BACK TO SCHOOL, BACK TO THE FUTURE

GOOD PRACTICE GUIDE

PROJECT PARTNERS

- ❖ TURKEY
- ❖ SPAIN
- ❖ ITALY
- ❖ HOLLAND
- ❖ SLOVAKIA
- ❖ POLAND

The priorities of the project

- Supporting schools to tackle early school leaving (ESL) and disadvantage

- Strengthening the profile(s) of the teaching profession

- Increasing school attendance and providing motivation

Early School Leaving

Our project is a project aimed at students and teachers and it was created to contribute to reduce early school leaving. It offers activities to support learning motivation. The project works on :

- Strengthening and improving the knowledge and skills of schools.
- Cultural entertainment workshops.
- Measures to update teachers' knowledge and sensitize parents.
- Effective support for learning in and out-of-school

For example, it includes motivational workshops during school hours, support for students with learning difficulties and new teaching methods and good practices. Our evaluations show results such as an increased sense of belonging to the school and an increased interest of parents in their children's school performance. Due to the pandemic process, the change in school absenteeism could not be measured.

Strengthening the profile of teachers

✗ One of the most important achievements we expect to achieve within the scope of this project is to strengthen the profile of teachers, to recognize new teaching methods and tools, and to increase their competencies. We think that we have achieved this to a large extent with the experiences we have gained in transnational meetings and the practices we have seen in and out of the classroom.

✗ We aim to create a more dynamic and positive classroom environment in the school by starting to apply the new and good practices we have learned in our own school.

PROJECT ACTIVITIES

✗ LOGO COMPETITION

✗ The logo drawn by the Slovakian student was chosen by voting among the logos drawn by the students from all partne

PENPAL

✗ For 2 years, all schools were matched with a different country each time, and a two-way letter writing activity was carried out.

✗ Benefits for students: It contributed to their English writing skills. Interest and tolerance towards different cultures increased. It provided the motivation to be more involved in the project.
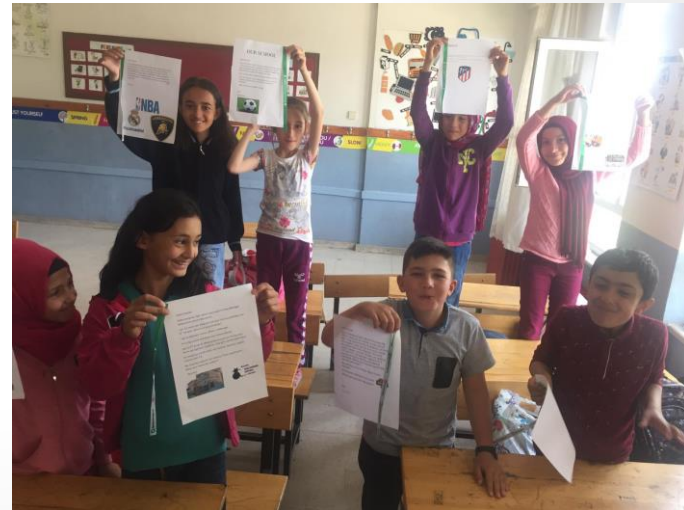
MEMORY GAME

✗ It is a product entirely created by students' own efforts.

✗ All partner country students drew 10 different professions related to the determined professional fields.

✗ A memory game consisting of 60 different profession drawings and words. It consists of 120 cards.

WEB 2.0 APPLICATIONS

✗ PLICKERS

✗ Plickers is an easy-to-implement web 2.0 tool that makes quiz question solving easy and entertaining while solving. The most important plus is that your students do not need a phone or tablet to apply Plickers. All you need is your smart board and your phone.

✗ It is an application that every teacher can use in the classroom as it does not require many devices.

✗ **For What Purpose Can We Use Plickers?**

✗ To check students' prior knowledge,

✗ For end-of-course assessment,

✗ For subject evaluation,

✗ For unit or end-of-theme evaluation,

✗ For survey studies,

✗ To vote

WEB 2.0 APPLICATIONS

x **KAHOOT**

x Thanks to the joint use of components such as mobile phones, computers, tablets and smart boards, it is an application that makes the repetition of the subjects covered in the lessons more enjoyable. The aim here is to learn in a fun way and to reinforce the course content. You can find content on many courses and topics on the site, and you can also prepare and use a quiz if you want. To summarize, it is an application for interactive online quizzes.

WORDWALL

✗ wordwall; It is an application that allows you to present your course contents to your students in different game formats and offers students the opportunity to have fun with the lesson.

✗ An easy way to create your own teaching resources.

✗ You can do special activities for your class

✗ Like quizzes, matching, word games.

PADLET www.padlet.com

X **What is Padlet?**

X Unlike old-style boards, Padlet is a virtual or digital board where users can add materials

X It is a digital board where you can add images, videos, texts you want or imagine. You can customize it as you wish, and you can add your plan and schedule on the board. You can board the notes, videos, images and many virtual materials you want to keep on the padlet.

X You can also work in a common area with your students. You can share the board you created and create a working environment with the people you want.

X **For What Purpose Can You Use Padlet?**

X To provide a collaborative workspace with your students.

X Discussion or brainstorming.

X To keep track of the students you teach.

X Adding multimedia to the digital board you created.

X To collect homework or project assignments in one place.

CODING www.code.org

✗ It is a website or portal.

✗ It is an educational site prepared for the development of computer use and coding awareness from an early age and to teach coding to children in a pleasant way. You can log in and do events without any membership, or you can become a member to follow your progress. Thanks to this site, you can make your students understand the coding and algorithm structure without the need for any additional equipment. All you have to do is to determine the level according to age or computer usage ability.

✗ Code.org consists of dozens of tutorials and well-designed apps, videos, and lessons. It has many language support.

✗ **What is the advantage?**

✗ Possibility of learning coding thanks to computer-free activities in schools without computers.

✗ Having activities according to age levels and interests.

✗ A starting resource for those interested in robotic coding.

PROJECT STORY

✗ MAGIC BUS

✗ All partner school students created a story through Story Jumper. The story is a story about the journey of the magic bus to each country, about what they experienced and saw there.

✗ Students wrote in English. The students contributed to the development of grammar, syntax and style. In addition, students used their creativity and imagination.

Trips to Workplaces

✗ Each school organized trips with a group of students to certain professions.

✗ Turkey: Dentist, restaurant and barber.

✗ Spain : Ceramics - pottery

✗ Italy: Cheese, Biscuit and juice factories

✗ Poland: Car factory, mechanic and hairdresser

✗ Slovakia: Radio, newspaper and Information-technology company

Trips to Workplaces

Trips to Science centers / Museums

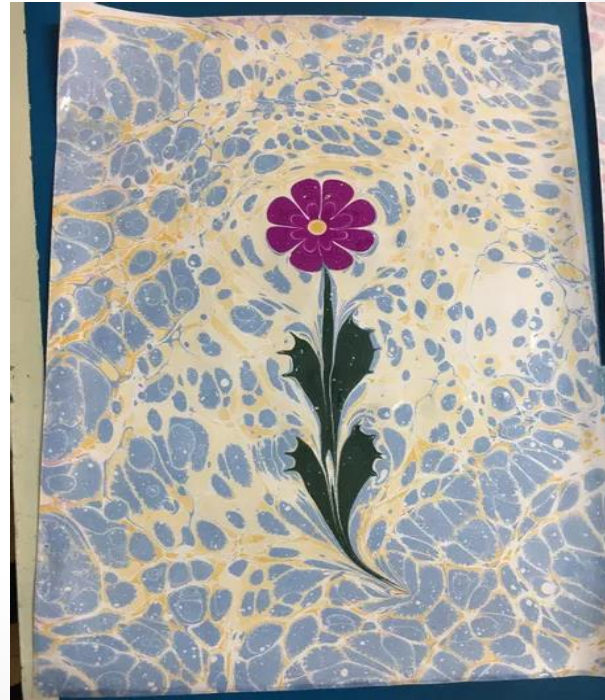✗ Excursions made within the scope of the project

ARTISTIC WORKSHOPS

Some of the artistic workshops we organized in our schools:

PHOTOGRAPHY

BEACH ART

PAINTING

MOBILITIES

SOME GOOD PRACTICES OF SCHOOLS

Entrepreneurship

✗ Entrepreneurship

✗ It's a project we are doing in collaboration with the Town Hall in which students create a School Cooperative. The objectives of this project are:

✗ -To promote School Cooperative as a democratic way of work to help our students be free citizens with an entrepreneur spirit.

✗ -To inspire in the use of democratic work based in team effort and values such as solidarity, freedom, justice and equality.

Entrepreneurship

✗ **Process:**

✗ 1-Creation of the cooperative with the advice of the Town Hall

✗ 2-Students create a logo and take care of the initial costs for advertising, business work and web design.

✗ 3-Students generate ideas for their business

✗ Each student has a role in the cooperative such as secretary, president, moderator ..etc

✗ 4-Choose product: every year has been a different idea for example a Musical Play, a film and some products to sell.

✗ 5- Look for funding:every student puts 5 Euros as initial capital to buy materials.

✗ 6- Producing: play, objects...

✗ 7-Selling: tickets for the shows, school fair

✗ 8- Benefits: a part of the benefits are for a NGO and students decide what to do with the rest of the benefits, usually a school party.

✗ It is a very interesting methodology to engage students in working with the whole class and find a role to enjoy working cooperatively. It also breaks with classwork and paperwork and makes classes more dynamic.

PROJECT WORK / LEARNING BOXES

✗ In Escola Salvador Espriu , they are trying to use text books less and less and empower students to work by competences. Students decide, research and present their projects to their classes. They use the scientific methodology of asking questions and make a hypothesis, analyze data and make conclusions.

✗ Learning boxes are more like challenging ideas about a topic to make learning more enjoyable. This year 2021 they started using this methodology that includes self and peer evaluation. Inside the box you can find clues, questions and final product expected. Some boxes can be individual, others group work.

SCHOOL RADIO

For more than ten years now, the school produces a radio programme presented by students. They analyze school activities, and it is also a good way of disseminating projects and ideas. Every Wednesday, 6th grade students are on the air at 15:00 to explain school news

DRAMA

The drama method consists in identifying the pupils with the character they play, e.g. a traveler-explorer. It is a method of work that students like, because it is a form of prolonging play with peers.

In the drama technique, children, while playing, acquire new skills as if involuntarily. Conducting lessons with this method also causes enormous emotional involvement of students, and thus much faster and more durable learning.

OUTDOOR ACTIVITIES

GREEN SCHOOL

✗ Environmental education is one of the most important themes of the School Educational Program and therefore it is a necessary part of teaching. We introduced environmental education at the 2nd level as a separate compulsory subject. Pupils with a deeper interest in environmental issues can attend the group: Green School College. The goals of environmental education contained in the educational process are fulfilled with the active participation of students, which also leads to the formation of the necessary habits, the acquisition of living standards and criteria for practical life.

✗ **Zakladna skola** identifies with the Mission of Sustainable Living, which is based on certain, generally and long-term principles of living and way of existence. It concerns all aspects of life / living, and not only some partial aspects of development. The development and application of the concept of (sustainable) life / living at our school is guided by the effort to get as close as possible to the ideals of humanism and harmony with nature, based on respect for life as well as inanimate components of nature.