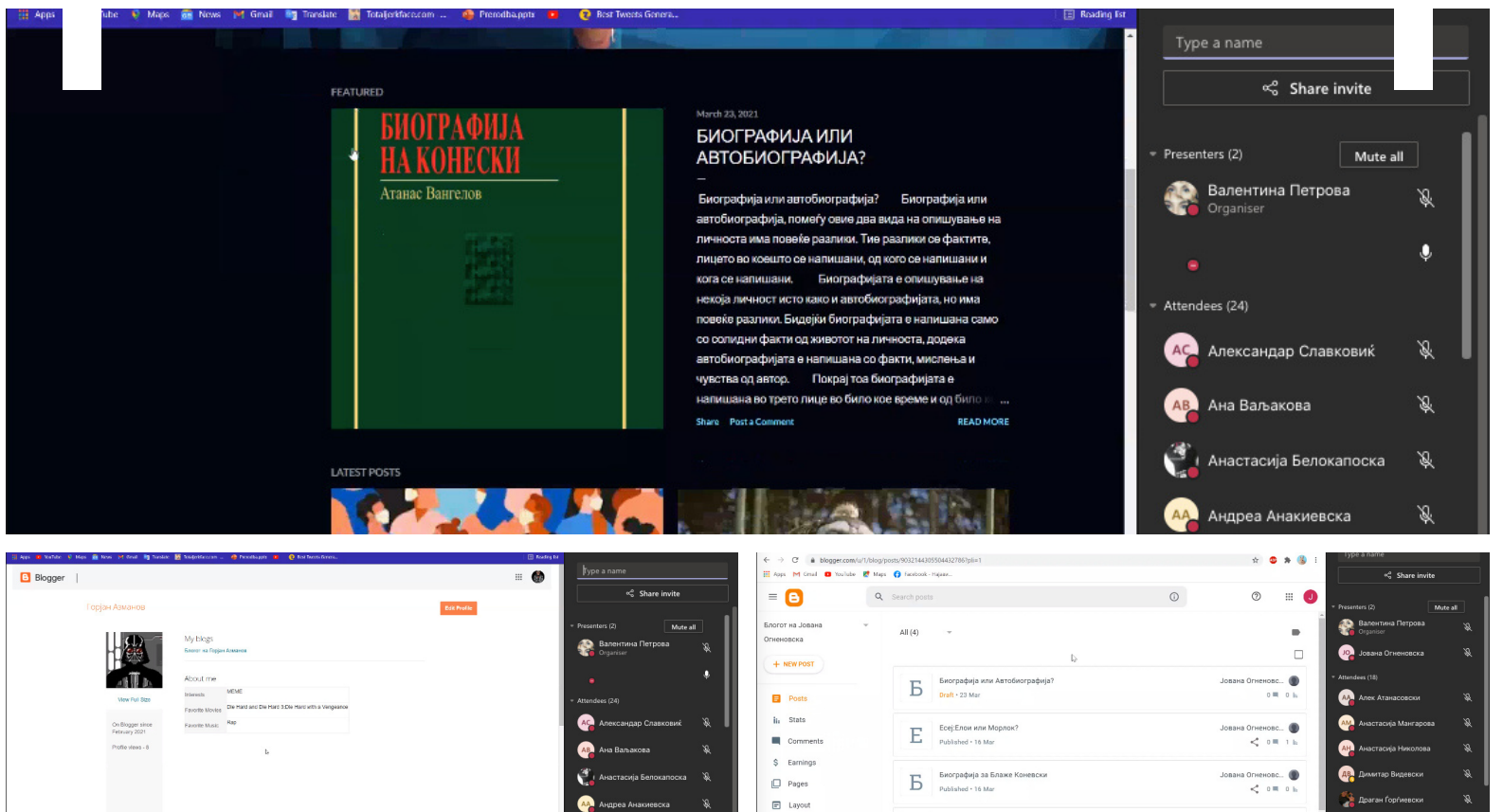
Here are few links to some of the students' blogs:

<https://blogotnateodorasazdanovska.blogspot.com/>
<https://blogotnagorjanazmanov.blogspot.com/>

<https://blogotnabiseraaceska.blogspot.com/>
<https://blogotnavedranchichov.blogspot.com/>
<https://blogotnakristijan34.blogspot.com/>



CLASSROOM PICTURES AND STUDENT'S BLOGS



EXAMPLE OF GOOD PRACTICES-MENTIMETER

Mentimeter is a tool that allows teachers to ask a question of their students, and see the results in real-time.



www.mentimeter.com

Students see, and respond to the questions by entering a provided 6-digit code on their own device, on menti.com. Question types that teachers can incorporate into their lectures include:

Multiple Choice
Word Clouds
Open Ended
Scales
Ranking

WHO USED MENTI ?

Students age 12 - 14 from
Mihai Eminescu Middle School,
Alexandria
Romania

*We used MENTI in the project
Together towards a new Horizon*

WHEN?

- February 2021
- March 2021

PROCESS AND METHODOLOGY

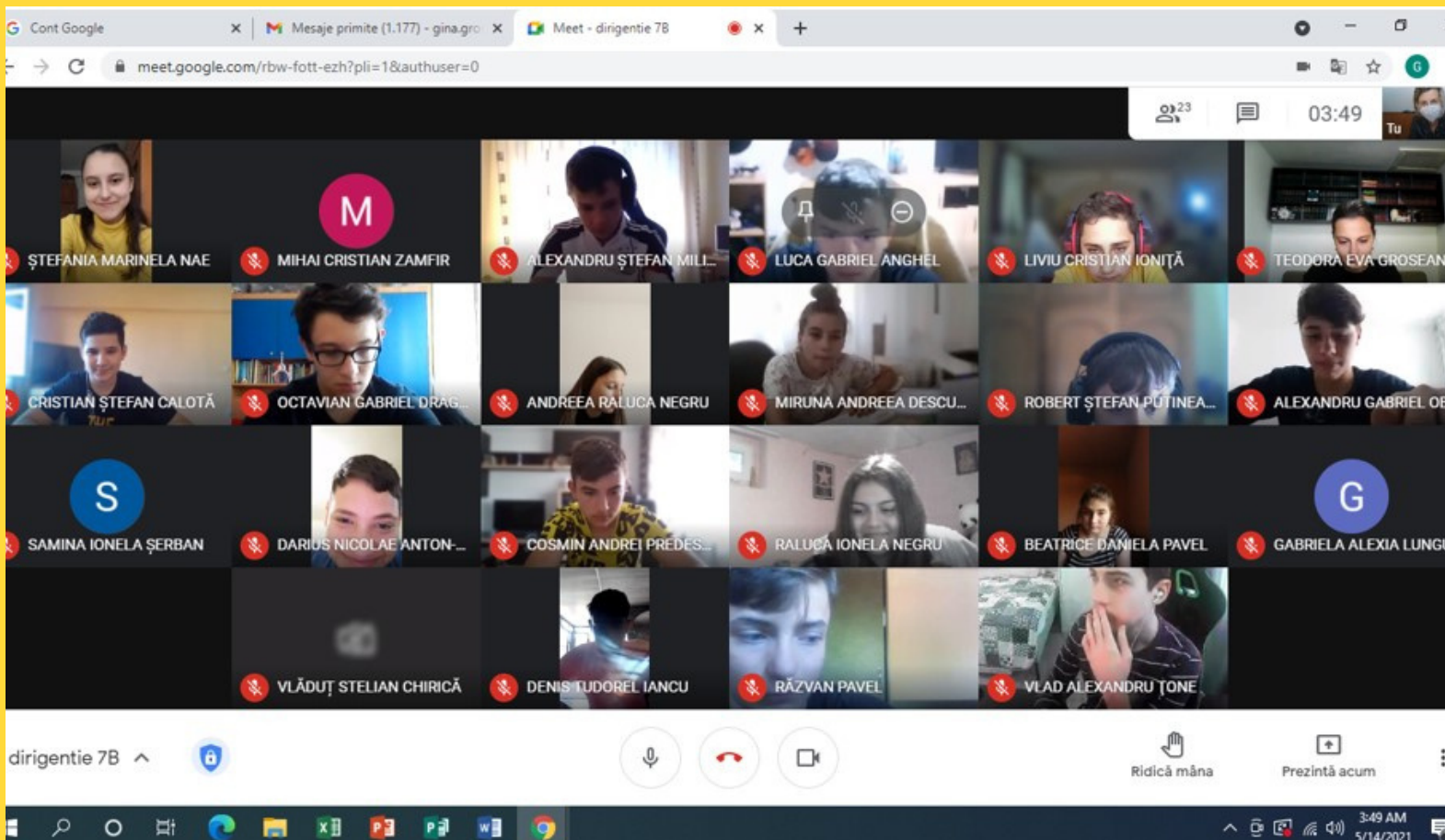
During the implementation of the project we used the MENTI platform twice. The first time at the lesson when we talked about violence and the second time at the workshop when we analyzed the photos.



Together towards a new Horizon

The aims:

- to promote a friendly attitude, harmony and continuous tolerance;
- to development of a capacity to mediate spontaneous conflicts in school and in society;
- for preventing and combating the phenomenon of violence in the media, in the social and school space.



Purpose:

Preventing and making students aware of the effects of violent behavior in school and forming a conscious and lasting civic attitude towards this social phenomenon so that they become better, more tolerant, more responsible.

How?

- By analyzing photographs.
- By writing postcards with nonviolent message.



Displaying the result on the question screen.

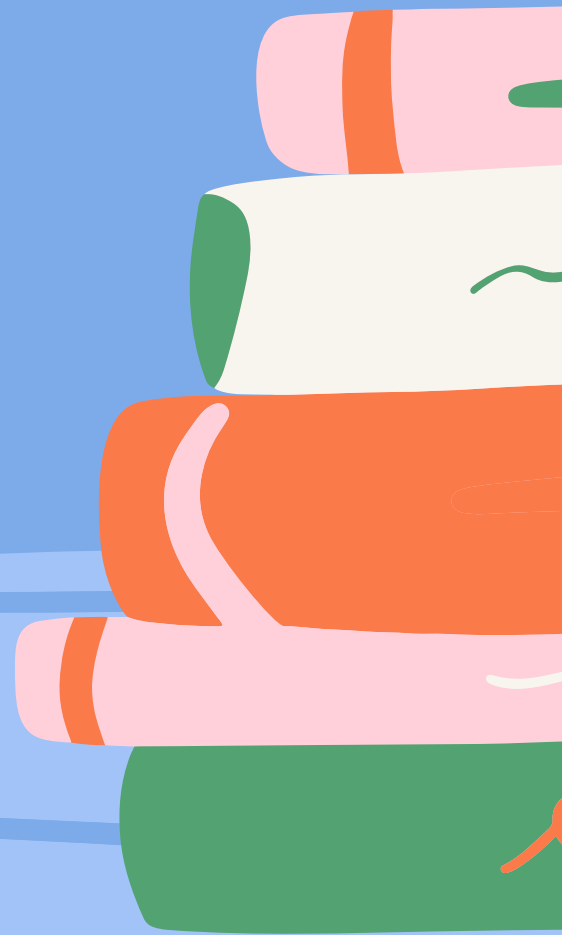


EXAMPLE OF GOOD PRACTICES

Padlet

www.padlet.com

using digital apps and
tools in everyday lessons



EXAMPLE OF GOOD PRACTICE

Students age: 11/12 years old (5th Grade)

Serbian language teacher:

Snežana Antić

Class theme: "Agi and Ema" Igor Kolarov



INTRODUCTION

Igor Kolarov wrote Agi and Emma's novel in 2002. year. According to the novel, the same film was made in 2007. Milutin Petrovic directed and Emma was played by renowned actress Milena Dravic. It is the first film for children made in Serbia after a 25-year hiatus. According to the novel, a radio drama was also recorded.





In this short novel we read about people, their feelings and thoughts. This is primarily the story of an unusual friendship, of a friendship that knows no boundaries and prejudices, that true friendship that heals loneliness. Also, this is the story of their lonely children whose parents are always busy with work and who don't have time to listen to them, advise and help them. In the novel we feel all the bad consequences of an accelerated lifestyle – loneliness and alienation of the family are the main motives, in addition to the motives of friendship.

PADLET

Padlett is a collaborative board for working with students.

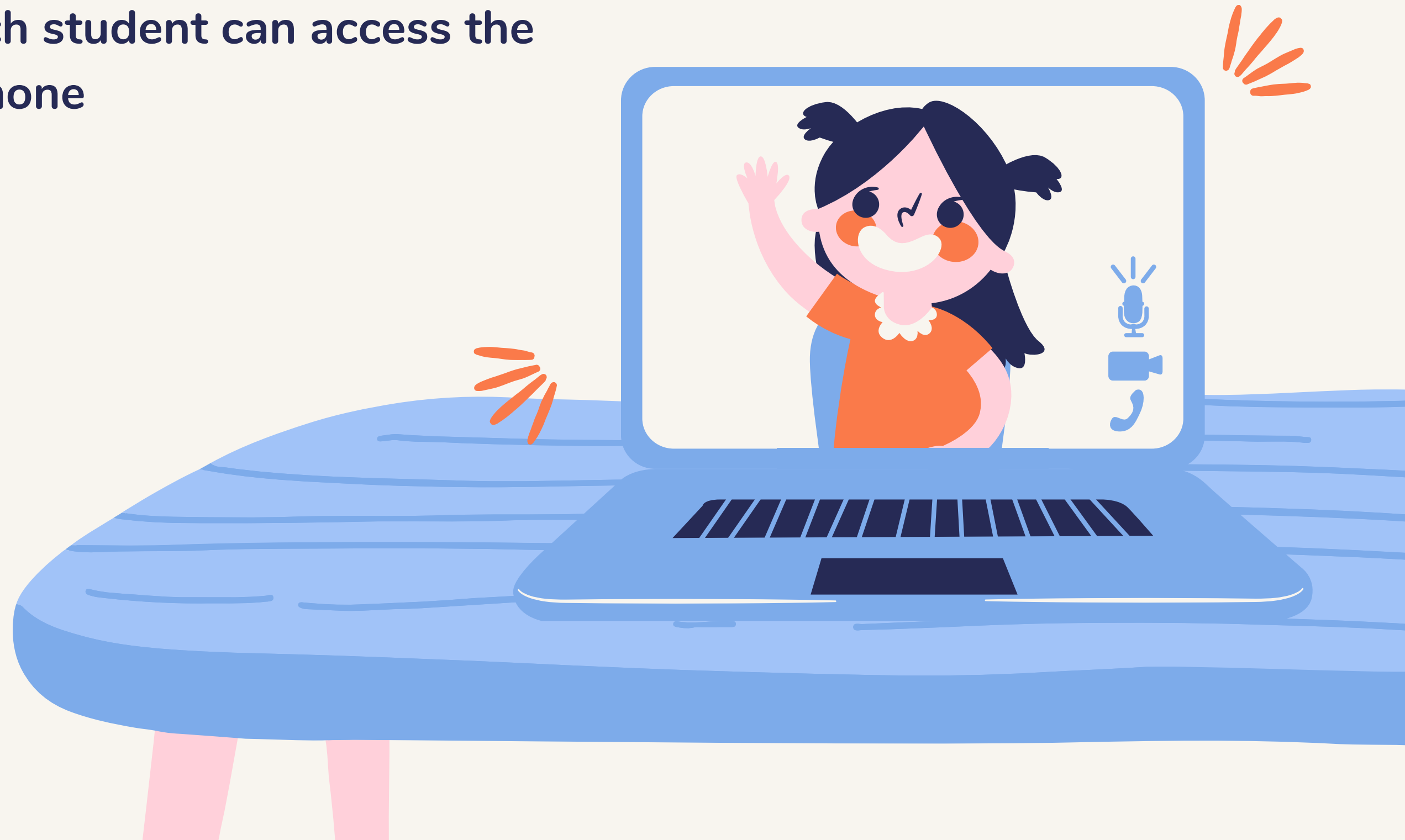
Padlett enables the design and installation of a variety of activities for students that can encourage students to explore, be creative and collaborate.

The organization of the board may be different from the activity. Students can post their response in the form of comments, videos, links, documents, pictures... Padlet encourages peer-to-peer learning and motivates students to engage further.



Online Etiquette

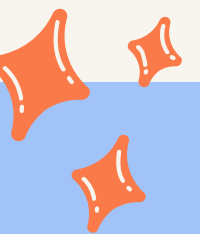
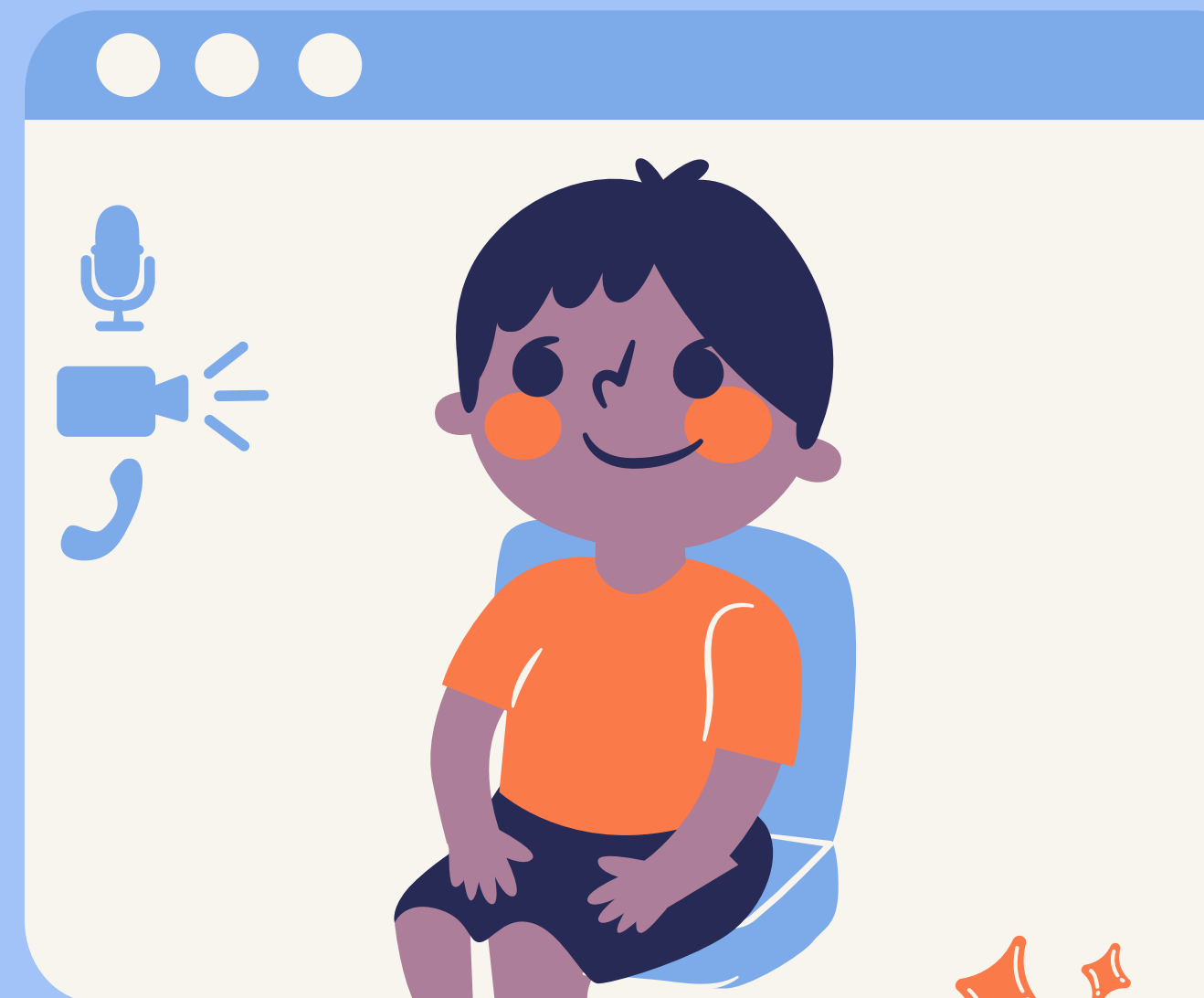
The tools are very easy. Each student can access the tool from their computer/phone



IN THE CHAT BOX

Use the chat box for class-related matters

In the writing space, the students left their assignments. Some hung drawings and some hung recipes for Agi's favorite treats.





BE FULLY PRESENT

Pay attention and participate actively.

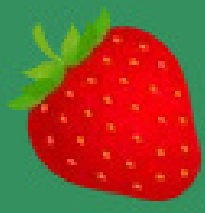
Padlett is ideal for online classes because we can comment on it together.

REAL CLASS

Treat online class time as "real" class time.

Students find it interesting to actively participate in an online class and edit it themselves with the help of Padlet.





snezanaantic + 8 • 10d

"Аги и Ема" Игор Коларов

Ученички креативни радови

Anonymous 11d

Baka Ema

Baka Ema je kao mala
želela da postane vitez,
njen kućni ljubimac je
kokoška Grofica.

Nina Bašić V-1

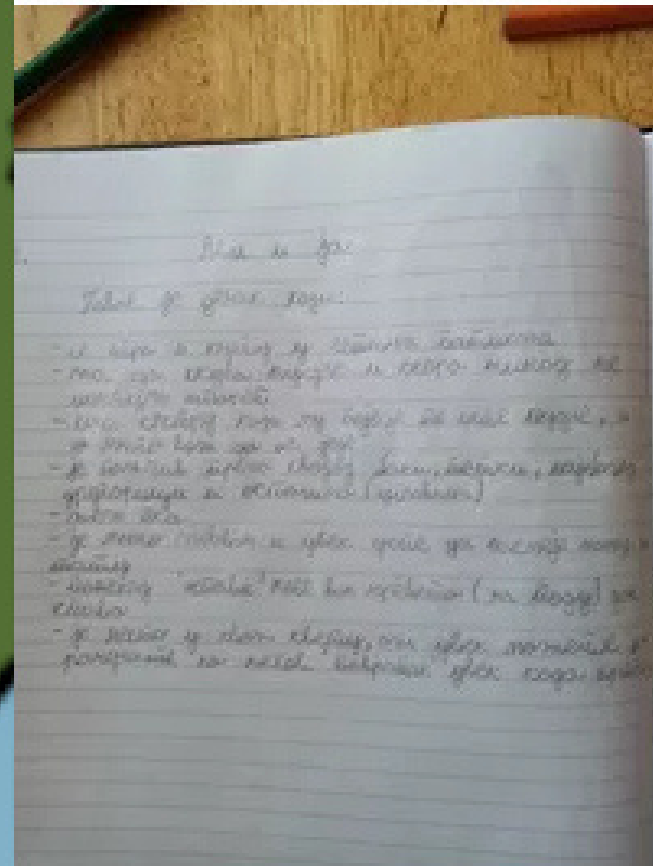


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Anonymous 11d

Anonymous 11d

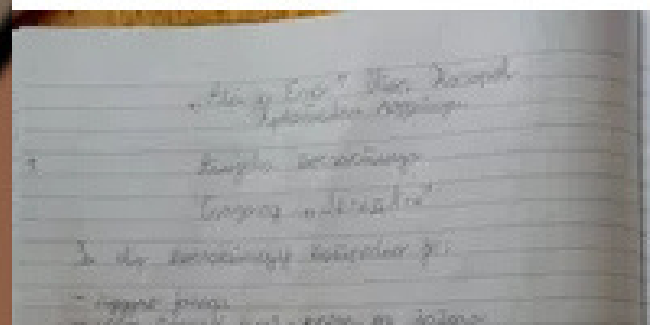
Павле Петровић



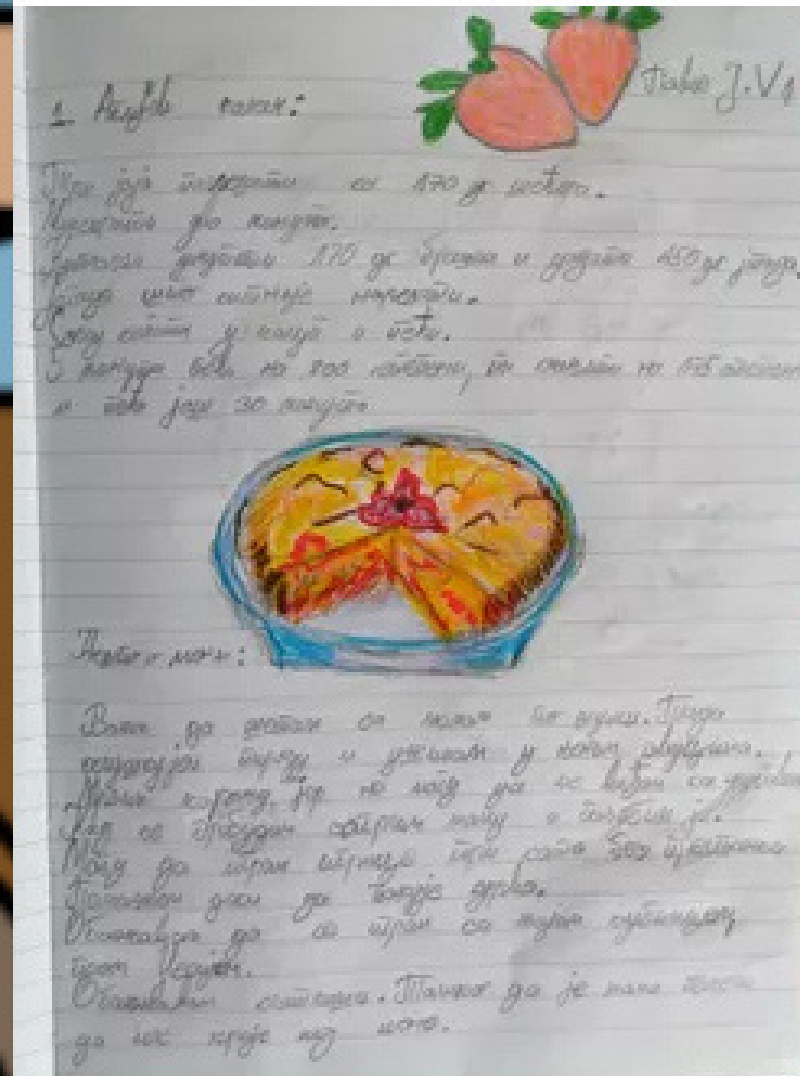
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Anonymous 11d

Павле Петровић

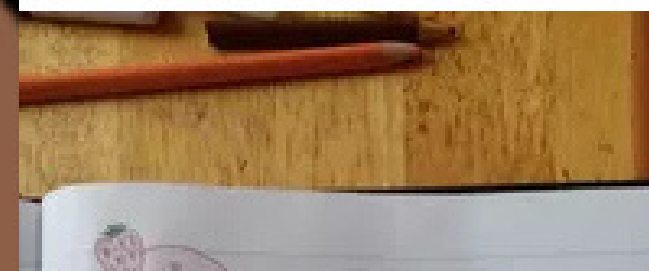


Anonymous 11d

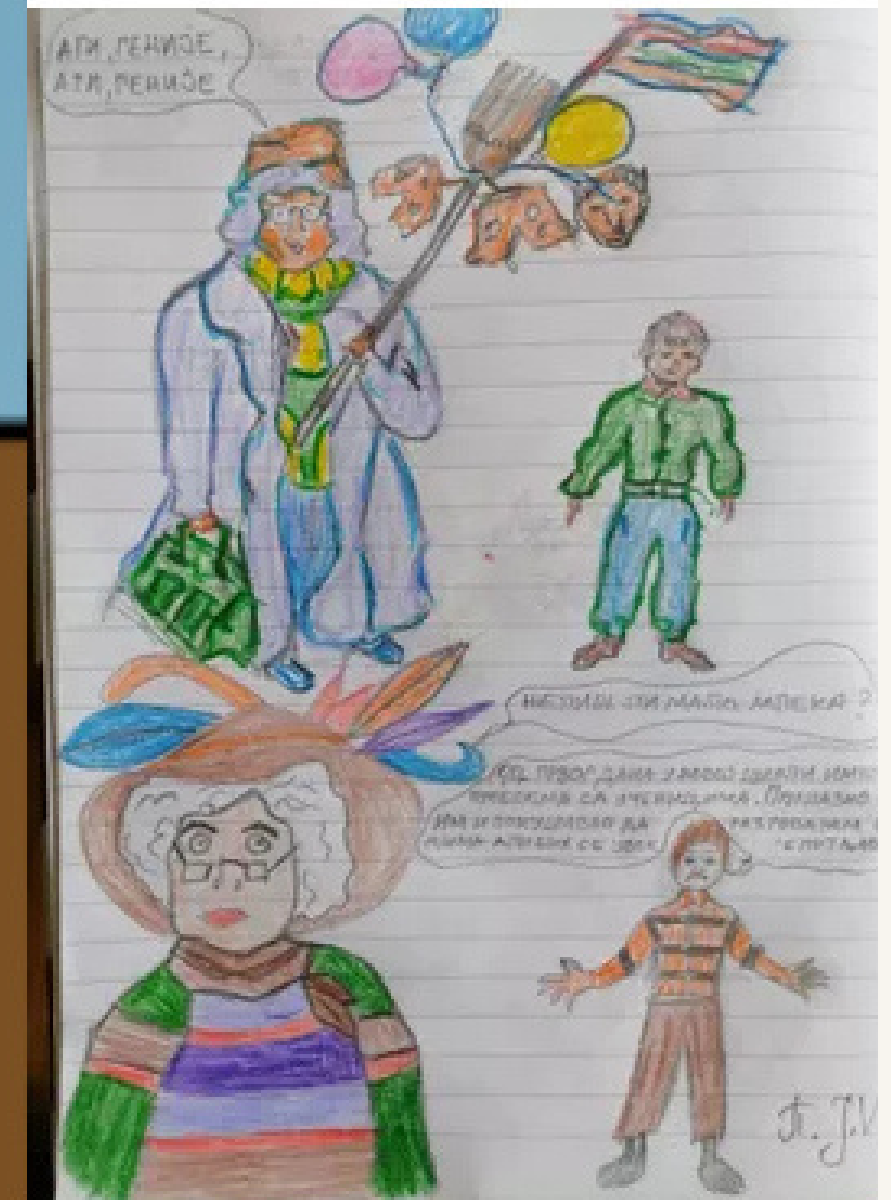


1

Anonymous 11d



Anonymous 11d



1

Anonymous 11d





1

Anonymous 11d

Agijeva poslastica

Palačinke.Mleko,kisela voda,jaja,prasak za pecivo,malo secer i ulje, stavi da napravis testo.Onda isprziti i namazati krem.



Lazar Svrzić 11d

Agijevi misli

Priča o devetogodišnjem dečaku koji se selio 18 puta. Agijevi roditelji puno rade i dečak je prepušten sam sebi. Agi dok se ljulja, posmatra kuću koja izgleda kao neki sruseni zamak. Liči mu na Caroban Zamak.



1



Anonymous 10d

• AGIJEVA POSLASTICA

MAFINI:

1 jaje,180g brasna,30g kvasca,1dl ulja,2 dl mleka,1/2 kašičice sode bikerbone,1/2 kašičice prasak za pecivo,200g čokolade,120g šecera

PRIPREMA:

Pomršajte sve suve

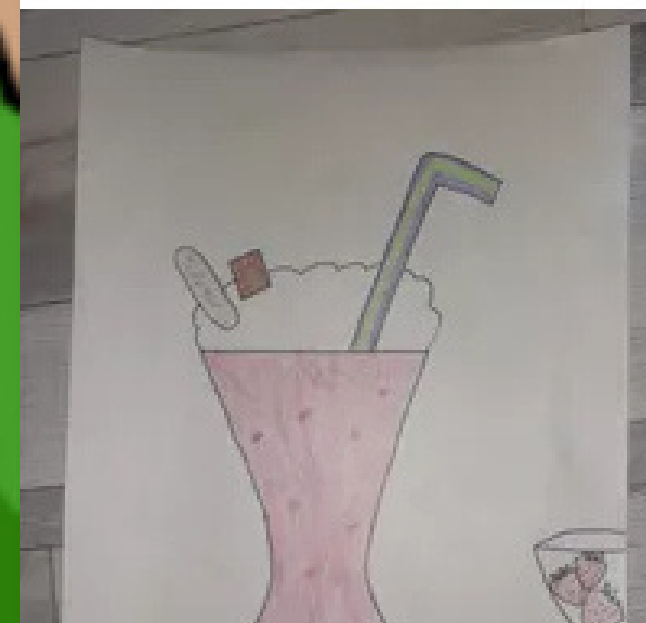
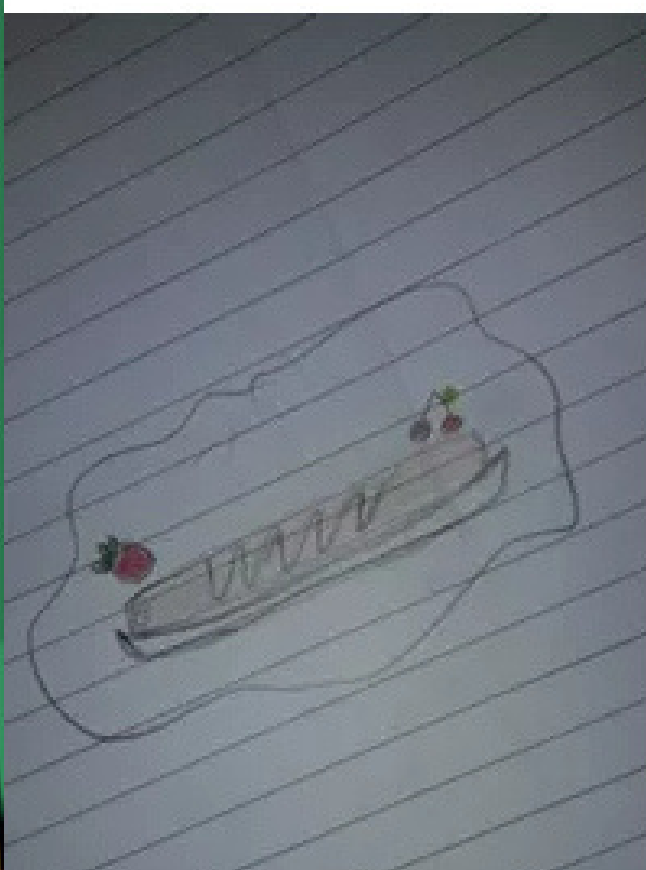


Anonymous 11d

Recept za milkšejk

- Staviti nekoliko kugli sladoleda od jagoda u blender.
- Dodati malo voćnog jogurta i mleka.
- Dodati nekoliko svežih jagoda i komadiće čokolade.
- Dobijenu smesu sipati u čašu, a potom dodati malo šlaga, keksa i kockicu čokolade.

Mihajlo Stanojević





1

- AGIJEVA
POSLASTICA

MAFINI:

1 jaje, 180g brasna, 30g
kvasca, 1 dl ulja, 2 dl
mleka, 1/2 kašičice sode
bikerbone, 1/2 kašičice
prasak za pecivo, 200g
čokolade, 120g šecera

PRIPREMA:

Pomršajte sve suve
sastojke. Pomešajte sve
mokre sastojke. Istopite
100g čokolade. Pomešajte
suve i mokre sastojke i
dodajte čokoladu. U kalupu
staviti korpice, i napuniti
do 2/3 zapremine i peci
oko 20-tak minuta na 200
stepeni. Ukrasiti po zelji 🌸



Sara Popovic

čokolade.

Mihajlo Stanojević



1

www.kahoot.com

KAHOOT!

DIGITAL TOOL FOR LEARNING



GRADES 9-10

student ages 14-16

**IES MAESTRE
DE CALATRAVA
SPAIN**

Consuelo Ruiz
Carlos Zambrano

Kahoot is a free tool
you can create
quizzes, surveys,
puzzles and
discussions with.

AIMS

- 1.-INTEGRATE TECHNOLOGY INTO A LESSON PLAN.
- 2.-IMPROVE STUDENTS SKILLS IN A COLLABORATIVE SPACE.
- 3.-MAKE LEARNING MORE CONSISTENT, EFFECTIVE AND EFFICIENT.
- 4.-DEVELOP TEACHERS SKILLS BASED ON THE WANTS AND NEEDS OF THE MODERN AGE.
- 5.-ANALYZE WHAT STUDENTS REQUIRE TO LEARN AND USE ONLINE RESOURCES.
- 6.-EMPOWER STUDENTS ACADEMICALLY BY PROVIDING THEM WITH THE 21ST CENTURY DIGITAL TOOLS.
- 6.-PROVIDE TECHNOLOGY EQUITY TO STUDENTS BY PROVIDING MEANINGFUL ACCESS TO LEARNING TECHNOLOGY RESOURCES.

METHODOLOGY

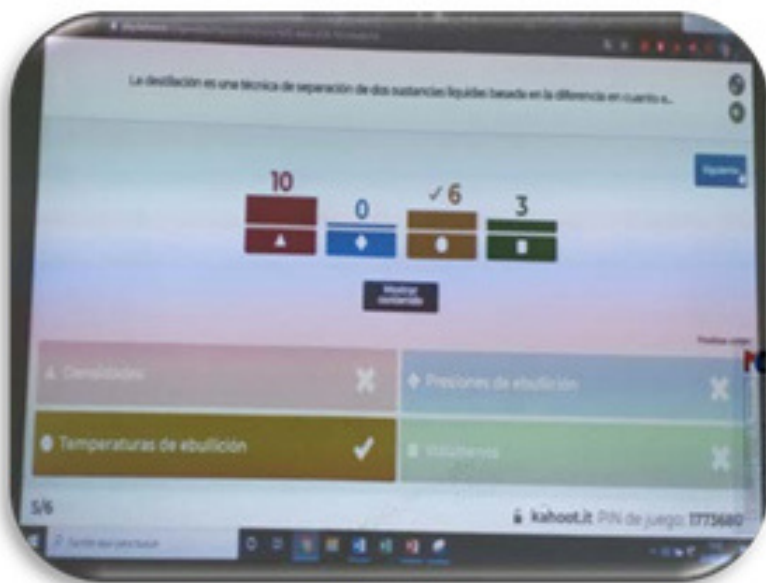
Through this tool, teachers can create questionnaires, discussions, or surveys that complement academic lessons. The material is projected in the classroom and questions are answered by students while playing and learning at the same time.

PROCESS

As a teacher you have to register. You can create one of the four options :**quiz, survey, puzzle, discussion.**

After you finished creating your Kahoot! game, a code is shown - this is your game code. It can be entered by your students together with a nickname either in the Kahoot! app, or in their browser on the Kahoot! website (www.kahoot.com).

To play Kahoot! in class you either need a beamer or an interactive whiteboard, all in all a big screen, where the questions and the answer options are displayed - your students can only see the different symbols, which represent the answer options on their phones. They can now choose their answer, get direct feedback if it was the right one and when all students have answered, the results of the whole class can be shown on the big screen immediately.



www.kahoot.com

