

9. Saving water, protecting life



Title

“SAVING WATER, PROTECTING LIFE”

Content/ Subject areas

Mother language, English, Science, (But it can be adapted to any subject and also any level of the students, depending on the questions to input)

Target group: age range and size of the group

10-15 years old

Learning objectives / competences

In this example of a best practice from Portugal, a class team of teachers from different subjects, worked with their pupils in order to prepare and publish a new digital exercise, in Portuguese and English. This methodology intends to develop teachers and pupils, based on collaborative problem-solving Project work, exploring a new form of teaching, learning and assessment, so that students can feel motivated and inspired for discovering and learning. We believe that it can help teachers and pupils to improve their key competences, including digital competence, presentation and conflict management skills, effectiveness to develop new innovative teaching methods and create new products.

Description of overall activity

- ✓ Firstly, the class team must find a good idea, a theme that can be developed by the class in different subjects (Something useful for all the participants, the school teachers and the society). Then, they must learn how to work on the Project using word page, make hyper links and finally keep it as a web page. When they finish it, it can be possible also to add music, so that they can feel more attracted to work on the exercise. Finally, publishing it and creating a short cut to make it easier to start it. That's what was done in the example that we are going to present, based on the idea of "Saving water, protecting life": teachers, in different subjects worked on that idea in the classroom. The second step was to create questions for the digital exercise.(We adapted, in a simple way, the questions to the Project participant's countries). Finally, students try to answer, using laptops or smart phones at:

<http://quizizz.com/admin/quiz/574bf46fe03181e921ceb9d2>

Description of the process and teaching/ learning strategies used

1. Brainstorm about some important idea to develop in the classroom. In this case to reflect about the importance of saving water in the world.
2. Giving the students the digital tools to work on
3. Dividing class in groups of 4 pupils
4. Students investigation in the internet and reflection about the situation in the school and at home
5. Group presentation of the work done
6. Digital evaluation using quizizz tool

Evaluation/ types of assessment	Formative evaluation of the group work Self-evaluation inside each group
Materials and tools	Evidently in order to use this digital exercise initiative in schools there need to be working computers. Teachers need to be motivated to incorporate digital technologies into the lives of their students and a culture of cooperative learning must be valued. If schools already have working internet connections and connected computer suites, no additional expense is needed in order to enable the use of their resource.
Timing and learning environment	3 x 50 minutes
Conclusion	The potential for students to use this resource creatively is variable and depends upon the innovative ideas of the individual teachers, according to this Project and as a STEAM initiative. .
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