

Young meteorologists in action

Engage your pupils in an inquiry process of collecting data about local weather conditions (speed and direction of the wind, temperature etc) through simple devices that they construct themselves. Through a non-verbal online educational environment they process their measurements in an especially developed forecasting tool that contributes to a common creation of a European Meteorological map. (<http://www.ellinogermaniki.gr/ep/youra/contens.html>)



Implementing digital educational resources in school practice



“Let’s share the Music”

This collaborative school activity develops a multiple-site-link educational scenario in which all pupils and teachers from remote schools collaborate with each other in order to create and perform a shared music web event. Through this process they also explore and exchange cultural elements, aiming to raise pupils’ intercultural awareness. Numerous digital resources are used and different supportive tools are implemented for the realisation of this activity. Four rural schools are already taking part: the primary school of Gavdos, a small island south of Crete, the primary school of Pyles, at Karpathos Island, the primary school of Kastelorizo, East of Rhodes, and a primary school from Cyprus.

Using comics in school practice

Teaching materials and scenarios that include the use and production of comics can be used and developed by teachers in the framework of all curriculum subjects in every school level, and can also serve as tools for developing attitudes and for combating sensitive, as well as hard to deal with through conventional ‘teaching approaches’ social phenomena, such as bullying. The portal <http://www.educartoon.gr/> will be used for retrieving existing resources and for uploading new materials (i.e. educational scenarios) developed and implemented in real classroom settings.



Proposed educational activities for the Open Discovery Space Pilot Schools

During January- April 2013, 100 e-mature schools from all over Europe will have the opportunity to apply the use of educational resources in school practice, so as to test and evaluate the impact of digital resources on the quality of teaching and its effects on the overall innovation culture of the school. These digital resources will be retrieved from a wide range of prestigious educational repositories, which cover a variety of curriculum areas, pupils’ age levels, pedagogical objectives and school needs. Below is a list of suggested school-based implementation activities.



Learning through Educational Pathways in Museums and Science Centres

Organize your own virtual or physical visits to Science Museums and Science Centers and engage your pupils in a step-by-step process of discovery and experiential learning. Create your own learning pathways using high quality digital materials from the Open Science Resources portal <http://www.osrportal.eu/el/>, which has been distinguished with high quality international awards (OPAL Award 2011 και 2011 Silver Award of the IMS Global Learning Consortium).

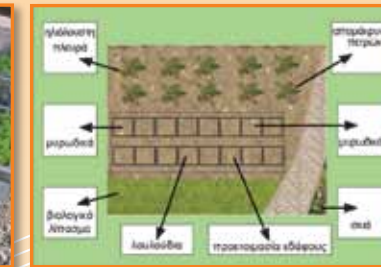
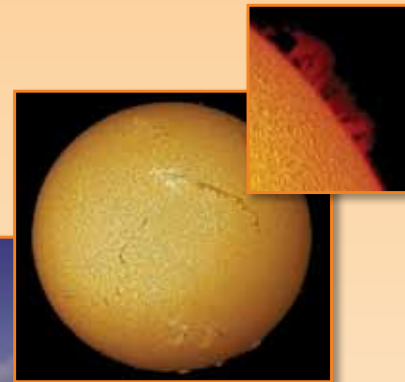
Game-based learning

A school visit to a historical site or a museum can become a playful and constructive experience in the context of various subjects, such as Geography, History, Biology. This is achieved by using a collaborative game-based learning platform that uses intriguing questions and riddles in the context of a playful story, where pupils play the leading parts. The teachers as well as the students can also develop their own games. Examples of this application have already taken place in the Ancient Agora of Athens, the Archaeological Site of Knossos, historical sites in Salzburg as Mozart's home-city and the Byzantine and Christian Museum of Athens (http://www.ea.gr/ep/collage/main.asp?S_ID=3&Cat_ID=645)



Bringing the macrocosmos and the microcosmos into the classroom

Guide your pupils in a hands-on process of experimenting with the most breakthrough discoveries of Astronomy and High Energy Physics, by searching, collecting and unique findings from the "Discover the Cosmos" repository <http://portal.discoverthecosmos.eu/el/repository>. Explore learning applications available in the repository, and create your own that you can share with a European-wide learning community.



Environmental Education

Pupils are engaged in hands-on learning activities on organic agriculture, such as creating and growing their own organic school garden. Other competences and curriculum areas may also be addressed within this process, such as Geometry and Maths, depending on the teacher's design or adaptation of the existing scenarios. A multilingual European e-learning repository on organic agriculture will be used as the source of materials, that have been developed by experts in this field (<http://portal.organic-edunet.eu/>).

All different, all equal

Students' understanding, sensitivity and shaping of attitudes towards the concepts of "diversity", of the "strange", of the "other" and several stereotypes of our society can be facilitated by digital resources and tools. Video-based resources and activities (from resources such as edutube.org), as well as ICT based educational softwares (conceptual/mind mapping systems, generic software, Internet systems, painting and creativity software, etc.) will be used as tools for helping build a value system, by fostering critical and creative thinking, as well as resolving various social problems related to disability and the integration of people with disabilities into all aspects of social life.



Connecting schools with Natural History Museums

Create new learning opportunities for your pupils, by bridging the gap between school and museums, addressing several curriculum areas, such as Primary and Secondary Biology, Science, History or Environmental Education. Search and use digital collections from European Natural History Museums to discover and create innovative learning scenarios (http://education.natural-europe.eu/natural_europe/).

