eTwinning
The Community of Schools in Europe

OPEN SOURCE TOOLS in eTwinning Projects

18-20 **October** 2018 @ **Chania,** Crete, Greece

Hellenic Ministry of Education, Research & Religious Affairs

CTI "DIOPHANTUS" Computer Technology Institute & Press

Erasmus+

Multilateral Seminar for **Teachers** of **Primary Education**

Target group: Primary School Teachers (age group 6 - 12)
Hashtags: #eTwicrete2018, #eTwinning

Networking activities

Collaborate & Have fun!

Dr. Katerina Glezou
NSS Pedagogical Team Member
glezou@gmail.com

CodeWeek.eu
Leading Teacher

Hellenic Ministry of Education, Research & Religious Affairs
CTI "DIOPHANTUS" Computer Technology Institute & Press
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eTwinning meets CodeWeek in Crete

CodeWeek.eu

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Activity 1

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https://kahoot.com/mobile-app/

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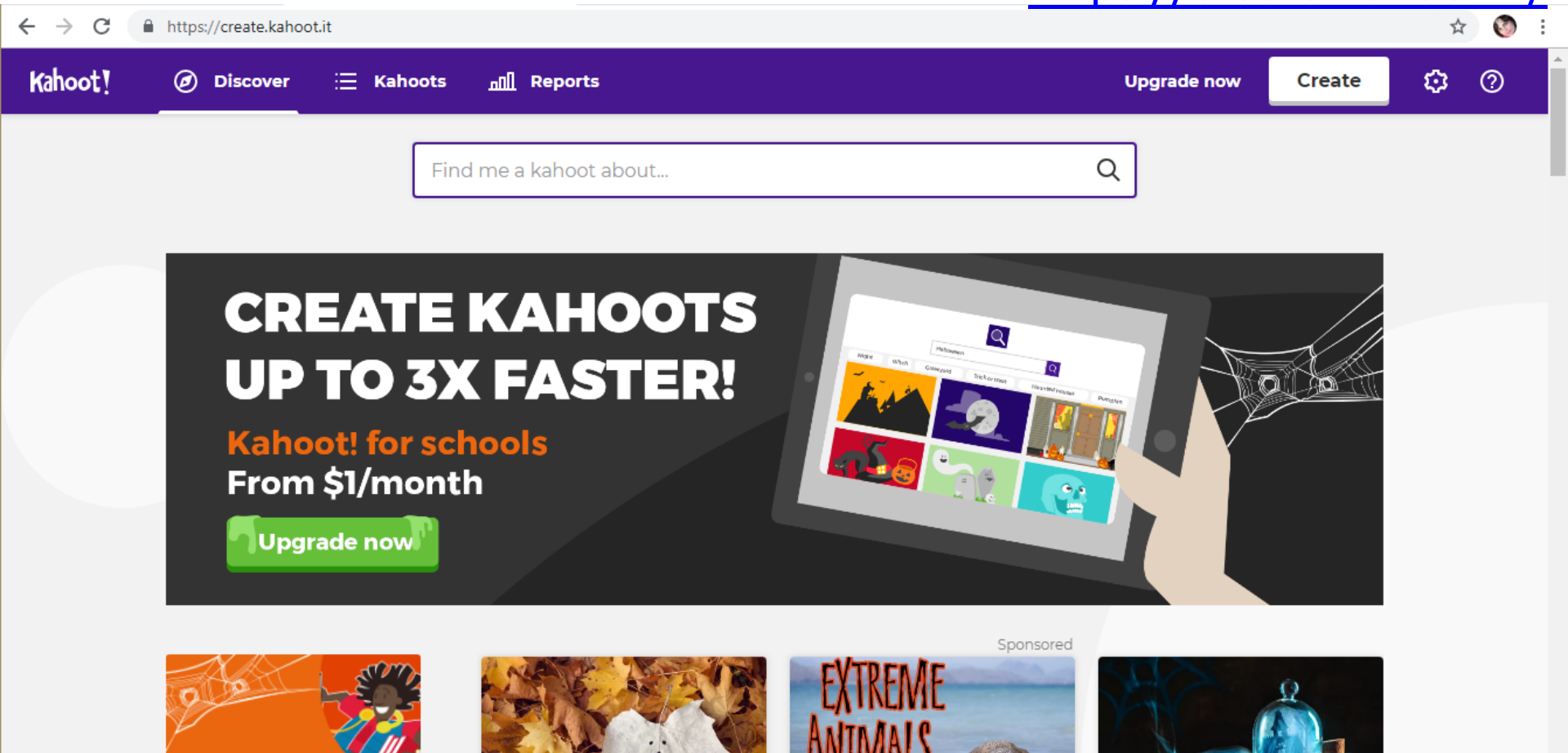
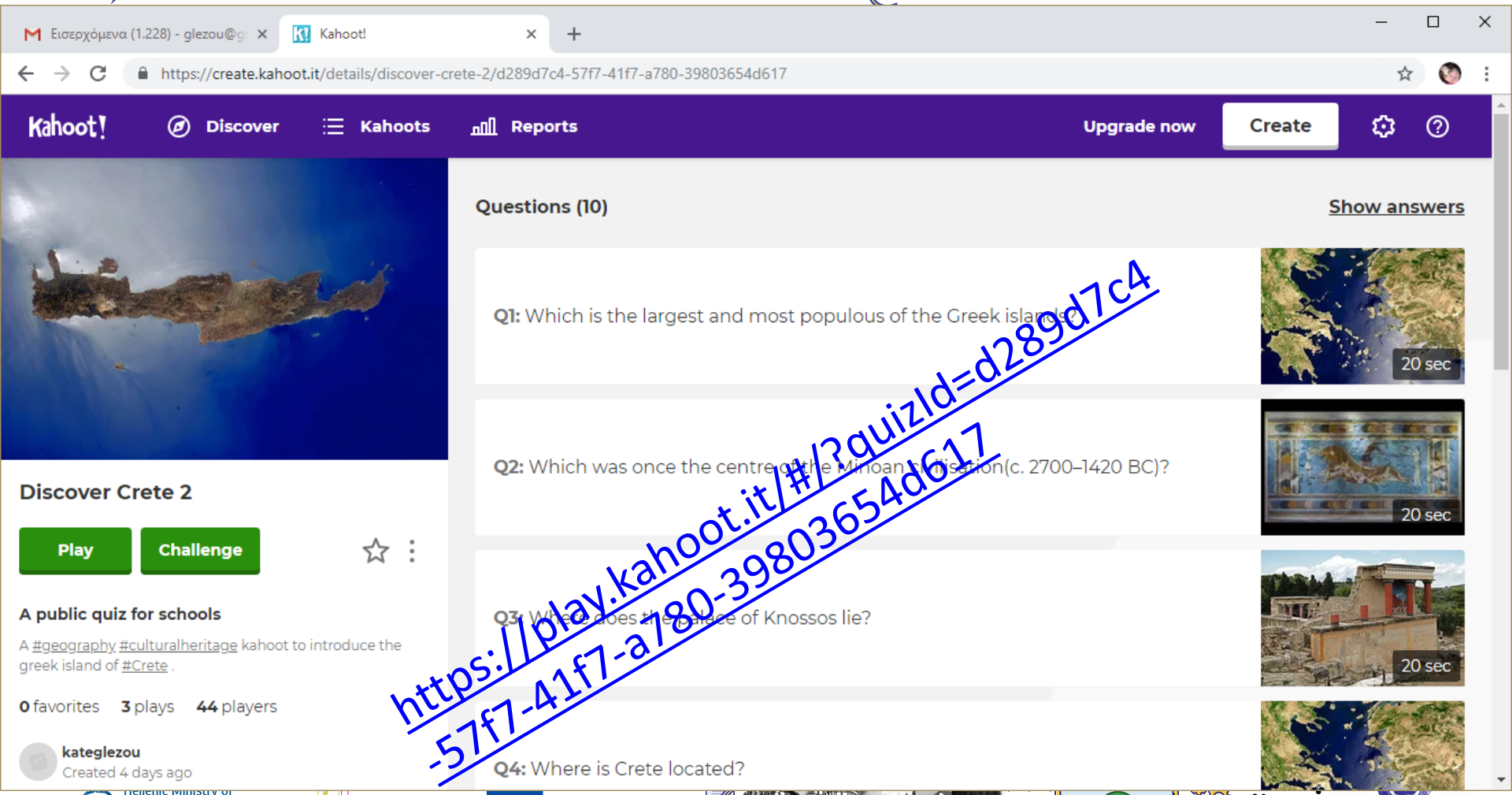
https://create.kahoot.it/




Εισερχόμενα (1.228) - glezou@g
Kahoot!
https://create.kahoot.it/details/discover-crete-2/d289d7c4-57f7-41f7-a780-39803654d617
Kahoot!
Discover
Kahoots
Reports
Upgrade now
Create
Discover Crete 2
Play
Challenge
A public quiz for schools
A #geography #culturalheritage kahoot to introduce the greek island of #Crete .
0 favorites
3 plays
44 players
kateglezou
Created 4 days ago
Questions (10)
Show answers
Q1: Which is the largest and most populous of the Greek islands?
Q2: Which was once the centre of the Minoan civilisation(c. 2700–1420 BC)?
Q3: Where does the Palace of Knossos lie?
Q4: Where is Crete located?
20 sec
20 sec
20 sec
https://play.kahoot.it/#/?quizId=d289d7c4-57f7-41f7-a780-39803654d617

https://play.kahoot.it/#/?quizId=d289d7c4-57f7-41f7-a780-39803654d617

Full Screen

Kahoot!

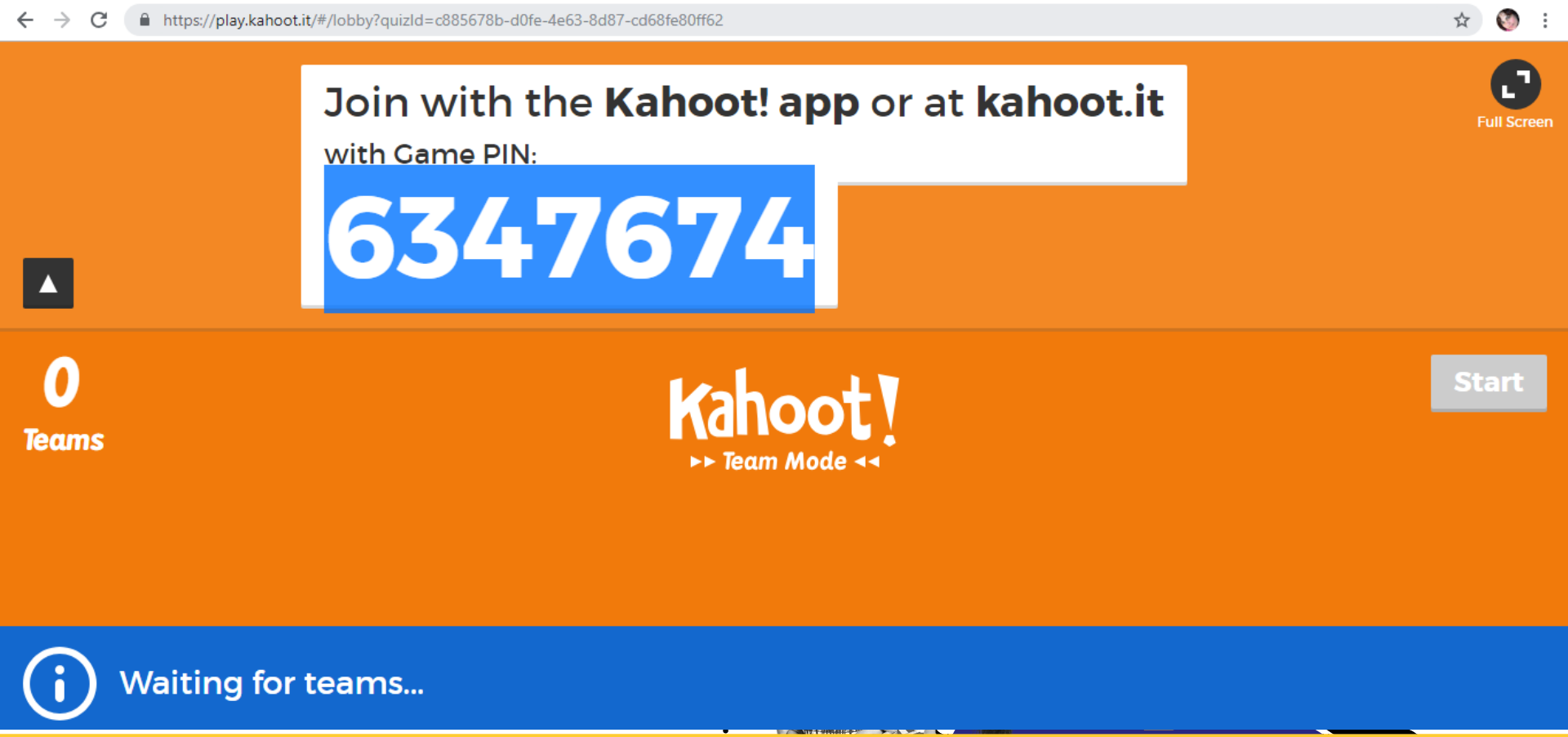
Discover Crete 2

Player vs Player
1:1 Devices

Classic

Team vs Team
Shared Devices

Team mode


https://play.kahoot.it/#/lobby?quizId=c885678b-d0fe-4e63-8d87-cd68fe80ff62
Join with the Kahoot! app or at kahoot.it
with Game PIN:
6347674
Full Screen
0
Teams
Kahoot!
Team Mode
Start
Waiting for teams...

Activity 2

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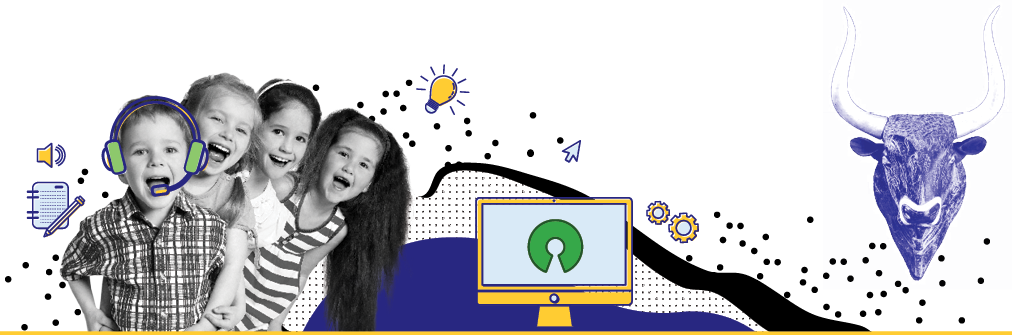
Web Literacy Bingo

Web literacy bingo allows us to explore a web literacy competency of our choice with a group of learners.

https://thimbleprojects.org/chadsansing/125881/offline-icebreakers/session05-web-literacy-bingo.html#overview



Web Literacy Skills

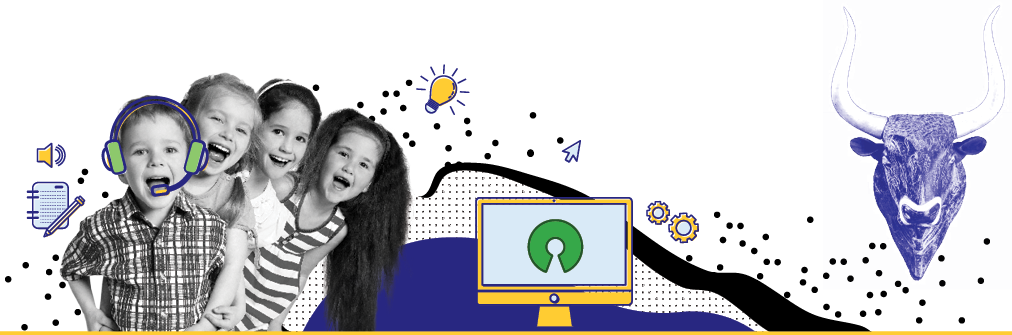
Read Synthesize

21st Century Skills

Collaboration Communication

Learning Objectives

- Activate and share background knowledge about the web and web literacy topics with a community of learners.



S
T
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P
S

1. Get a Bingo card from us listing different kinds of behaviours people have that are connected to the web, like, "always uses the same password," or, "has made a webpage before."
2. Find people in the room who have done the things on the Bingo card in order to collect signatures. Collect one signature per square. Mingle and talk with one another until you can each find at least one person who can explain each item, theme, or topic in a bingo square. Anyone who successfully explains an item can only sign another player's bingo once.
3. Call out "Bingo!" when you get a complete row, column, or diagonal stripe for Bingo and get a simple prize from us.
4. Reflect and discuss about your findings.

Activity 3

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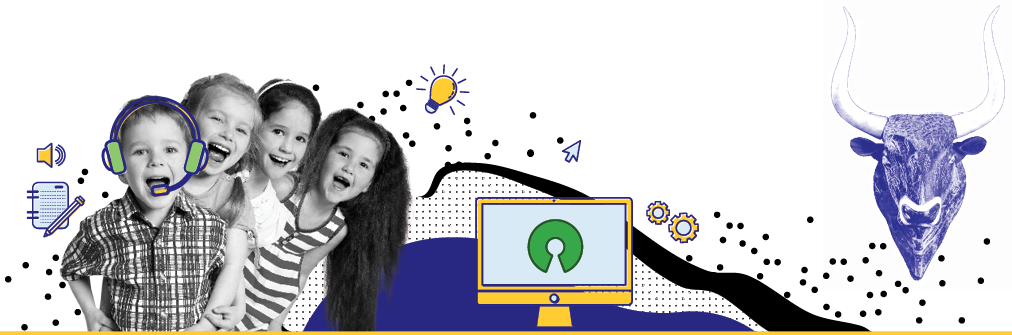
Puzzles for Teaching HTML

Explore web literacy skills with these puzzle-like activities designed to engage participants with offline learning about the web.

https://thimbleprojects.org/chadsansing/125881/offline-icebreakers/session03-puzzles-for-teaching-html.html#overview



Web Literacy Skills

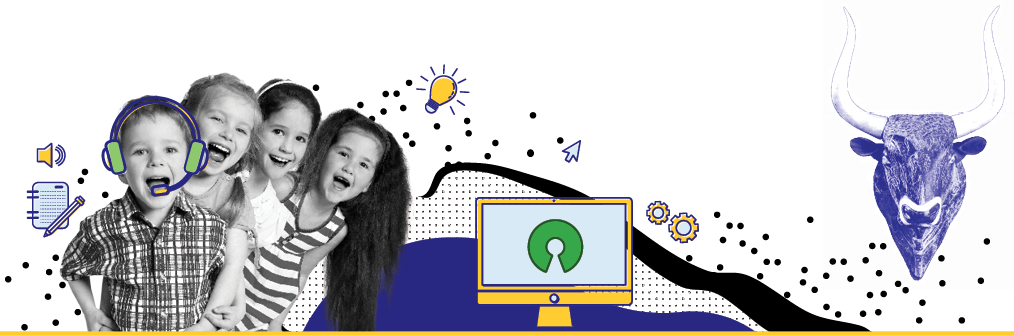
Read Synthesize

21st Century Skills

Collaboration Communication Problem Solving

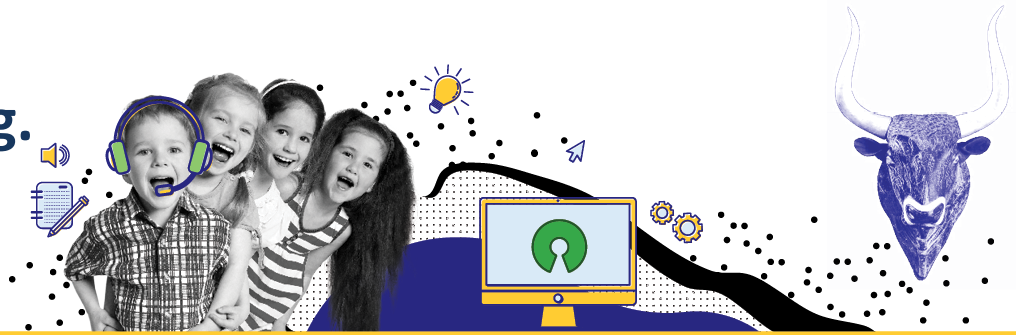
Learning Objectives

- Learn how HTML tags function.
- Explore tags and website components.
- Explore the markup of text as a component of site architecture and the Web Literacy Map.
- Solve an HTML puzzle dealing with search syntax.



S T E P S

1. Get an HTML tag card from us.
2. Pair up according to who has the open and closing card for each tag.
3. Find pairs with different tag cards and make a team.
4. Move into rows that represent the basic structure of a webpage while trying to stand in the rows in which their tags belong.
5. Create tags for objects in the room and post them around the objects they describe. For example, two learners might put these tags, <door> and </door> around a door in your learning space.
6. Reflect on your learning.



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Thank you for your participation!

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