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My first project with an eTwinning Ambassador Innovation in Education Gdańsk, 30.03-01.04.2023



ESEP platform introduction, Project planning and opening

eTw ambassadors PL+IT

Katarzyna Drabarek

Lia Molini



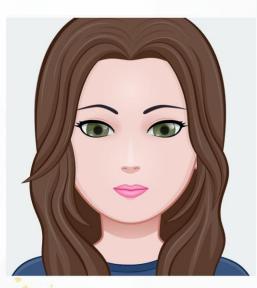
Katarzyna Drabarek

- German and English teacher in Primary School with Integrated Classes No. 6 in Siedlce
- eTwinning Ambassador
- Methodological advisor for German at MSCDN in Siedlce
- Erasmus+ project coordinator KA 229: "The Non-Formal and The Digital Classrooms for Inclusion", "Shall we play a game?"





- English and Science in English (CLIL)
- teacher at Noè Lucidi Primary School in Teramo
- Tutor at University for Future Teachers
- eTwinning Ambassador since 2009
- NQL assessor & Erasmus assessor from 2015 to 2019
- Erasmus tutor since 2019

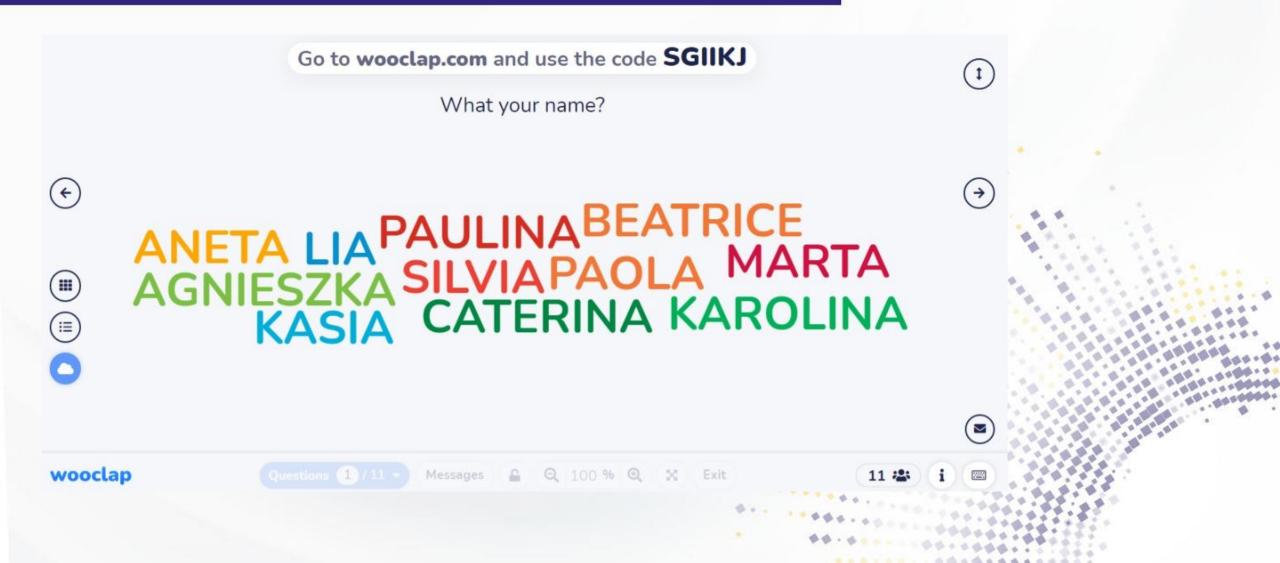


















ESEP - European School Education Platform -Introduction

Part 1

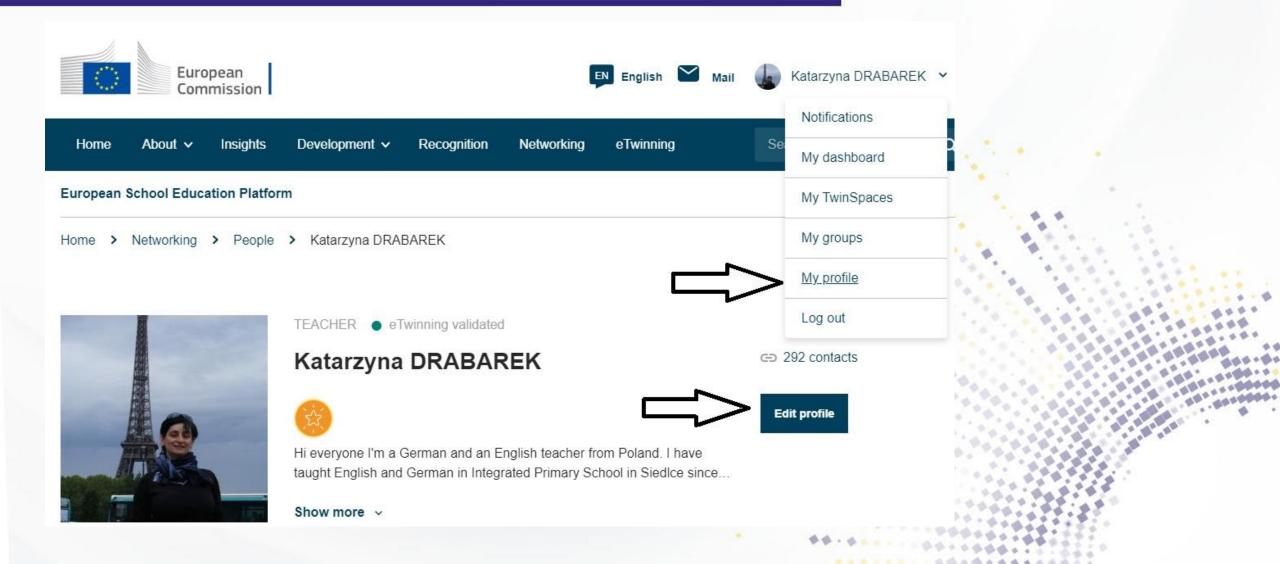


ESEP

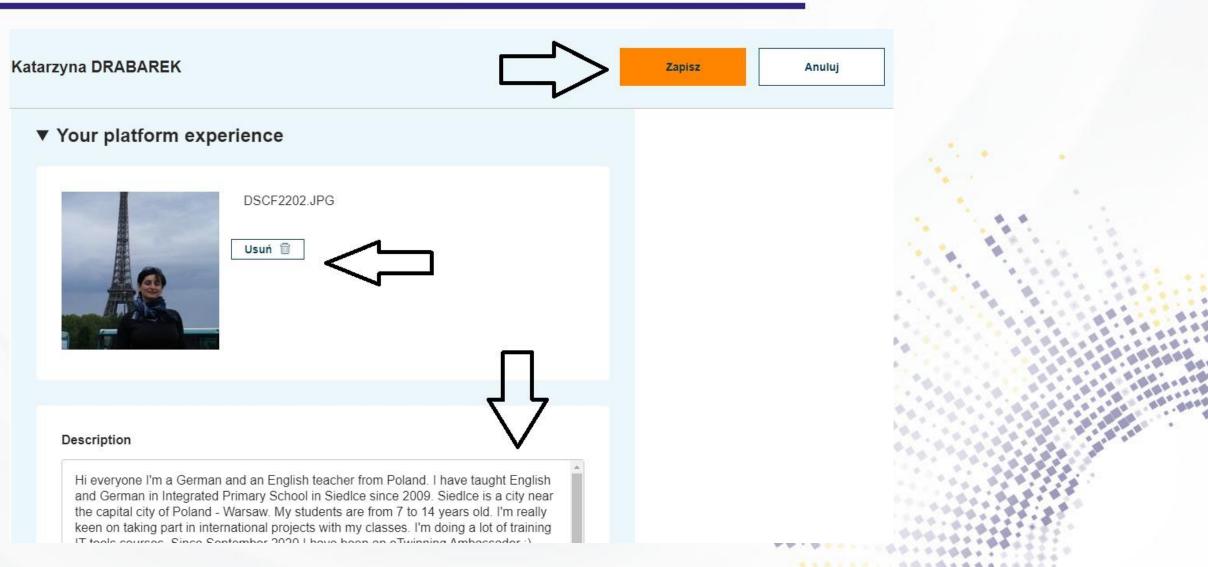
https://school-education.ec.europa.eu/en



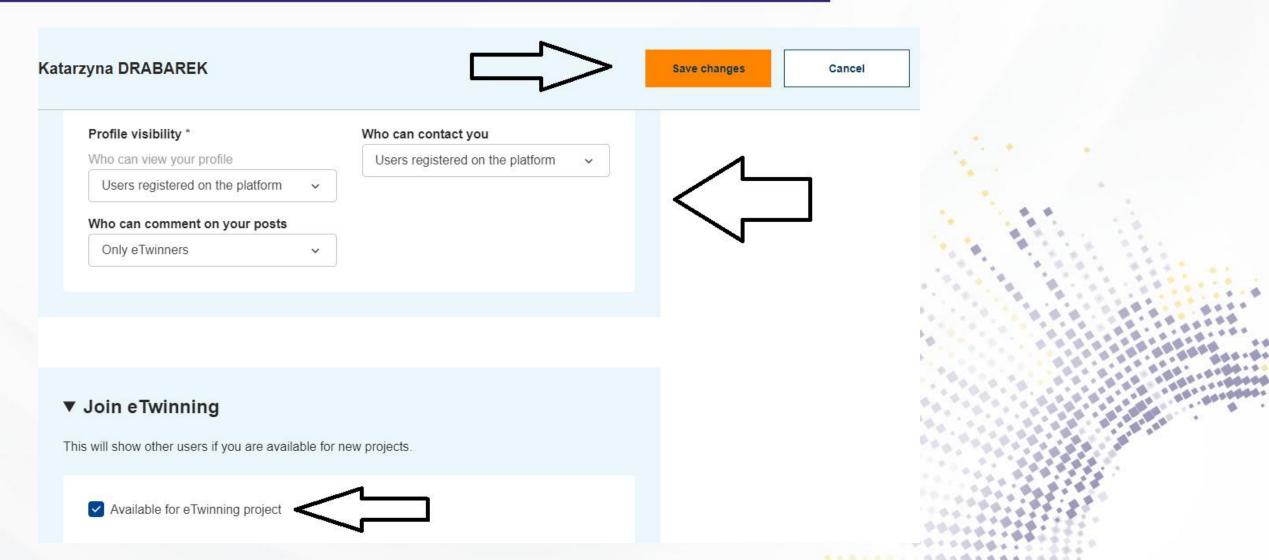
ESEP – MY PROFILE





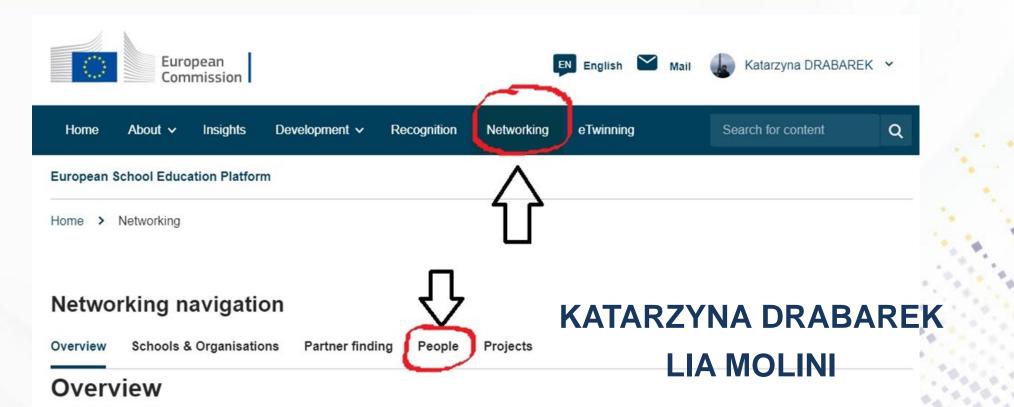








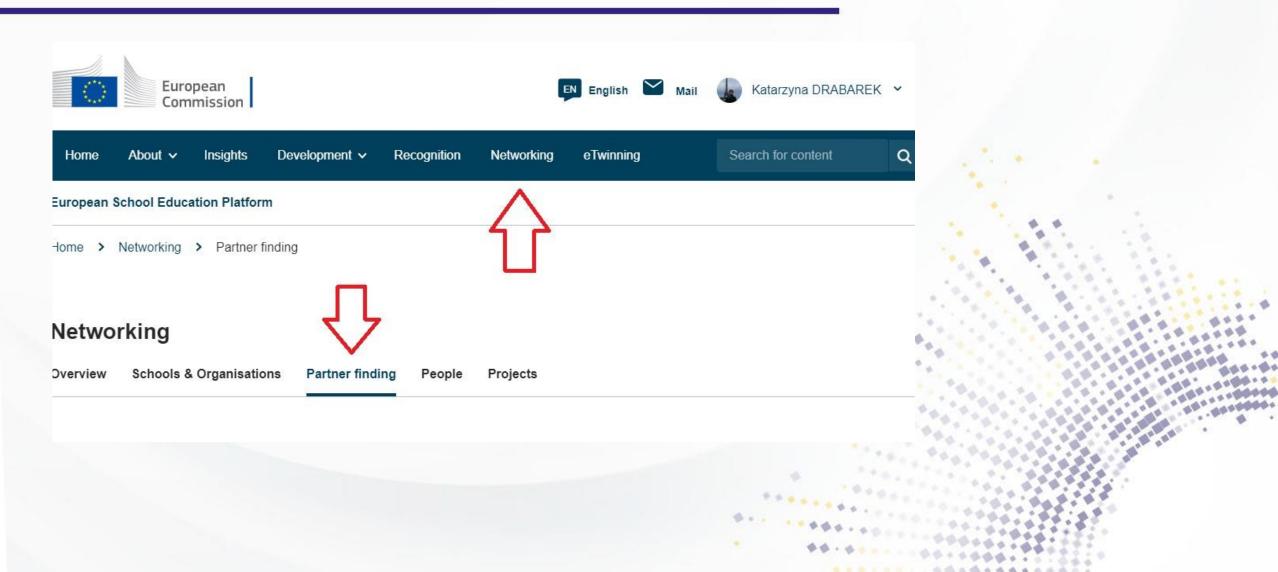
ESEP – CONTACTS



66.4

Find people, organisations, and schools to collaborate with. Participate in projects and professional development opportunities.







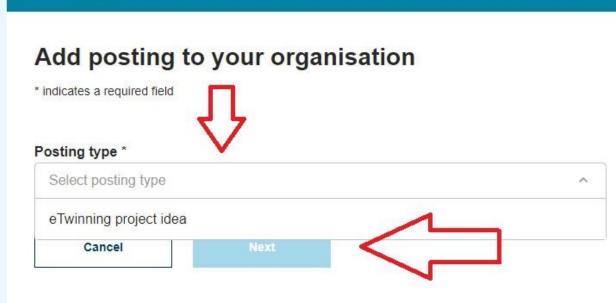
Partner finding Add posting Partner finding is a meeting point for schools and teachers interested in hosting mobility activities and taking part in them, such as teaching assignments, job shadowing or placements. Listings can be... Show more ~ Search postings Search Postings (2194) Most recent Order by: ETWINNING PROJECT IDEA (European) School farming We are looking for patners to work with us and our Portuguese partners on a project called School Farming. The idea is to make a farm in the school to make the students aware of agricuture in our region and the use of water for irrigation. Ma will arow flowers and vegetables



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Add posting







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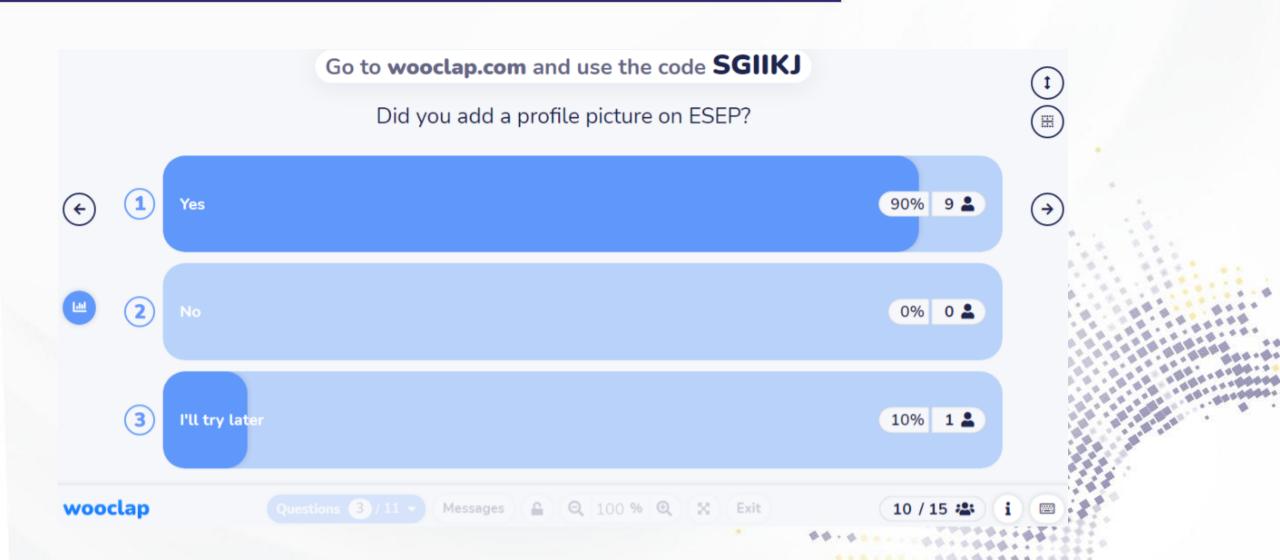
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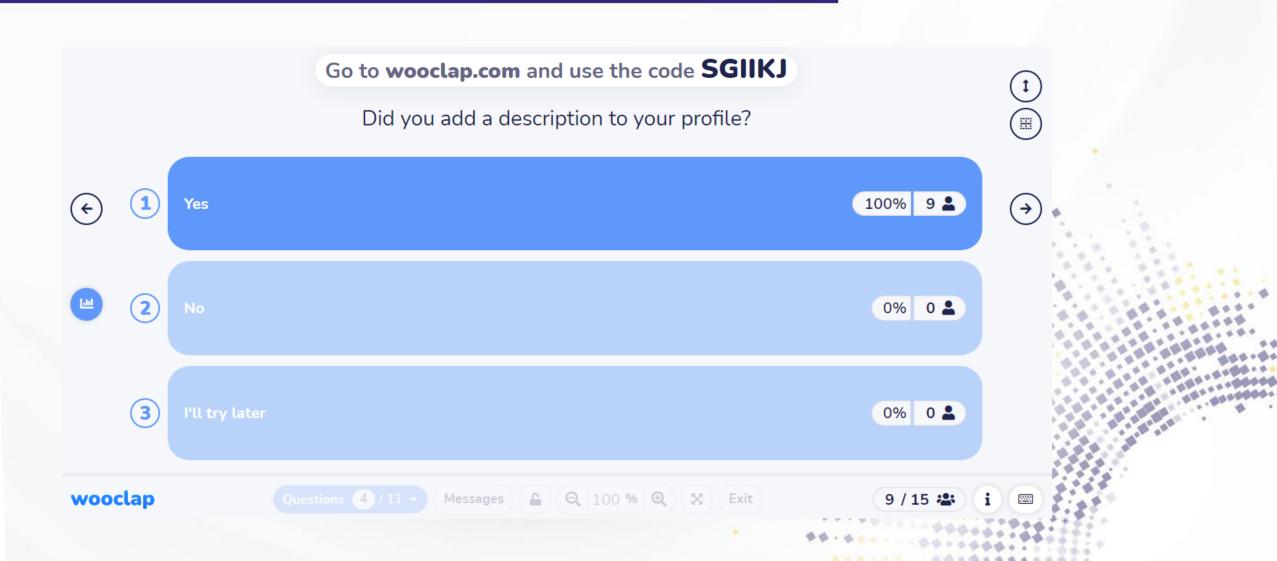


























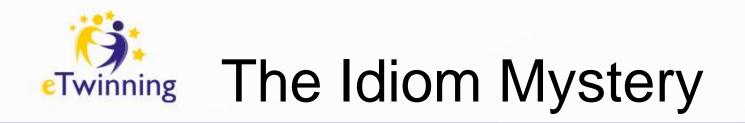
Project planning and opening

Part 2



The Idiom Mystery – short description

- is an international eTwinning project for young learners (elementary school students in grades 1-3) to explore the fascinating world of English idioms.
- working together with classmates from different countries, students will create a digital dictionary of English idioms creating visual representations, such as "a bird in the hand is worth two in the bush" or "to be a piece of cake" and a series of videos showcasing the meaning of idioms.
- teachers will collaborate to develop interactive activities such as crossword puzzles, memory games, and bingo, to enhance students' understanding and engagement with the idioms as well as online quizzes and games to test students' idiomatic knowledge.





This project aims to

- promote language learning,
- cultural exchange,
- and digital literacy,

as students embark on a journey of discovery and understanding of the rich and diverse expressions of the English language.

 Key competences: Communication in a Foreign Language, Digital competence, Learning to learn, Social and Civic competences, Sense of Initiative



The Idiom Mystery – work process

1. April **Introduction/ Logo**

2. April **Dictionary of English idioms** (choice of idioms, translation into our mother languages, division of pictures, creation of StoryJumper ebook)

3. April/ May Videos of English idioms showcasing the meaning of idioms without words (similar to Charades)

4. April/ May **Interactive activities** such as crossword puzzles, memory games, and bingo, to enhance students' understanding and engagement with the idioms as well as online quizzes and games to test students' idiomatic knowledge.

5. May/June Online meetings with students to use games/quizzes

6. May/ June - finishing our **common results** evaluation of the project: teachers, students; applying for Quality Labels



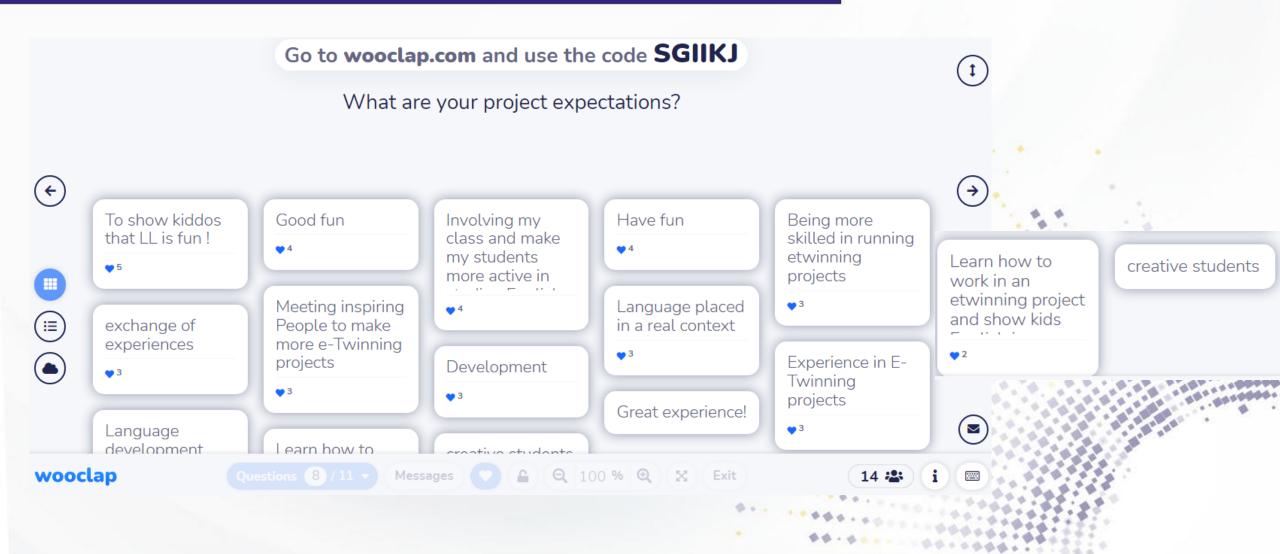
The Idiom Mystery – expected results

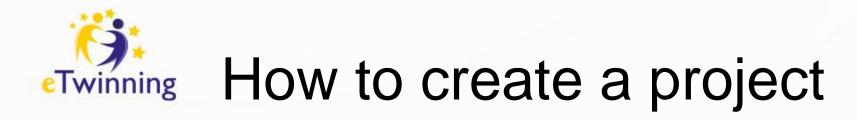
- 1. Logo of the project
- 2. A digital dictionary of English idioms.
- 3. A collection of Videos of English idioms
- 4. A collection of Interactive activities
- 5. Project website

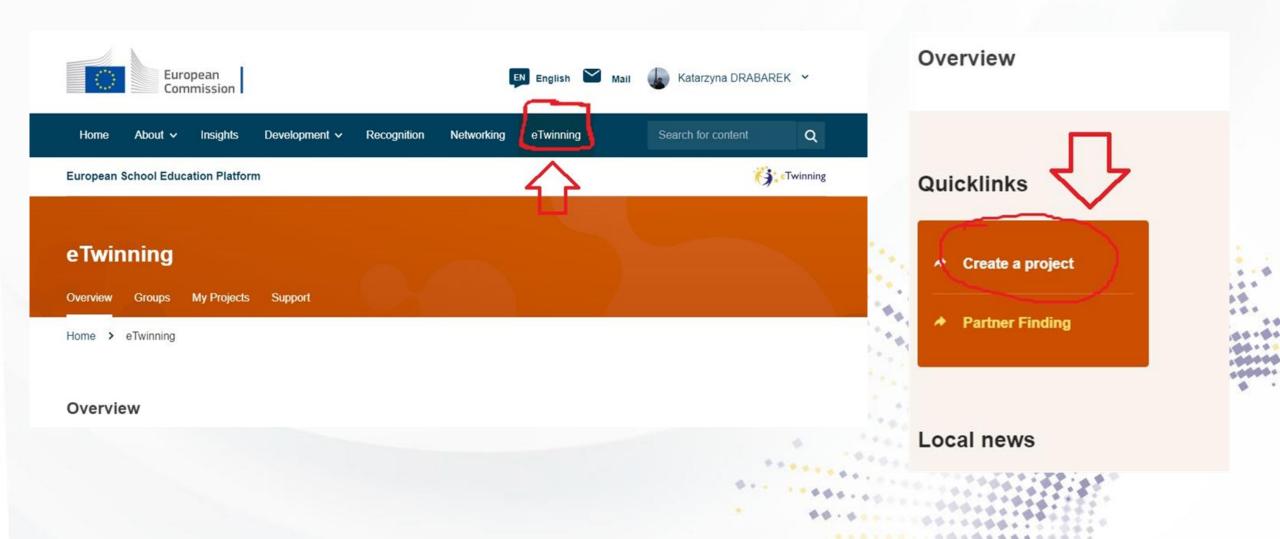














ng How to create a project

Select school

Select the school you want to start this project from your active schools list. If your school does not appear you can add or activate it while editing your profile.

* indicates a required field

(i) You can select only 1	school and this school can't be changed during the
duration of the project	ct.
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- Select -	۲
Cancel	Next

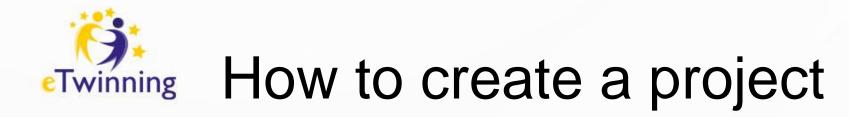
Select partner

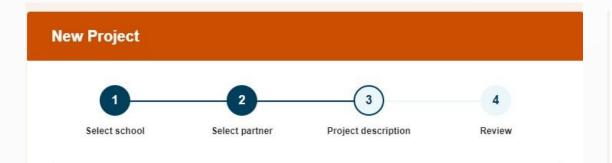
Select one of your (active) contacts as the co-founder for your project. You will be able to invite more people to your project once the project has been approved by your National Support Organisation.
* indicates a required field

Co-founder*

- Select -
Can't find your partner? See partner listing criteria

Cancel
Back
Next





Project description

* indicates a required field

1. Introduction

For titles, use letters or numbers, not symbols such as ") < >". As for the project's description, be clear and use keywords to help people find you.

Title *

1. Introduction

For titles, use letters or numbers, not symbols such as ") < >". As for the project's description, be clear and use keywords to help people find you.

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Short description *

2. Project languages

Choose the languages that will be used in this project.

S

Languages *

Select one or more options



How to create a project

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3. Pupils

Select how many pupils altogether are going to participate in the project and the age range of pupils.

Number of pupils *	Ages taught from *	Ages taught to *
- Select - 🗸 🗸	- Select - 🗸 🗸	- Select - 🗸 🗸

4. Subjects related to the project

Subjects

Select one or more options

Optional if you select a 'Vocational subject'.

Vocational subjects

Select one or more options

Optional if you select a 'Subject'.

5. Key competences

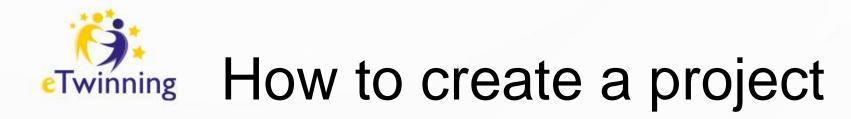
Select the key competences that define this project.

6. Aims *

Try to be specific, particularly in terms of competences and skills you hope your pupils will gain through this project. Refrain from stating too abstract concepts such as "European dimension of education" or "Intercultural communcation".

7. Work process *

State how you intend to work with your partner schools and how responsibilities are shared. Give an approximate calendar of activities, state how frequently you will work with your partner; indicate how you intend to involve your pupils; if you intend to create teams of pupils of different schools, and other relevant information.



8. Expected results *

Indicate here if you are planning a final product such as a public TwinSpace or other resources. You might envisage instead the improvement of a school practice, or new knowledge.

9. Project thumbnail

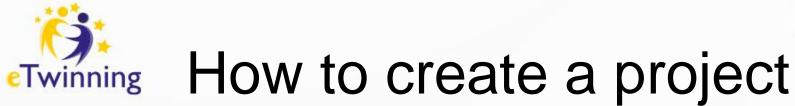
Wybierz plik Nie wybrano pliku

One file only. 10 MB limit. Allowed types: gif, jpg, jpeg, png.

Cancel

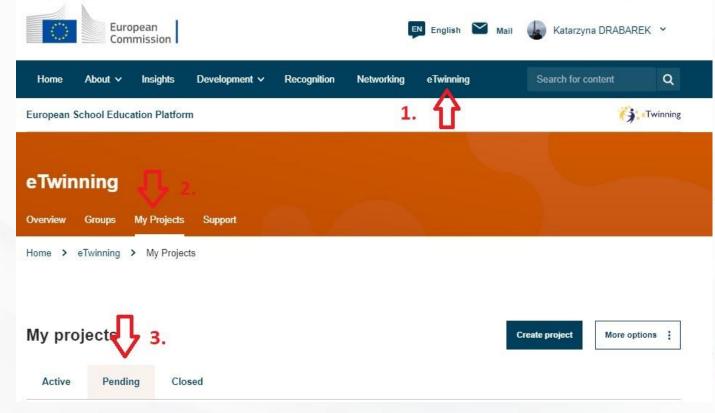
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After creating the project on eTwinning platform

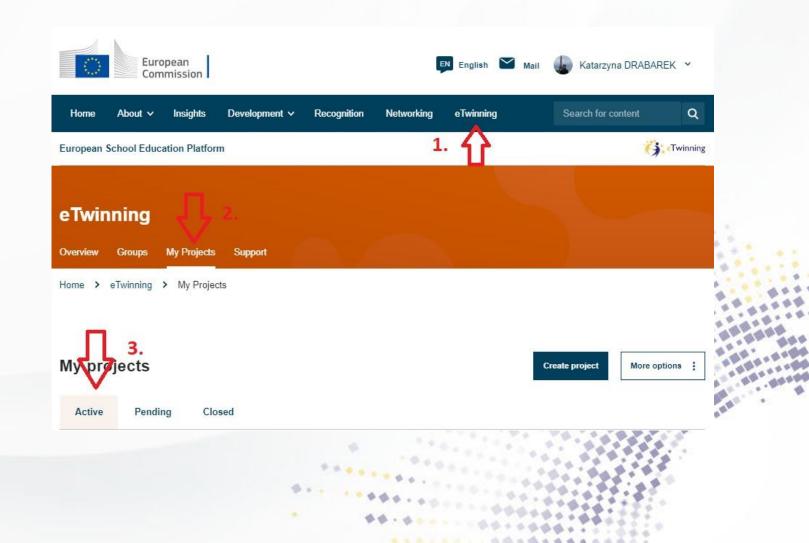
* Your project is in "Pending" projects







- Steps to have your project "Active":
- -Your co-founder has to accept
- -Your National Support Service has to approve it
- -Your co-founder National Support Service has to approve it









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Invite members

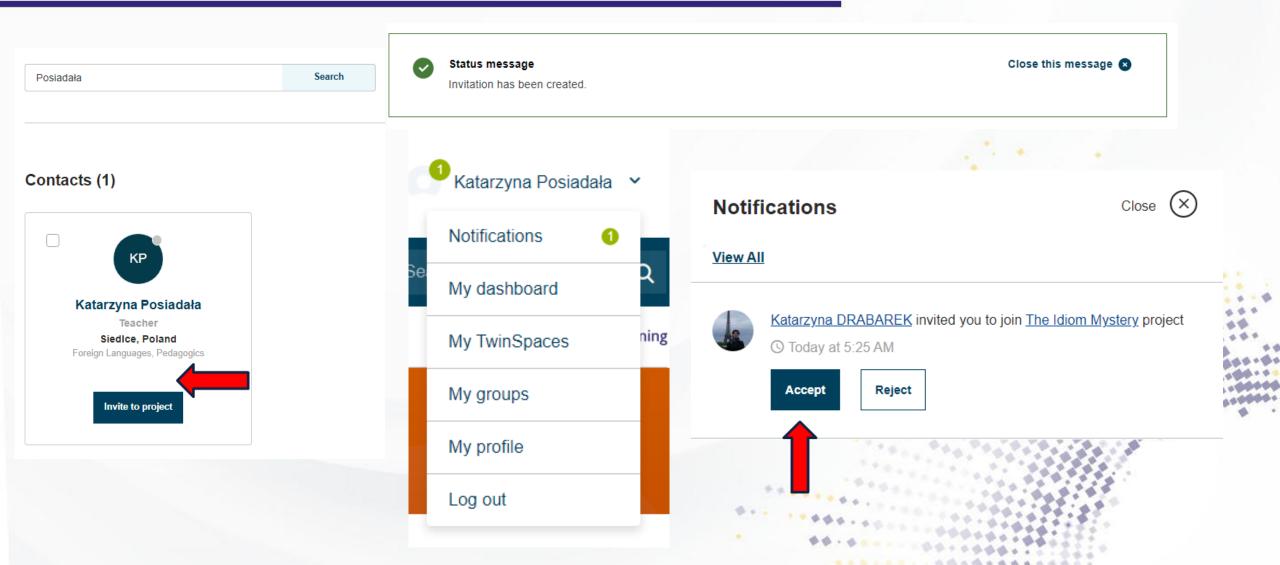
Invite 1 or more contacts to your project by ticking the box next to their name. If a contact does not appear in the list make sure that this person :

- is an accepted, active contact of yours
- is available to join an eTwinning project
- has not been invited to the project yet

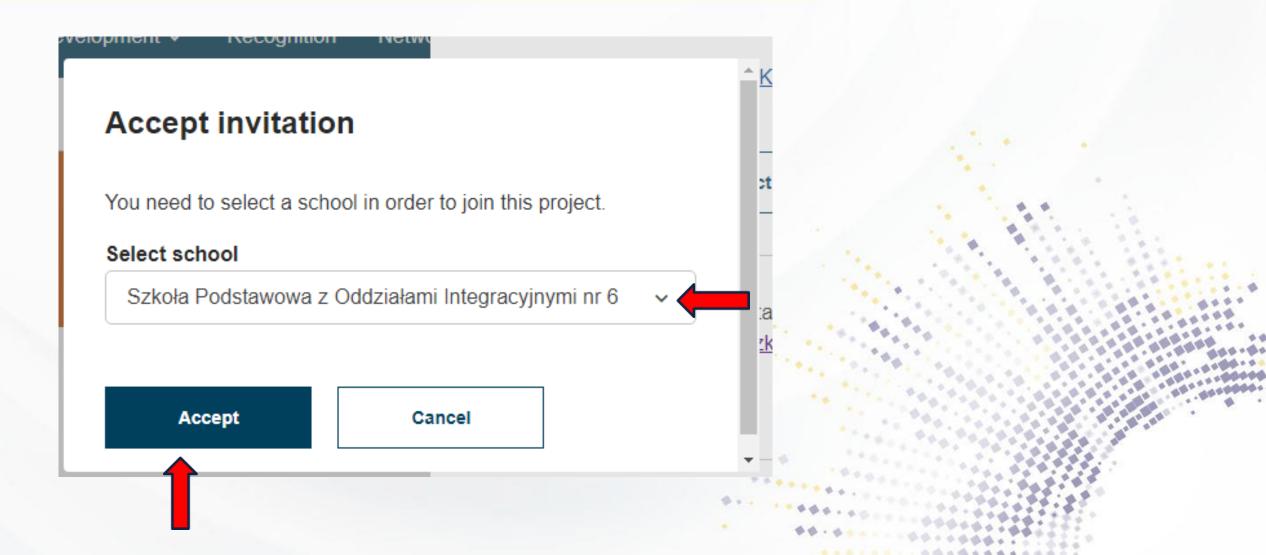
Once invited the contact will need to accept your invitation before they'll become a member of the project.





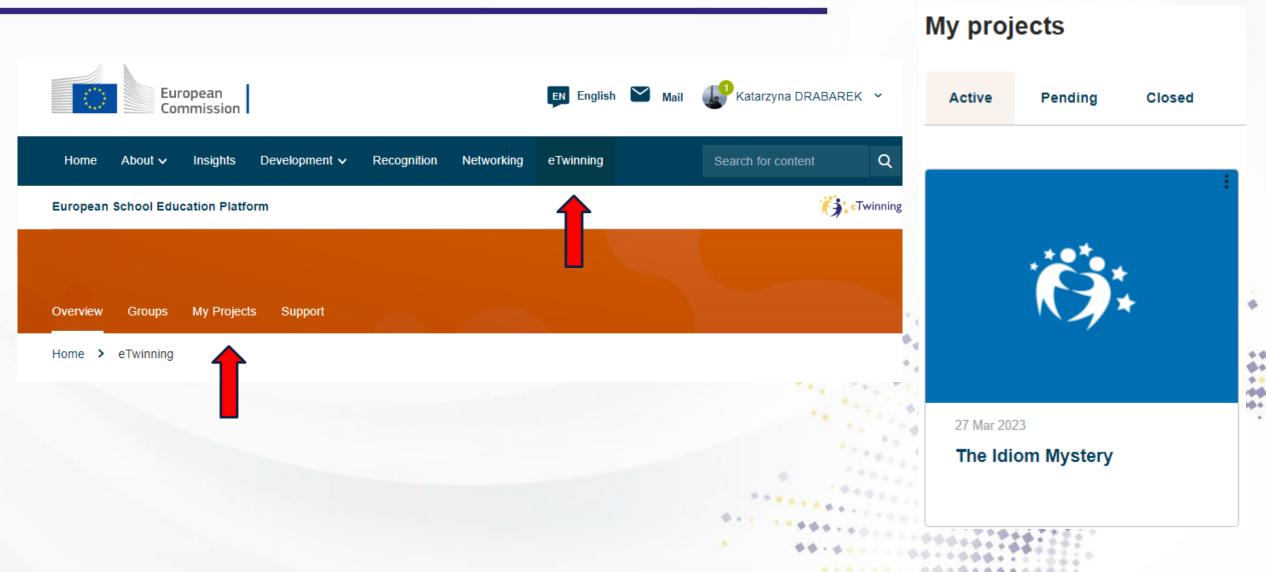






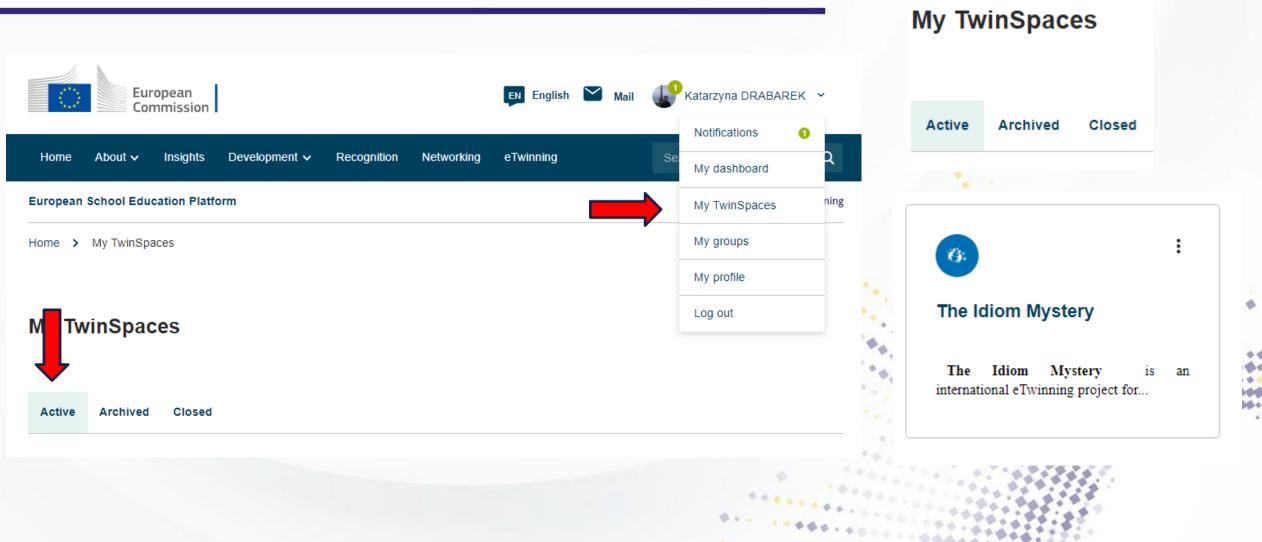


Where is my project?





Where is my project?





Did you get the invitation to the project?









Dziękujemy za uwagę



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Fundacja Rozwoju Systemu Edukac

Krajowe Biuro eTwinning Fundacja Rozwoju Systemu Edukacji Al. Jerozolimskie 142 A 02-305 Warszawa Tel.: +48 22 46 31 4

