Ellinoagliki Agogi (EA) Primary School

- We are a Primary School that has as its main goal the acquisition of skills for children aged 6 to 12 years moving beyond the national Education Program of the Ministry of Education. Our school implements its own program with a derogation license for these children in fields such as **computer science, foreign languages, art and intercultural activities**.

- Our school is highly activated in implementing **innovative methods** in learning process. The teachers of our school are very experienced in the use of **new technologies and interactive tools in all lessons**, while most of them are expertise in the psychosocial development of pupils as well as **creative learning methodologies**.

Our School

Sun-moon

Mixing Colours

Project Members

- ### Konstantinos Krommidas

Deputy director, primary education teacher and computer science teacher with a M.Ed in ICT in Education. Participated in the program Erasmus 2017-1-ES01-KA201-038019 3D PRINTING, organizer in the project Tradition and Art, coordinator of interactive education, certified teacher of Adult Informatics.

- ### Yulie Papastavrou

Computer science professor with a master's degree in Computer Science Theory. She participated in the Erasmus 2017-1-ES01-KA201-038019 3D PRINTING program and is responsible for the organization and implementation of computer science at the school.

- ### Annabeth Ladia – Hunter

English Language Teacher with a Master's Degree in Educational Management and Leadership. Responsible for setting up and implementing the Content and Language Integrated Learning (CLIL) program of the school, expertise in development of creative learning content.
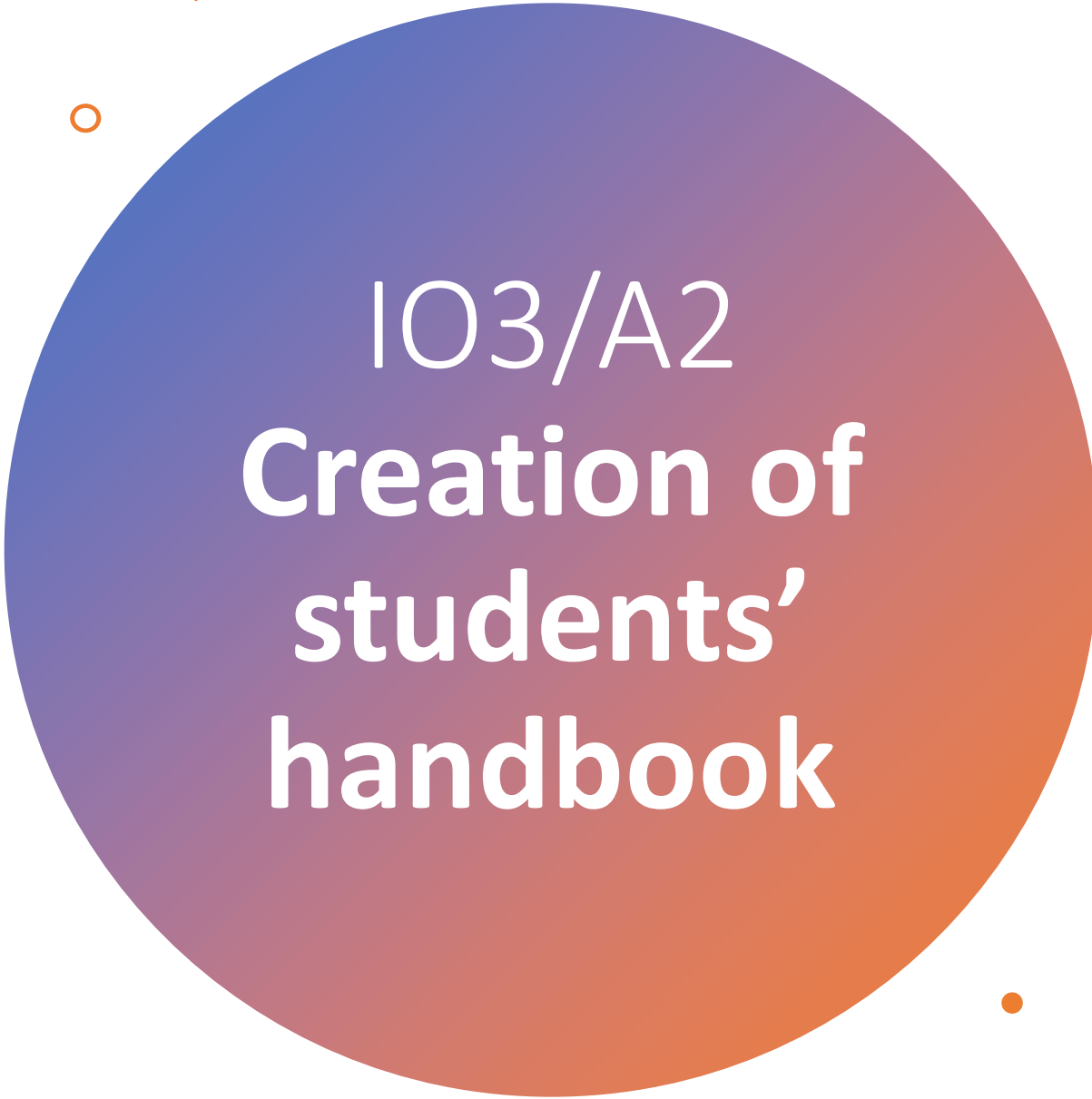
Our role in the project

IO1

- ✓ *Research* on intercultural competence through arts (desk research, focus groups)
- ✓ Development and implementation of *"The Day of Traditional Food"* (7 scenarios) in order to promote intercultural competence.
- ✓ *Piloting* workshop scenarios.

IO2

- ✓ *Creation of 3 digital game activities*
- ✓ *Testing*

IO3/A2
Creation of students' handbook

- <u>The Goal:</u>

Exercise and develop intercultural and prosocial competences in children, increase their knowledge and awareness of Europe's cultural heritage through informal learning and actively engage them with various forms of art and the interactive online game as well as achieve an open mindset and widen their cultural horizons.
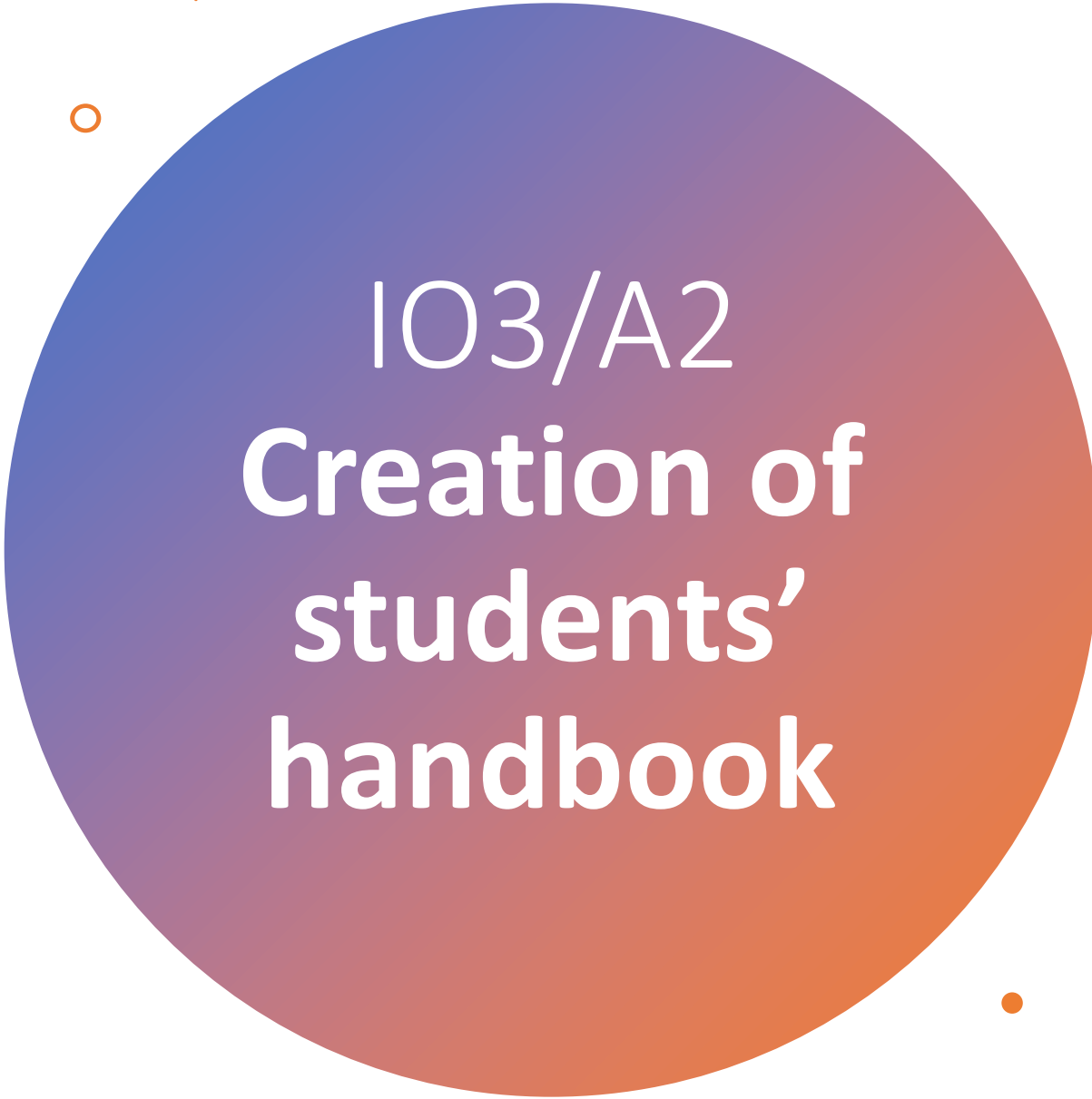
IO3/A2
Creation of students' handbook

- <u>The Aim:</u>

This handbook aims to provide students with guidance *before gaming* including motivating learners to use inquiry, research, planning skills, critical thinking, while simultaneously assist them *during gaming*. The handbook will also include *additional creative activities* for intercultural competence improvement thus enhancing prosocialness.

IO3/A2
Creation of students' handbook

- Description:

Its length will be short and prepared in a *user-friendly way* so pupils aged 7-14 can understand why to play C.U. game. It will also be *appealing,* so the students will be motivated to start playing it. The handbook will describe in short the main ideas of the basic scenarios. This means the impact for students will be their raised awareness of intercultural diversity issues.

IO3/A5
Creation of students' handbook

- <u>Final Version</u>

After the pilot phase, *taking into consideration feedback from pilots in partners' countries* we will make the appropriate changes and produce the *final version* of the handbook.

Work Plan

- <u>Our school will oversee:</u>

✓ the *preparation of drafts* of the chapters: Introduction, C.U. activities for students and Feedback questionnaires and circulating them among associated partners.

✓ the coordination of a *discussion and collection of feedback* on handbook's first draft

✓ *analyzing feedback* and incorporating relevant comments in the final draft of the handbook

✓ production of the Handbook's *final draft* to be forwarded to partners for adaptation to their national language/context.

Division of Tasks

Engage young people in real-world problems and involve them in the creation of content for the handbook, thus building their creativity, writing-skills, autonomy and critical thinking skills to name a few.

Reflection following the game experience and collection of data based on students' viewpoint to help us better explain the scope of the game.

Writing of draft version providing short and concise information on the game in a simple yet engaging way.

Dissemination

- ✓ Education Gateway platform
- ✓ Leaflets
- ✓ Social media
- ✓ School's website
- ✓ Bazaar
- ✓ Local newspapers, websites and broadcasts
- ✓ Erasmus+ Open Day

Thank you for your attention