Erasmus Project Day 2: 13th April 2021

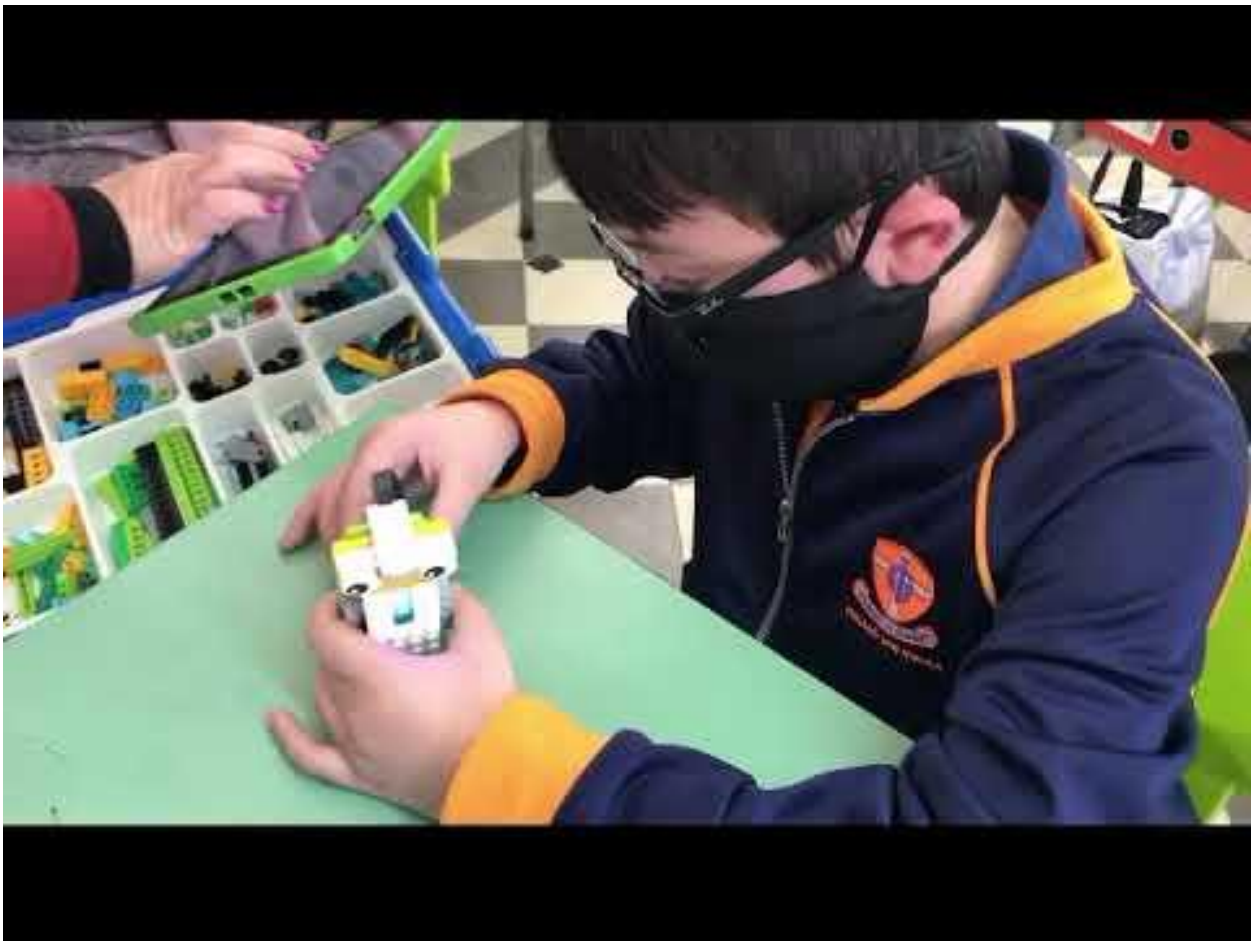
Developing Digital Competence: A Multi National Exchange of Technological Innovation in the Classroom.

The day started off with a brief introduction from our Education Officer, Dr Roseanne Camilleri, a run through the agenda for the day. All the foreign partners were asked to introduce themselves and tell us about their role and what their job typically entails.

School 1 - Rabat Primary School • Brief info about school • Brief description of the activity by the teacher • Activity - video/presentation • Live with student/s - Discussion and comments from partner countries

For the first activity we visited Rabat Primary school whereby the head of school gave a brief introduction about the school followed by a presentation by the Year 6 pupils of Mr Luke Micallef. The pupils showed us how they make use of Lego WEDO sets in their class adopting a project-based learning approach. The teacher explained how learners are engaged in problem-solving and inquiry-based activities when using this tool. At the end of the presentation both the participants and the pupils asked questions to each other.

The following presentations and videos were used:
LEGO - Erasmus+ Virtual Mobility



School Presentation + Lego WEDO presentation
https://drive.google.com/drive/folders/1UCor-FRCYjiWxc9QrnlH9DvXkbEiOmiO?usp=sharing

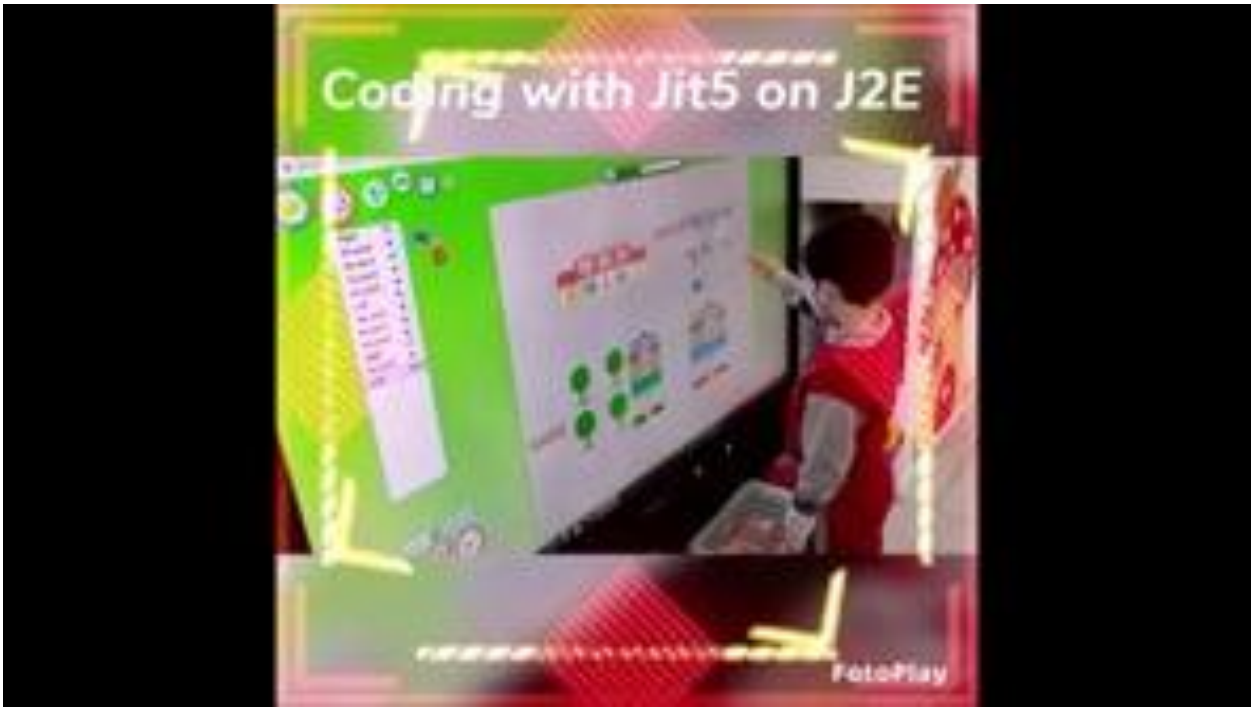
School 2 – Hamrun School Street Primary School • Brief info about school • Brief description of the activity by the teacher • Activity - video • Live with student/s - Discussion and comments from partner countries

After Rabat Primary, we visited Hamrun SS Primary. Ms. Johanna Cauchi, the Head of school, gave a brief introduction about the school. She spoke about the school's moto, its background and the school community. Then Ms. Charmaine Attard, kindergarten educator and her LSE, Ms. Jessica Camilleri, gave a short description and a glimpse of what goes on in a typical day in their class. Ms. Charmaine explained that while she follows the Emergent curriculum, she also uses a S.T.E.A.M approach towards her teaching and learning as this is part of their school action plan. Apart from that, this is all done in relation to their project. The project theme is Robots and after identifying the KWL of students, she gathered enough observations to put these teachings into categories. One particular subject was movement and this activity involved students' participation in building knowledge through coding directions, in particular how to move a robot from point A to point B. They started with the **Bee-Bot** and

added markers to it as part of their S.T.E.A.M development and let children explore freely how the Bee-Bot would move without any concrete commands. This provided students time to explore through investigations. Afterwards they moved to the **EVO OZOBOT**, in which a task was required to move a robot from Point A to Point B. Although students were still let freely to explore the start and finish tracks, they had already started making connections to movement with some type of structure. The next activity was **Movement Coding**. This physical game helped students identify better the directions and vocabulary of forward, backwards, turn left and turn right. It was done in a fun way and through movement to remind students how such directions can move on to online coding and better robot directions. At the end of the presentation Ms. Charmaine showed the end result in which students were able to use the **Jit5** on **J2E** (the turtle App) very confidently and in a rightful manner, making stories more successful and moving the icon on board with ample success. After their presentation, they showed the following video:
https://vimeo.com/535560863?fbclid=IwAR3xi1gbU7WYh_Fa1GayEcQ9CyKqA5a3NHv_yhIJxzYSL-PTBPfB11-fwrY

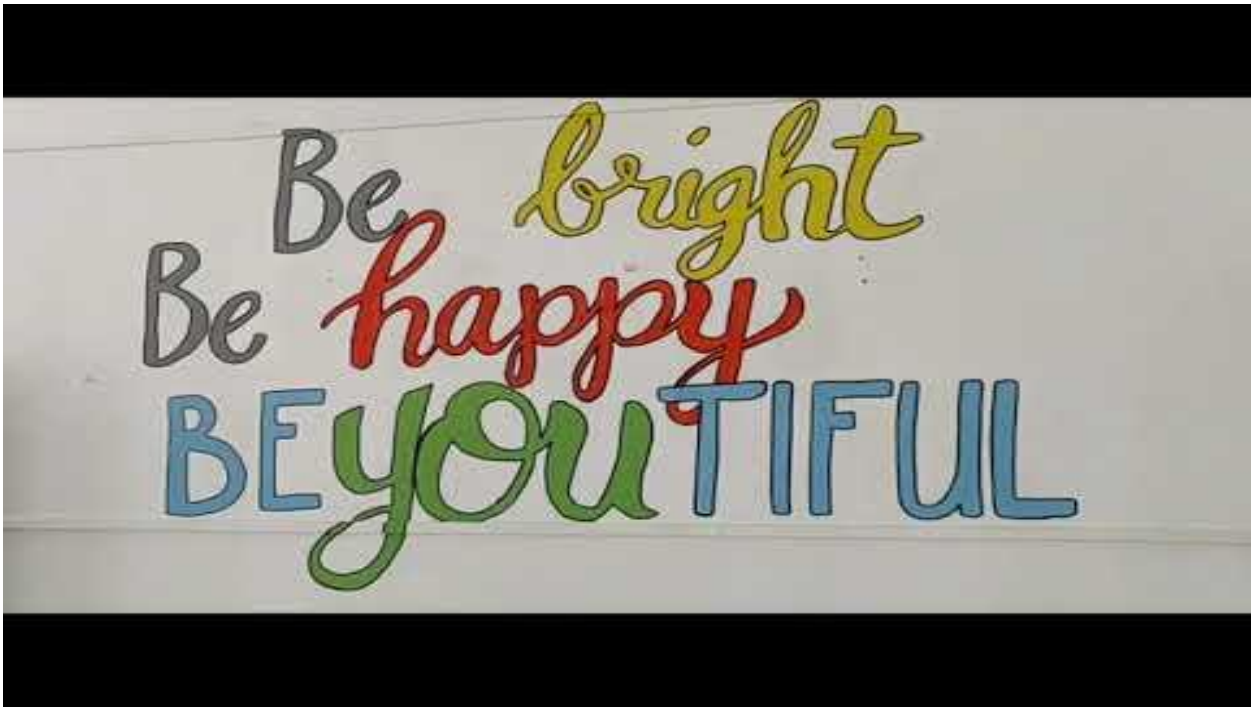
To conclude, one of the students, Nina Bosios Bonett answered a few questions in relation to their activities.

Hamrun SS Video Presentation.mp4



School 3 – San Gwann Primary School • Brief info about school • Brief description of the activity by the teacher • Activity - video • Live with student/s - Discussion and comments from partner countries

In the introduction the Head of School Mr. David Caruana gave a brief introduction about the school followed by a video Erasmus San Gwann Primary



Then the Year 6.2 of Ms. Marouska Azzopardi Duca presented various digital literacy activities that they did throughout this scholastic year. In pairs, they presented the various digital tools that they used including their tablets and their eTwinning project – ***All the world, our world!*** that they are currently doing. In the end they showed a video about these activities- St Clare College San Ġwann Primary Erasmus project

After showing the video both participants and the school representatives including the pupils had the opportunity to ask and answer questions.

School 4 - Mosta A – Primary School • Brief info about school – By head Live accompanied by a presentation• Brief description of the activity by teacher - Live • Activity - video • Live with student/s - discussion and comments from partner countries

Finally, we visited Mosta Primary A where Dr Angela Pulis, the Head of school gave a brief introduction about the school. Ms Cassar the Assistant Head gave a brief overview of the town, followed by a video about Mosta.

Our town Mosta.mp4

Ms. Maria Elisa Scicluna, a Kindergarten educator teaching KG2, showed us some coding activities for 4 year olds done virtually during school closure. During the first coding unplugged activity 'The Dance Party', children learned the song movement during an online lesson. Here, children learned to follow the dance moves and use gross motor skills. This was an introductory experience with coding and computer science in a safe, supportive environment.

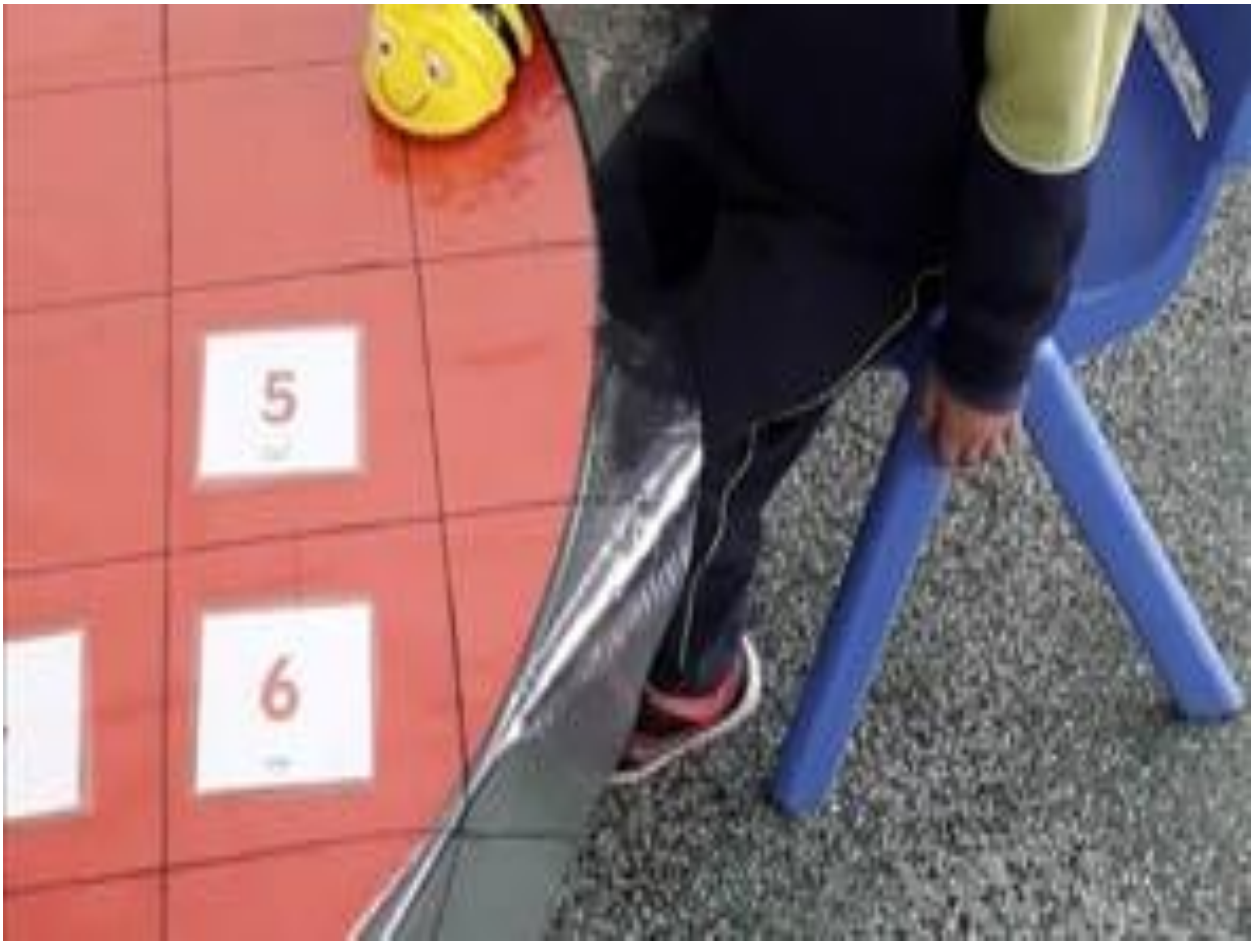
Dance Code Party.mp4

During the second online activity, children learned to follow instructions about colours. They were asked to use colour coding to colour a worksheet.

Colour Code.mp4

The third activity was done at school, as shown in the video below. Students used the Bee-Bot to consolidate their knowledge about numbers and letters. The Bee-Bot is a great tool for young learners. It is an excellent resource to introduce students to coding and computational thinking.

Beebot Mosta A KG2.6.wmv



Closing Session

During the last part of the session the digital literacy team presented how they create and promote eTwinning projects in the primary. Ms. Michelle Saliba explained about the positive outcomes that these types of projects offer to educators. More information and a sample of eTwinning projects done in the past and that are still currently going on were listed in this presentation. http://bit.ly/ErasmusPresMobilityDay2 Following this presentation, a showcase video with a sample of eTwinning projects launched by the digital literacy team in primary schools was presented. eTwinning projects in Primary Schools

Towards the end of this successful day an interesting discussion between all the participants emerged. The participants were given the opportunity to express their views about what they had been exposed to throughout the day. It became very apparent that different countries have similar challenges and approaches. Sharing good practices helps everyone in the development and implementation of innovative digital competences in our classrooms.

Laura Schembri, Marica Saliba & Michelle Saliba

All are Heads of Department Primary section within the Directorate Digital Literacy & Transversal Skills