

## EUROPEAN PROGRAMME ERASMUS+ "LIVING BESIDE THE WATER"

## **BOOK OF METHODOLOGY**

2019 - 2022

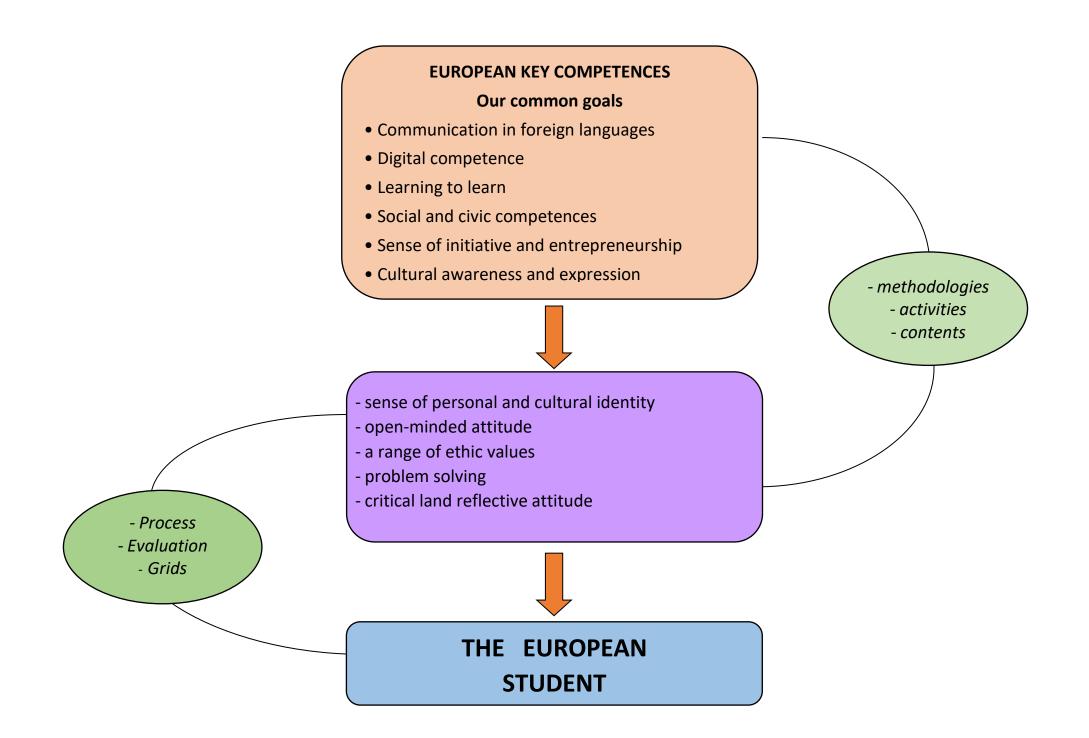


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## THE EUROPEAN FRAMEWORK IN THE PROJECT "LIVING BESIDE THE WATER"



<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 1: Creating the logo				
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
CZECH REPUBLIC	<ul> <li>to present results of common work</li> <li>to work as a team to achieve its target</li> <li>to acknowledge different countries, cultures and languages</li> <li>to develop artistic, digital and communicative skills</li> <li>to promote learning skill</li> </ul>	<ul> <li>Discussion</li> <li>Brainstorming</li> <li>Collaborative thinking</li> <li>Creativity and ideas</li> </ul>	<ul> <li>Discussion about importance of the logo for the project</li> <li>Internet search – famous logos, other projects's logos</li> <li>Focus on the sense and importance of the Erasmus projects</li> </ul>	<ul> <li>Discussion</li> <li>Observation</li> <li>Collaboration</li> <li>Critical thinking</li> <li>Taking responsiblity</li> <li>Respecting different opinions</li> </ul>
GREECE	<ul> <li>to present a visual of the project</li> <li>to promote team working for a mutual aim</li> <li>to develop a sense of being part of a larger multicultural group</li> <li>to motivate the ability of learning</li> <li>to get familiar with different countries and languages</li> <li>to share ideas and perspectives</li> <li>to promote artistic and digital skills</li> </ul>	<ul> <li>Communicative approach</li> <li>Questioning and Discussion</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Artistic vision- creativity</li> <li>Problem solving techniques</li> <li>Assigning tasks of responsibility</li> </ul>	<ul> <li>Search and discussion about what a logo is, where it is used and what for, (the Internet, any known logos e.tc)</li> <li>Survey history and literature to decide the content</li> <li>Writing a small paper</li> <li>Making constructive criticism of the work of others</li> <li>Producing the logo after full discussion and communication</li> </ul>	<ul> <li>Increase of students' confidence in their own skills</li> <li>Discussion</li> <li>Questioning</li> <li>Observation</li> <li>Cooperation</li> <li>Learning about common activities and how to respect different opinions</li> <li>Learning of roles and tasks</li> <li>Sense of responsibility</li> <li>Open minded attitude</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>to promote collaborative work</li> <li>to promote creativity and art</li> <li>to understand the meaning and the importance of a Logo</li> <li>to increase their motivation in being part the EU</li> <li>to learn to discuss ideas and consider different points of views</li> </ul>	<ul> <li>Communicative approach</li> <li>Cooperative learning approach</li> <li>Task based approach</li> <li>Scaffolding</li> </ul>	<ul> <li>Brainstorming on the meaning of Logo and its importance</li> <li>Discussion on the value of the Erasmus project</li> <li>Internet search</li> <li>Sharing of ideas for the Logo</li> <li>Production</li> </ul>	<ul> <li>Promotion of team work</li> <li>Develop and demostrate respect for others' works</li> <li>Cooperation <ul> <li>Increase students motivation</li> <li>Enhancing student autonomy</li> <li>Enhancing student self-esteem</li> <li>Stimulating student involvement and enjoyment of learning</li> </ul> </li> </ul>
LITHUANIA	<ul> <li>to present one of the homework task of the project – to create the logo</li> <li>to find and motivate some volunteer students who are in the project and one a teacher as well in order to fulfill the task – create the logo</li> <li>to share ideas and perspectives for the task in team</li> <li>to integrate multicultural aspects</li> </ul>	<ul> <li>Brainstorming method</li> <li>Discussion</li> <li>Critical thinking</li> <li>Theoretical approach and basis for creation the logo</li> <li>Setting deadlines for time management skills</li> </ul>	<ul> <li>Search and discussion about what a logo is, where it is used, what for, are the any requirements for it</li> <li>Analyze the contest of the project</li> <li>Pick up useful ideas after brainstorming method and discussion</li> <li>Use of digital devices/ paper and pencil</li> <li>Analysis of the first results, some corrections</li> <li>Describing the hidden meaning of the logos</li> </ul>	<ul> <li>Underlining possitive aspects in order to promote motivation and confidence during the creation process</li> <li>Possitive feedback after final result</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>to present a visual of the project;</li> <li>to promote team working for a mutual aim;</li> <li>to develop a sense of being part of a larger multicultural group;</li> <li>to motivate the ability of learning;</li> <li>to get familiar with different countries and languages;</li> <li>to share ideas and perspectives;</li> <li>to promote artistic and digital skills.</li> </ul>	Project methodology <u>1.Introduction</u> Explanatory class on visual identity, symbol and logo. <u>2. Development</u> <u>Observation and analysis:</u> Problem definition; research, definition of objectives and constraints; Brainstorming. <u>To project:</u> drawn sketches of ideas and creative process; Brainstorming; development; improvement of projects and again Brainstorming to choose the definitive product. <u>Execution</u> : execution of the prototype in vector drawing, through the appropriate software, with the necessary adjustments settled through a last Brainstorming; final product.	<ul> <li>Introduction class on identity for the technical objectives of visual identity elaboration;</li> <li>Oral discussion with students about the importance of visual identity as identification of our project;</li> <li>Searching for information about identity elements of the territory related to the topic of water;</li> <li>Preparation of proposals for visual identity designs;</li> <li>Selection of the two visual identity designs to be presented;</li> <li>Execution of the prototypes in vector drawing, using the software Illustrator, until the final product is obtained;</li> <li>Elaboration of the reasoning text for the choice of the two visual identity designs;</li> <li>English Reading training.</li> </ul>	<ul> <li>Level of involvement in the implementation of the proposed activities;</li> <li>Participation in brainstorming;</li> <li>Sense of responsibility;</li> <li>Peer Cooperation;</li> <li>Respect for group opinions</li> <li>Public presentation of the visual identity designs for parents, students and teachers.</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
SPAIN	<ul> <li>to present our school and city to our partners</li> <li>to promote team working for a mutual aim</li> <li>to develop a sense of being part of a larger multicultural group</li> <li>to learn a basic group of words in different languages</li> <li>to learn and understand costumes and history of other countries</li> <li>to promote ICT skills</li> </ul>	<ul> <li>Communicative approach</li> <li>Questioning and Discussion</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Problem solving techniques</li> <li>Assigning tasks of responsibility</li> <li>Learn to work in groups</li> </ul>	<ul> <li>Search and discussion about what a logo and a mascot is, where it is used and what for, (the Internet, any known logos e.tc)</li> <li>Discussion about what was the best topic for a logo and mascot.</li> <li>Know the opinion of the team about the works presented.</li> <li>Take photos and videos to know the opinion of teachers and students about Erasmus projects</li> </ul>	<ul> <li>Increase of students' confidence in their own skills</li> <li>Discussion</li> <li>Questioning</li> <li>Observation</li> <li>Cooperation</li> <li>Learning about common activities and how to respect different opinions</li> <li>Understanding the history of other countries</li> <li>Sense of responsibility</li> <li>Open minded attitude</li> </ul>

	<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 2: Creating the mascot-doll				
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION	
CZECH REPUBLIC	<ul> <li>Team work – decision making</li> <li>Developing communication skills</li> <li>Improving creative ideas and skills</li> <li>Taking initiative</li> </ul>	<ul> <li>Research into history of the folk legends where the "vodnik" appears</li> <li>Brain-storming the ideas regarding the appearance of the mascot</li> <li>Delegating single tasks</li> </ul>	<ul> <li>Designing the puppet</li> <li>Choosing methods and materials</li> <li>Working independently on each part</li> <li>Putting the parts together</li> <li>Working together as a team</li> </ul>	<ul> <li>Teamwork</li> <li>Working effectively towards the common aim</li> <li>Cooperating and sharing ideas</li> <li>Sense of achievement</li> </ul>	

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
GREECE	Team work/team bonding Improve communication Student motivation and creativity planning and designing Building of self-confidence Developing artistic and creative skills Motivating students by the use of art Arts becomes active in all its components	<ul> <li>Researching the various versions/appearances of the chosen form of the puppet</li> <li>Training course: How to make a puppet 3D by an accomplished artist and creating a handmade puppet</li> <li>Cross-curricular consulting and sharing of ideas</li> <li>Individual and groupwork: Splitting the tasks in order to create a common product</li> <li>Learning by doing</li> <li>Students are active choice making agents</li> <li>Strong interaction and opinion- exchange process with the tutoring teacher</li> </ul>	<ul> <li>Brainstorming: Who or what is the most suitable figure of clean water</li> <li>Collecting information</li> <li>Choosing techniques / materials</li> <li>Designing the puppet</li> <li>Critical thinking</li> <li>Team work</li> <li>Creativity and imagination</li> </ul>	<ul> <li>Teamwork</li> <li>Emotional involvement and good contribution of ideas</li> <li>Respect of the assigned tasks</li> <li>Gain self-esteem, arouse motivation</li> <li>Target driven activities based on challenge</li> <li>Efficient cooperation among the students</li> <li>Sense of self fulfillment</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>Creating an identity</li> <li>Reflecting on our origins and cultural identity</li> <li>Promoting collaborative work</li> <li>Respecting others' opinion</li> <li>Developing artistic and creative skills</li> <li>Considering different points of view</li> <li>Creating a sense of belonging</li> <li>Improving students' motivation and creativity</li> </ul>	<ul> <li>Cooperative learning</li> <li>Learning by doing</li> <li>Communicative approach</li> <li>Task based approach</li> <li>Scaffolding</li> <li>Design thinking</li> </ul>	<ul> <li>Brainstorming</li> <li>Internet search</li> <li>Choosing techniques and materials</li> <li>Designing the draft and creating the mascot doll</li> <li>Realizing a power point presentation</li> </ul>	<ul> <li>Promoting team work</li> <li>Developing and demostrating respect for others' works</li> <li>Cooperation</li> <li>Increasing students' motivation</li> <li>Enhancing students' autonomy</li> <li>Enhancing student's self-esteem</li> <li>Stimulating students' involvement and enjoyment of learning</li> </ul>
LITHUANIA	<ul> <li>Experience communication in the team work</li> <li>Improve communication, self - expression through the art</li> <li>Student motivation, creativity, original thinking in planning and designing process</li> <li>Building of self-confidence</li> <li>Developing artistic and creative skills</li> <li>Motivating students by the use of their sensations involved in art activities</li> </ul>	<ul> <li>Group work: listen to and accept the viewpoints and contributions of others concerning the shape of the mascot-doll</li> <li>Training course: how to make a handmade doll</li> <li>Individual and groupwork: sharing the tasks and responsibilities in order to create a mascot-doll</li> <li>consulting with the art teacher during the whole process</li> <li>Evaluation of the final product</li> </ul>	<ul> <li>Mind map finding out what kind of the mascot-doll could be related to the three rivers: Nemunas, Neris and Jiesia</li> <li>Mind map finding out the suitable figure of the mascot-doll</li> <li>Sketching activities of the mascot- doll</li> <li>Choosing the best material for creation of the mascot-doll</li> <li>Sharing responsibilities and tasks in the process</li> <li>Presentation of the mascot-doll using story jumper</li> </ul>	<ul> <li>Involvement and motivation in the group work</li> <li>Ability to cooperate in the group work</li> <li>Attention and concentration in the activities</li> <li>Ability to discuss and share ideas and different views</li> <li>Students' responsibility for their tasks</li> <li>Acceptance of a guiding and consulting role of the art teacher</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>Organize working groups to promote collaborative work</li> <li>Research information associated to the mascot</li> <li>Promote study visits to learn about the mascot and its natural environment</li> <li>Planning the various phases of the mascot's implementation</li> <li>Choosing the most appropriate materials and building the mascot</li> <li>Develop artistic and creative skills</li> <li>Motivating students for art</li> <li>Motivating students by the use of art</li> <li>Arts becomes active in all its components</li> <li>Developing language and multimedia skills in order to make the video about the mascot making processes</li> </ul>	<ul> <li>Searching for information in various media</li> <li>Field trip to the mascot's natural environments, using photography</li> <li>Sharing ideas about the materials to be used</li> <li>Work in small groups</li> <li>Learn how to execute the various steps of the mascot</li> <li>Strong interaction in the decision making process between students and tutor teacher</li> </ul>	<ul> <li>Brainstorming: Which bird best represents aquatic environments</li> <li>Study visit to the Corroios marsh</li> <li>Collecting information</li> <li>Choosing techniques / materials</li> <li>Designing the puppet</li> <li>Critical thinking</li> <li>Creativity and imagination</li> <li>Team work</li> </ul>	<ul> <li>Degree of involvement in teamwork</li> <li>Contribution to the development of ideas</li> <li>Respect for work and peer involvement</li> <li>Fulfillment of established goals and challenges</li> <li>Cooperation among the students</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
SPAIN	<ul> <li>Develop team work</li> <li>Improve communication using English</li> <li>Student motivation in planning and designing our 3d mascot</li> <li>Building of self-confidence</li> <li>Develop artistic and creative skills</li> <li>Motivate students by the use of art</li> </ul>	<ul> <li>Research different ways of making our mascot Dropy</li> <li>Cross-curricular consulting and sharing of ideas</li> <li>Individual and groupwork: Splitting the tasks in order to create a 3D Dropy</li> <li>Learning by doing: use recycled material, glue, paint, use hot glue guns</li> <li>Students are active choice making agents</li> <li>Strong interaction and opinion- exchange process with the tutoring teacher</li> </ul>	<ul> <li>Brainstorming: Who or what is the most suitable figure of a drop of water</li> <li>Choosing techniques, tools and materials</li> <li>Designing the puppet</li> <li>Making our 3D puppet</li> <li>Critical thinking</li> <li>Team work</li> </ul>	<ul> <li>Teamwork</li> <li>Good contribution of ideas</li> <li>Respect deadlines of the assigned tasks.</li> <li>Gain self-esteem, arouse motivation</li> <li>Efficient cooperation among the students</li> <li>Sense of self fulfillment</li> </ul>

	<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 3: Theatrical performance or pantomime				
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION	
CZECH REPULIC	<ul> <li>Working together as a part of the team for the best result</li> <li>Developing self-confidence, concentration and communication skills</li> <li>Developing skills to perform</li> <li>Introduction of the Czech culture to other partners</li> <li>Developing other ways of communication</li> </ul>	<ul> <li>Team work – listening and considering opinions of other team members</li> <li>Focus</li> <li>Choosing important part of our culture to be introduced</li> <li>Practicing the performance</li> <li>Team work – recording the video And creating the subtitles</li> </ul>	<ul> <li>Choosing the folk song with an element of water</li> <li>Translating the lyrics to English</li> <li>Practicing the performance – singing and the guitar playing</li> <li>Digital work: editing the video and putting the subtitles</li> </ul>	<ul> <li>Working as a part of the team Learning to consider and accept other people's decision</li> <li>Taking interest and part in the activities</li> <li>Accepting the role of others</li> </ul>	
GREECE	<ul> <li>Experience communication without speaking</li> <li>Using your mind to find new forms of communication</li> <li>Working together for the best result</li> <li>Developing self-confidence, imagination, concentration, communication skills</li> <li>Increased self-esteem</li> <li>Development of non-verbal relationships</li> <li>Increased ability to play</li> </ul>	<ul> <li>Group work: listen to and accept the viewpoints and contributions of others</li> <li>Reading and understanding the story</li> <li>Storytelling</li> <li>Studying the act and practicing performing without speaking</li> <li>Meditation</li> <li>Intensive attention</li> <li>Observation</li> <li>Group work for the choice of the pictures and the creation of the digital work</li> </ul>	<ul> <li>Research on the Greek mythology</li> <li>Decision making of the appropriate myth related to water</li> <li>Acting exercises without speaking</li> <li>Choice of the song relevant to the myth</li> <li>Miming games</li> <li>Digital work: creating a video to best conveying the story idea</li> </ul>	<ul> <li>Work as a group</li> <li>Learn to listen and adapt to others decisions</li> <li>Expressing feelings without talking in the act</li> <li>Interest and involvement in the activities</li> <li>Attention and concentration Knowledge of the meaning of gestures and mimics when learning the pantomime</li> <li>Acceptance of guiding role of the teacher without formal authority</li> </ul>	

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>Developing self- confidence</li> <li>Developing team work and promoting cooperative skills</li> <li>Developing photographic and digital skills</li> <li>Promoting personal initiative</li> <li>Planning and managing tasks</li> <li>Promoting different learning approaches</li> <li>Improving English language skills.</li> <li>Improving acting abilities</li> </ul>	<ul> <li>Cooperative learning</li> <li>Learning by doing</li> <li>Communicative approach</li> <li>Task based approach</li> <li>Scaffolding</li> <li>Project based learning</li> </ul>	<ul> <li>Brainstorming</li> <li>Choosing the most effective means to represent our city</li> <li>Translating into English</li> <li>Taking photos of the most significant places in Livorno</li> <li>Choosing the photos to use</li> <li>Dividing the poem in parts, assigning the roles and recording</li> <li>Video making</li> </ul>	<ul> <li>Promoting group work.</li> <li>Developing and demostrating digital skills</li> <li>Cooperation</li> <li>Increasing students motivation</li> <li>Enhancing students' language skills.</li> <li>Enhancing students' self-esteem</li> <li>Stimulating students' volvement and enjoyment of learning</li> </ul>
LITHUANIA	<ul> <li>Experience communication through discussion and group work</li> <li>Developing self-confidence, imagination, concentration, communication skills</li> <li>Developing creativity, critical thinking</li> <li>Developing skills of decision making</li> <li>Increased ability to play</li> <li>Increased knowledge of the shadow theatre elements.</li> </ul>	<ul> <li>Group work: listen to and accept the viewpoints and contributions of others</li> <li>Reading and understanding the main idea and the plot of the play</li> <li>Studying the act and practicing shadow theatre elements.</li> <li>Observation</li> <li>Group work for the creation of the digital work (video)</li> <li>Evaluation of the final product</li> </ul>	<ul> <li>Research on the ecological side expected to be revealed in the play</li> <li>Decision making of the appropriate expressions, forms of acting in the play</li> <li>Making dolls for the shadow theatre</li> <li>Digital work: creating a video</li> </ul>	<ul> <li>Involvement and motivation in the group work</li> <li>Ability to cooperate in the group work</li> <li>Attention and concentration in the performance</li> <li>Ability to discuss and share ideas and different views.</li> <li>Acceptance of a guiding and consulting role of the drama teacher</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>Develop reading, writing and communication skills in the English language</li> <li>To value Portuguese literature</li> <li>Know several forms of theatrical representation</li> <li>Conceive sceneries and characters for the theatrical representation with the use of puppets</li> <li>Contact with professionals of the theater</li> <li>Develop collaborative work among peers</li> </ul>	<ul> <li>Reading the book "The Girl from the Sea"</li> <li>Watching the play "The Girl from the Sea"</li> <li>Adaptation of the text for theater and respective translation</li> <li>Trip to the Municipal Theater for voice and body expression training</li> <li>Reading practice in English and voice recording</li> <li>Choice of materials to make the puppets and images</li> <li>Execution, in group, of the puppets and the scenery</li> <li>Making of the video</li> </ul>	<ul> <li>Reading out loud the text in Portuguese and English</li> <li>Field trip to the Municipal Theater. Workshop with actors</li> <li>Research of information for the elaboration of the puppets and scenery</li> <li>Elaboration of the puppets and scenery</li> <li>Acting training</li> <li>Video execution</li> </ul>	<ul> <li>Degree of involvement in teamwork</li> <li>Contribution to the development of ideas</li> <li>Respect for work and peer involvement</li> <li>Fulfillment of established goals and challenges</li> <li>Cooperation among the students</li> </ul>
SPAIN	<ul> <li>Experience communication through puppets</li> <li>Find a local legend related to water</li> <li>Work together for the best result</li> <li>Develop self-confidence, imagination, concentration and communication skills</li> <li>Increase self-esteem</li> <li>Develop non-verbal relationships</li> <li>Increase creative skills by making puppets and stage decor</li> </ul>	<ul> <li>Create a play script</li> <li>Read and understand the story</li> <li>Storytelling</li> <li>Study the story and practice performing with puppets</li> <li>Meditation</li> <li>Intensive attention</li> <li>Observation</li> <li>Group work for the choice of the puppets and stage decor</li> </ul>	<ul> <li>Research the local mythology</li> <li>Decision making of the appropriate myth related to water</li> <li>Choose and make a puppet</li> <li>Choose and make the stage decor</li> <li>Rehearse story</li> </ul>	<ul> <li>Work as a group</li> <li>Learn to listen and adapt to others decisions</li> <li>Expressing feelings using your voice</li> <li>Interest and involvement in the activities</li> <li>Attention and concentration</li> <li>Learn how to use a puppet</li> <li>Acceptance of guiding role of the teacher without formal authority</li> </ul>

<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 4: Creating a multimedia poster						
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION		
CZECH REPUBLIC	<ul> <li>Develop digital skills</li> <li>Work as a part of international team</li> <li>Make others aware about ekosystems in our country</li> <li>Learn about other cultures</li> <li>Develop self-motivation</li> </ul>	<ul> <li>Working in a team</li> <li>Communication in English</li> <li>Use of various digital tools</li> <li>Problem solving</li> <li>Collaboration</li> </ul>	<ul> <li>Learning – what is a poster, how to create it, what it represents and what is it supposed to do</li> <li>Basic layout of the poster</li> <li>Critical thinking and problém solving</li> <li>Looking for materials online (google, wikipedia)</li> <li>Preparation of pictures and text for the poster</li> <li>Participating in creation of the poster</li> <li>Presentation of the poster</li> </ul>	<ul> <li>Presentation</li> <li>Discussion</li> <li>Collaboration</li> <li>Observation</li> <li>Learning about common activities and respecting different opinions</li> </ul>		
GREECE	<ul> <li>Raise awareness of being a member of European community</li> <li>Team building and team working</li> <li>Being self-motivated</li> <li>Provide cultural interaction between counties of Europe</li> <li>Learning and using of new digital tools</li> </ul>	<ul> <li>Communication and discussion in frequent meetings</li> <li>Working in groups</li> <li>Inquiry and problem solving</li> <li>Assigning tasks of responsibility</li> <li>Use of ICT, Photoshop</li> <li>Whole class</li> <li>Cooperative Learning</li> <li>Discovery learning</li> </ul>	<ul> <li>Discussion: a multimedia poster, what to include</li> <li>Learning what a poster is, what it represents and what it is supposed to do</li> <li>Critical thinking and problem- solving; being selective</li> <li>Searching for material in our school library and on-line (Google, Wikipedia)</li> <li>Survey history, literature and images</li> <li>Writing a small paper.</li> </ul>	<ul> <li>Discussion</li> <li>Questioning</li> <li>Observation</li> <li>Cooperation</li> <li>Learning about common activities and how to respect different opinions.</li> <li>Encouraging</li> <li>Open-minded attitude</li> <li>Being respectful</li> <li>Giving proposals</li> </ul>		

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>Developing self- confidence</li> <li>Developing team work and promoting cooperative skills</li> <li>Developing and digital skills</li> <li>Promoting different learning approaches</li> <li>Improving English language skills</li> </ul>	<ul> <li>Cooperative learning</li> <li>Learning by doing</li> <li>Communicative approach</li> <li>Task based approach</li> <li>Scaffolding</li> <li>Project based learning</li> <li>Learning by doing</li> </ul>	<ul> <li>Brainstorming: creating a multimedia poster</li> <li>Researching and analyzing different posters</li> <li>Choosing the most representative photo of our city.</li> <li>Creating a short video with a drone</li> <li>Planning and creating the multimedia poster</li> </ul>	<ul> <li>Promoting group work</li> <li>Developing and demostrating digital skills</li> <li>Cooperation</li> <li>Increasing students motivation</li> <li>Enhancing students' language skills</li> <li>Enhancing students' self-esteem</li> <li>Stimulating students' involvement and enjoyment of learning</li> </ul>
LITHUANIA	<ul> <li>To get acquainted with the similarities and differences between European countries;</li> <li>Team building and discussion of activities;</li> <li>Be self-motivated;</li> <li>Learn and use new digital tools;</li> <li>Cooperate with partner teams in joint activities.</li> </ul>	<ul> <li>Refining ideas using brainstorming techniques in meetings;</li> <li>Work in groups;</li> <li>Ways to search for information;</li> <li>Division of activities and responsibilities in the group;</li> <li>Use of ICT, video production;</li> <li>Saving information in QRcode;</li> <li>Collaborative learning.</li> </ul>	<ul> <li>Discussion: search for the delivered object;</li> <li>An explanation of what a poster is, what its structure is and what its content is;</li> <li>Critical thinking and problem-solving;</li> <li>Material search on the Internet (Google, Wikipedia);</li> <li>Filming and editing of a video film, selection of music;</li> <li>Extraction of essential information and preparation of the text;</li> <li>Create a multimedia poster.</li> </ul>	<ul> <li>Discussion and asking questions;</li> <li>Observation and listening;</li> <li>Cooperation and communication;</li> <li>Ability to hear each other and acceptance of different opinions;</li> <li>Open approach;</li> <li>Respectful communication;</li> <li>Sharing ideas.</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>Researching and organise relevant contents for the development of the poster design from a cultural heritage perspective</li> <li>Getting to know the cultural heritage of the regions of each partner country</li> <li>Using web tools for creating digital contents</li> <li>Using collaborative tools for the construction of the collective poster, namely CANVA</li> </ul>	<ul> <li>The teachers of each country guide their students while researching and organizing the contents</li> <li>Multimedia contents (photographs, videos, StoryJumper, genially) are sent to the host country of the meeting via email.</li> <li>Elaboration of a script about the features of CANVA</li> <li>The students responsible for creating the multimedia poster are invited to participate in CANVA</li> <li>The students responsible for creating the multimedia poster download the contents on the collective poster during the online meeting</li> <li>Each student presents his part of the poster to the other partners</li> </ul>	<ul> <li>Discussion: a multimedia poster, what to include</li> <li>Searching for material in our school library and on-line</li> <li>Writing a small paper</li> <li>Development of the collective poster in a virtual activity</li> <li>Presentation of the poster by each of the partner countries in a virtual activity</li> </ul>	<ul> <li>Increase of students' confidence in their own skills</li> <li>Discussion</li> <li>Questioning</li> <li>Observation</li> <li>Cooperation</li> <li>Learning about common activities and how to respect different opinions</li> <li>Learning about roles and tasks</li> <li>Sense of responsibility</li> <li>Open-minded attitude</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
SPAIN	<ul> <li>To present an example of our cultural heritage</li> <li>To learn and enjoy the cultural heritage of other countries</li> <li>To promote team working for a mutual aim</li> <li>To develop a sense of being part of a larger multicultural group</li> <li>To learn a basic group of words in different languages</li> <li>To promote ICT skills</li> </ul>	<ul> <li>Communicative approach</li> <li>Questioning and Discussion</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Problem solving techniques</li> <li>Assigning tasks of responsibility</li> <li>Learn to work in groups</li> <li>Use of ICT resources</li> </ul>	<ul> <li>Ideas about how to prepare the ultimedia poster</li> <li>Brainstorming and development of problem solving skills</li> <li>Creation and searching for materials to create a poster</li> <li>Study of our cultural heritage</li> <li>Preparation of a script.</li> <li>Creating a multimedia poster</li> </ul>	<ul> <li>Increase of students' confidence in their own skills in new technologies</li> <li>Discussion</li> <li>Questioning</li> <li>Observation</li> <li>Cooperation</li> <li>Group working skills</li> <li>Understanding the cultural heritage of other countries</li> <li>Sense of responsibility</li> <li>Open minded attitude</li> </ul>

	<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 5: Creating of Tourism brochures (leaflets)						
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION			
CZECH REPUBLIC	<ul> <li>Decision making</li> <li>Working as a part of the team</li> <li>Motivation</li> <li>Creative ideas</li> <li>Developing digital skills</li> <li>Learning to work with new digital tools</li> <li>Considering different opinions</li> <li>Improving language skills</li> </ul>	<ul> <li>Discussion and brain storming in the teams meetings</li> <li>Learning to work with different digital tools</li> <li>Working in groups as well as individually</li> </ul>	<ul> <li>Choosing touristically attractive places</li> <li>Making decision about the leaflets' layout</li> <li>Choosing digital tools to be used</li> <li>Looking for informations and pictures on the internet</li> <li>Creation of four leaflets</li> </ul>	<ul> <li>Development of the English speaking skills</li> <li>Improvement of presentations skills</li> <li>Building pupils' self-confidence</li> <li>Learning about different approach towards common target</li> </ul>			
GREECE	<ul> <li>Student motivation and creativity</li> <li>Planning and designing</li> <li>Building of self-confidence</li> <li>Team-work – decision Promoting collaborative work</li> <li>Promoting artistic and digital skills</li> <li>Taking initiative</li> <li>Considering different points of view</li> <li>Improving English language skills</li> </ul>	<ul> <li>Working in a team</li> <li>Communication and discussion in frequent meetings</li> <li>Use of ICT, Photoshop</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Working in groups</li> </ul>	<ul> <li>Learning – what is a brochure, how to create it, what it represents and what is supposed to do</li> <li>Discussion: a brochure about economy and tourism, what to include</li> <li>Layout of the brochure</li> <li>Searching for material in our school library and on-line (Google, Wikipedia)</li> <li>Creating two brochures in paper and online</li> </ul>	<ul> <li>Promoting group work</li> <li>Developing and demonstrating digital skills</li> <li>Observation – Cooperation</li> <li>Enhancing students' language skills</li> <li>Enhancing students' self-esteem</li> <li>Sharing ideas</li> <li>Learning about common activities and how to respect different opinions</li> </ul>			

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>Developing and promoting team work and cooperative skills</li> <li>Developing creative and digital skills</li> <li>Improving students' motivation</li> <li>Motivating students using new digital tools</li> <li>Improving English language skills</li> <li>Building self- confidence through the knowledge and application of technology</li> <li>Encouraging curiosity and initiative</li> </ul>	<ul> <li>Cooperative learning</li> <li>Learning by doing</li> <li>Project- based learning</li> <li>Design thinking</li> <li>Brainstorming</li> <li>Communicative approach</li> </ul>	<ul> <li>Researching information about tourist leaflet</li> <li>Choosing techniques and the most suitable digital tool to design a leaflet</li> <li>Researching information about economy and tourism related to our city, using different ICT tools</li> <li>Deciding what information to include on the leaflet</li> <li>Designing the leaflet using the chosen digital tool</li> </ul>	<ul> <li>Promoting group work</li> <li>Developing and demonstrating digital skills</li> <li>Enhancing students' language skills</li> <li>Cooperation</li> <li>Stimulating students' involvement and enjoyment of learning</li> <li>Sharing and discussing ideas and opinions</li> <li>Increasing students' motivation</li> </ul>
LITHUANIA	<ul> <li>Team-work – decision Promoting collaborative work and creativity</li> <li>Planning and designing</li> <li>Promoting artistic and digital skills</li> <li>Improving English language skills</li> <li>Searching for targeted information and encouraging initiative</li> <li>Considering different points of view</li> </ul>	<ul> <li>Mind map to refine the topic.</li> <li>Art of hosting method to highlight key aspects</li> <li>Use of ICT, Canvas applet</li> <li>Collaboration in a team</li> </ul>	<ul> <li>Explaining what a brochure is and what its structure is</li> <li>Discussion: what should be the topic of the brochure, what will be the focus</li> <li>Learning to work with the Canvas app</li> <li>Search for information and video material on the Internet (Google, Wikipedia)</li> <li>Coding of information with QR code</li> <li>Creating a brochure on the Canvas platform</li> </ul>	<ul> <li>Teamwork skills development</li> <li>Learning to work with the Canvas app</li> <li>Development of digital skills</li> <li>Monitoring - Cooperation</li> <li>To develop students' language skills</li> <li>Sharing experiences</li> <li>Developing tolerance for the opinion of another</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>To research and organise relevant information</li> <li>To get to know the different tourist regions of the country</li> <li>To select the most appropriate digital tools for leaflet making</li> <li>To promote collaborative work and group initiative</li> <li>To promote the development of artistic and digital skills</li> <li>To improve knowledge of the English language</li> <li>To respect different points of view</li> </ul>	<ul> <li>Group discussion of the work plan</li> <li>Work in small groups with guidance for the research and selection of information</li> <li>Use of digital tools: Canva for leaflets and Google Earth for the presentation of our team work during the virtual meeting</li> <li>Oral presentation training</li> </ul>	<ul> <li>Making a presentation for students on the rules of making a leaflet</li> <li>Searching, selecting and organising information (text, image and QRcode)</li> <li>Designing 7 leaflets, one for each tourism region</li> <li>Working sessions, in small groups, to improve the layout and information on the leaflets</li> <li>Elaboration of a project on Google Earth for online presentation</li> <li>Oral presentation training sessions</li> </ul>	<ul> <li>Progression of skills: searching for and organising information, linguistic and digital literacy</li> <li>Group work: cooperation and autonomy</li> <li>Participation in sharing ideas</li> <li>Formative assessment of final products</li> </ul>
SPAIN	<ul> <li>Team working</li> <li>Taking initiative</li> <li>Developing creative ideas</li> <li>Working on digital and communication skills</li> <li>Promoting artistic and digital skills</li> <li>Improving english language skills</li> <li>Considering different points of view</li> <li>Knowing the culture of other countries</li> </ul>	<ul> <li>Questioning and Discussion</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Problem solving techniques</li> <li>Assigning tasks of responsibility</li> <li>Learning to work in groups</li> <li>Using digital resources</li> </ul>	<ul> <li>Learning – what is a brochure, how to create it, what it represents and what is supposed to do</li> <li>Brainstorming about what to include in the brochure</li> <li>Searching, selecting and analyzing information about the brochure</li> <li>Designing the brochure</li> </ul>	<ul> <li>Promoting group work</li> <li>Respect and accept the opinions of others</li> <li>Developing and demonstrating digital skills</li> <li>Observation – Cooperation</li> <li>Enhancing students' self-esteem</li> <li>Understanding the cultural heritage of other countries</li> <li>Sense of responsibility</li> <li>Open minded attitude</li> </ul>

<b>PROJECT "LIVING BESIDE THE WATER"</b> Step 6: Creating a digital map						
	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION		
CZECH REPUBLIC	<ul> <li>Team work – searching for information, assessing and making decisions</li> <li>Learning new digital skills</li> <li>Motivating students to learn, be creative , make decisions, communicate and collaborate in a team</li> </ul>	<ul> <li>Searching on the internet</li> <li>Discussion</li> <li>Taking responsibility for single tasks</li> <li>Choosing the places to be described</li> <li>Exdecution of the tasks</li> </ul>	<ul> <li>Brainstorming – interesting places to be described</li> <li>Browsing different websites in search fo interesting information</li> <li>Search for the places' official videos</li> <li>Discussion within the team and the teachers</li> <li>Learning to work in the interactive map</li> </ul>	<ul> <li>Collaboration in the team</li> <li>Building self confidence in making decision and using digital tools</li> <li>Keeping the dead lines</li> </ul>		
GREECE	<ul> <li>Team- work - decision making</li> <li>Improving creative ideas and skills</li> <li>Experience communication in the team- work</li> <li>Developing artistic and creative skills</li> <li>Motivating students by the use of digital tools</li> <li>Learning something new</li> </ul>	<ul> <li>Discussion</li> <li>Creativity and ideas</li> <li>Assigning tasks of responsibility</li> <li>Critical thinking</li> <li>Learn to work in groups</li> <li>Design thinking</li> <li>Decision making on the material to be used</li> <li>Execution of the task</li> </ul>	<ul> <li>Brainstorming: Which sites are going to be used</li> <li>Study of the various tasks using Wikipedia information and official sites of the places.</li> <li>Choosing the videos accompanying the sites</li> <li>Consulting the teachers</li> <li>Preparing the final outcome</li> </ul>	<ul> <li>Level of teamwork</li> <li>Cooperation among the students</li> <li>Sense of self confidence in using digital tools</li> <li>Respect deadlines of the assigned tasks.</li> <li>Level of attention and involvement</li> <li>Enhancing students' self-esteem</li> <li>Cooperation among the students</li> </ul>		

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
ITALY	<ul> <li>Developing team work and promoting cooperative skills</li> <li>Developing creative and digital skills</li> <li>Improving English language skills</li> <li>Encouraging curiosity and initiative</li> <li>Motivating students using new digital tools</li> <li>Improving English language skills</li> <li>Learning about other cities history and culture</li> </ul>	<ul> <li>Cooperative learning</li> <li>Learning by doing</li> <li>Brainstorming activities to share ideas</li> <li>Use of ICT tools</li> <li>Communicative approach</li> <li>Project-based learning</li> <li>Decision making</li> </ul>	<ul> <li>Researching information about a digital map and the shared digital tool</li> <li>Choosing the Italian cities and places that will be used for the digital map</li> <li>Researching information about the cities in terms of history, culture and art</li> <li>Deciding and selecting information</li> <li>Researching and choosing the video to use on the digital map</li> <li>Uploading the information on the shared digital tool</li> </ul>	<ul> <li>Promoting group work</li> <li>Enhancing students' self-esteem</li> <li>Increasing students' motivation and cooperation</li> <li>Sharing and discussing ideas and opinions</li> <li>Enhancing students' autonomy</li> <li>Stimulating students' involvement and enjoyment of learning</li> </ul>
LITHUANIA	<ul> <li>Teamwork – brainstorming</li> <li>Purification of creative ideas</li> <li>Improving collaboration skills</li> <li>Development of ICT skills</li> <li>Encouraging creativity</li> <li>Search for new information</li> </ul>	<ul> <li>Work in groups</li> <li>Creative tasks</li> <li>Distribution of activities</li> <li>Critical thinking</li> <li>Selection of the end result and the means by which the task will be performed</li> <li>Time planning and sharing of responsibilities</li> </ul>	<ul> <li>The brainstorming method: planning the delivery of objects</li> <li>Working with information sources: an overview of tourist sites.</li> <li>Video search and editing</li> <li>Discussion of the prepared material with a geography teacher.</li> <li>Providing information on the google maps platform (working with an ICT teacher)</li> </ul>	<ul> <li>Student communication and teamwork</li> <li>Expanding digital skills</li> <li>Time and activity planning</li> <li>Promoting students' self-esteem and confidence</li> </ul>

	AIMS	METHODOLOGIES	ACTIVITIES	EVALUATION
PORTUGAL	<ul> <li>Developing skills in the use of digital tools</li> <li>Taking decisions in the context of group work</li> <li>Developing language and communication skills</li> <li>Developing skills for searching, selecting, and organizing information</li> </ul>	<ul> <li>Group work</li> <li>Decision making on the material to be used</li> <li>Assigning tasks of responsibility for each member of the team</li> <li>Critical thinking</li> </ul>	<ul> <li>Brainstorming to decide the places and relevant information to be used</li> <li>Preparation of short texts on the subject</li> <li>Choosing the videos to be included on the digital map</li> <li>Session to learn how to use the tool</li> <li>Preparation of the final product</li> <li>Presentation training of the digital map</li> </ul>	<ul> <li>Cooperation among the students</li> <li>Sense of self confidence in using digital tools</li> <li>Level of attention and involvement</li> </ul>
SPAIN	<ul> <li>Team working</li> <li>Taking initiative</li> <li>Developing creative ideas</li> <li>Working on digital and communication skills</li> <li>Promoting artistic and digital skills</li> <li>Improving english language skills</li> <li>Considering different points of view</li> </ul>	<ul> <li>Questioning and Discussion</li> <li>Brainstorming to encourage ideas and collaborative thinking</li> <li>Problem solving techniques</li> <li>Assigning tasks of responsibility</li> <li>Learning to work in groups</li> <li>Using digital tools</li> </ul>	<ul> <li>Learning – what is a digital map, how to use it and how to present the information.</li> <li>Brainstorming about what to include in the map</li> <li>Searching, selecting, and analyzing information about the contents of the map</li> </ul>	<ul> <li>Promoting group work</li> <li>Respect and accept the opinions of others</li> <li>Developing and demonstrating digital skills</li> <li>Observation – Cooperation</li> <li>Enhancing students' self-esteem</li> <li>Sense of responsibility</li> <li>Open minded attitude</li> </ul>