



Erasmus+

Erasmus+ Strategic Partnership for Schools

Innovative pedagogical approaches and sharing good teaching/learning practices

Name of the project: P.L.A.C.E.S. - Presenting Legends Across the Continent in European Schools.

Project duration: 15.9.2015 - 15.9.2017

Coordinating school: Elementary School 'OŠ Marije i Line' Umag, Croatia

Partner schools: Germany, Slovakia, Italy, Romania, Bulgaria, Cyprus, Turkey and Greece

Language of the Partnership: English

Relevant topics and priorities of the project:

Creativity and culture

ICT - new technologies - digital competences

International cooperation, international relations, development cooperation

Foreign language skills and competences

Description of the project

Traditional tales, myths and legends are some of the most important treasures of a nation's heritage, a culture - related souvenir.

Owing to a rapid development of ICT over the past years, storytelling and reading has become less popular, both at schools and at homes. Modern students do not acknowledge tales, myths and legends of their region and their country because reading is not "in". By not acknowledging them, students forget about their roots, traditions and common heritage. Apart from that, educationists agree that students have problems in socialization and communication, they cannot express their thoughts appropriately and/or, write a solid and creative composition on a proposed topic. In some aspects, their imagination and creativity have been lost in the process and are not developing as they should be. We want to motivate this 'digital generation' of pupils to start appreciating their cultural heritage and traditions by presenting legends at schools with new teaching methods and with the support of modern digital technology. The aim of our project is to connect the past, the present and the future. We plan to work on legends, myths and tales at local, national and international levels and perceive them as a source of national treasure and common European heritage.

Taking into consideration the above said, teachers from 9 European countries have established a strategic partnership between 9 European schools and designed a project named **P.L.A.C.E.S. - Presenting Legends Across the Continent in European Schools.**

The general idea is to show and present the diversity and richness of European countries and expand culture knowledge by taking peers from different countries in an interesting and useful 'journey' towards themselves and the others. Different methods and tools will be used to achieve that.

Our project will include a wide range of activities that will bring us to the fulfilment of our project priorities. We will implement learning/teaching/training activities organized by the partners' schools in the form of short-term exchanges of groups of pupils and short-term teachers' trainings. Project Weeks (5 in total) involving educative/creative workshops will be organized and hosted by 5 partner schools to raise the students' interest in legends and to find ways of presenting them by using innovative, digital ways of teaching. Students will participate in research workshops about the host country's legends, ICT laboratories to support the project methodology, field trips to experience famous landmarks and legendary scenes, in thematic quizzes, contests, games, drama presentations, dancing, fashion shows with traditional costumes, cookery and public speaking workshops. These workshops involve the development of student-centered activities and offer the students the opportunity to form a free and creative personality. Teachers will also participate in workshops, round tables, presentations, research activities, field trips. We will also organize in-class learning for pupils and in-class job shadowing for the teachers.

We will also figure out methods how to incorporate knowledge and experience gained during these workshops into the final products/outputs.

Thematic results of the project

- **Creative art/design material products:**

- 1) legend puppets that will bear local names of the partner countries related to traditions/legends and conceived as narrators retelling their experiences/feelings throughout the whole project, as well as virtual teachers teaching students about cultures/traditions through social sciences, music, languages, art, citizenship. Puppets will be omnipresent in all project digital/paperback outputs,
- 2) thematic art products (glassware, handicraft items),
- 3) thematic workshops for pupils, organized with local museums, libraries, children clubs,
- 4) thematic legendary costumes fashion shows,
- 5) paperback scrap books with images/photos/word clouds/comic-strips to be produced by younger participants,
- 6) logo/leaflets about our project and its expected results.

- **Digital output:**

- 1) presentations introducing partner countries, schools, famous landmarks, legendary places,
- 2) logo of the project,
- 3) thematic chain-book of European legends called P.L.A.C.E.S. - each chapter will be written in native languages and English, designed and illustrated by each partner school and dedicated to their country's thematic features, and the 10th chapter, 'LOT in Europe' is conceived as a

- reflection of all the participating students' view on Europe of the present and the future,
- 4) shorter thematic albums/comic books/animated booklets/slide shows/presentations/coloring booklets depending on the age of students involved in each school,
 - 5) multilingual vocabulary with basic words and expressions of all 9 partner countries,
 - 6) thematic quizzes,
 - 7) thematic calendars/interactive maps,
 - 8) final DVD with different project material,
 - 9) pupils' diaries,
 - 10) interactive poster- glogster with audio/video/imagery/hyperlinks and showing different scenes/experiences from our project,
 - 11) edited video-clips containing sequences of rap music telling legends combined into a video-clip and put on the internet to be viewed and shared,
 - 12) Book of Methodologies developed by teachers to assemble all methods, lessons and pedagogical material used.

General expected results of the project:

- developing English language skills,
- developing creativity by creating different products in handicraft and various digital forms ,
- developing ICT/multimedia skills and competences,
- developing the basics of partners' native languages,
- developing a better understanding and respect for other countries' cultures,
- exchanging and sharing pedagogical material/teaching and learning methods/good practices among - meeting the culture, traditions, literature, music, gastronomy and other distinctive features of the partner countries,
- being ambassadors of one's own nation/country and accepting cultural differences.

At the end we expect to:

- learn and have fun,
- create longlasting friendships,
- gain multidisciplinary knowledge,
- abandon traditional models of teaching and accept modern teaching techniques and practices,
- arise parents' interest and desire to participate in school life,
- strengthen relationships among all participants involved.

This project will bring positive and long-lasting effects on all the participating organisations, on the schools policy systems and on the target groups directly or indirectly involved in the organized activities.

Co-funded by the
Erasmus+ Programme
of the European Union

