

TEACHING ASSIGNMENTS

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Functionalities

#01

DESIGN CHARACTERS FOR YOUR BOOKS

Pick your expressions, clothes, and colors

ADD YOUR VOICE

Listen to your hardcover books

PRODUCE VIDEO BOOKS

Watch and listen to your 3D animated books

COLLABORATE ON BOOKS

Multiple people can edit the same book at the same time
Share your books & get positive feedback from our community

READ & LISTEN TO BOOKS FROM AROUND THE WORLD

Enjoy books shared by worldwide members
Connect with authors to show appreciation



#01

After illustrating StoryJumper, highlighting the features and explaining the basic functions for creating a project, students created a digital book based on the theme of Europeanization, completing it with the insertion of images, videos and sounds.

SuperTeacherToos



Who Wants To Be a Millionaire?

Who Want to be a Millionaire lets students create a multiple choice review game in the style of the hit show of the same name that they prefer.

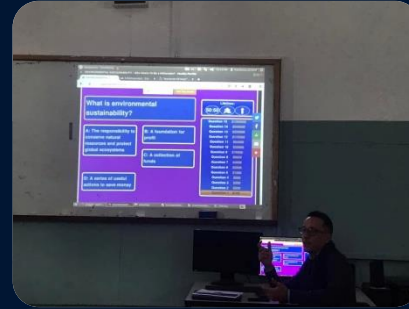
#02

By using the simple web form to enter questions, choices, and correct response, teachers can challenge their students to the game "Who Wants to be a Millionaire!"

Super Teacher Tools



Who Wants To Be a Millionaire?



#02

The activity was based on a quiz whose questions concerned environmental sustainability. There were 15 questions, shown through a projector, to which the students responded from their place generating a lot of enthusiasm and participation!



goosechase

#03

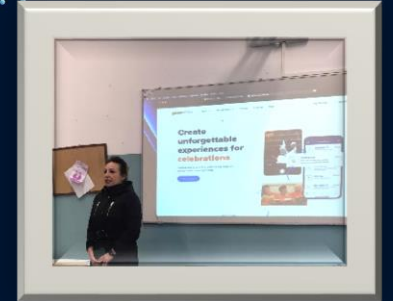
Goosechase is a digital tool and app for creating multimodal scavenger hunts. Using Goosechase, students can take photos or videos of scavenger hunt items, solve riddles and word puzzles, and tag themselves at a GPS location, such as a historical monument.

Students are able to compete either individually or in teams in order to earn points for the different missions they complete. They can also see a live leaderboard, which adds a competitive component to the activity. Scavenger Hunts can be an active way to engage students in exploring content, especially on field trips. Scavenger hunts allow students to find information for themselves, work in teams, and enjoy an authentic learning experience.



goosechase

#03



During the activity carried out with the students using GooseChase several tasks on the theme of digitization were proposed, thus stimulating the students to a continuous research and collaboration in the framework of a treasure hunt.



#04

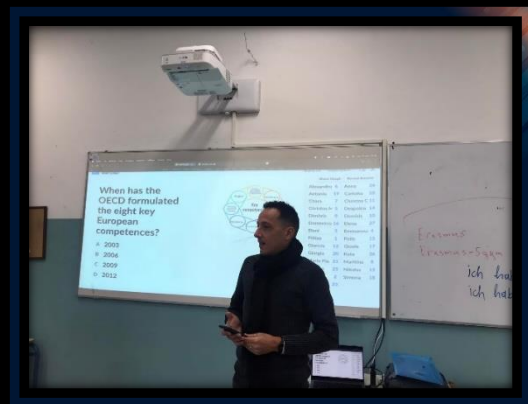
Plickers is an assessment tool invented by a teacher who was looking for a quick and simple way to check students' understanding. This assessment tool allows teachers to collect on-the-spot formative assessment data without the need of students using any devices, just paper and pencil.

Plickers allows instructors to use their own mobile devices to scan students' paper-based voting cards.



plickers

#04



During this activity, the students participated in a classroom work in which the teacher proposed questions on the theme "Basic Skills" through the projector, responding through the use of Plickers cards, involving in a very active way all the participants.



Nearpod is an online tool that allows teachers to use slide-based teaching both in the classroom and remotely thanks to a hybrid layout. Teachers can create lots of different interactive learning resources that allow students to feel involved and learn via their device or a single screen in the room.

#05



#05

Nearpod has been used to carry out activities on the topic of inclusion, proposing a series of informative slides followed by particular tasks that students have been called to work on, such as quizzes, completion of texts, and much more...



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