



Progetti eTwinning

S.O.S. THE NATURE 11.11.2018



The phenomenon of environmental pollution worldwide is known. But what are the affected ecosystems, what are the factors that cause pollution, what are the consequences of people's brutal actions on the environment? We want to discover together...

Start your day with energy! 17.11.2016



The project focuses on one of the main and most important meals of a day: breakfast. In order to promote awareness that to start the day is necessary to make a healthy and rich breakfast. The students will learn and use innovative and creative teaching and information technology and will...

democratic participation is important (DPII) 03.02.2019



This project is about DEMOCRATIC PARTICIPATION. Students will be more aware of what democracy is and how they can use it in their social lives. Democracy at home, democracy at school, democracy at social media and they also will have the opportunity to get to know the ways citizens can...



the water agents 06.11.2020

This project aims at giving our students the possibility to commit into sustainable development and act as citizens. For this purpose, they will try to take on the challenge to obtain the UN water badge. It is an educational award intended to raise awareness and motivate young people to be...



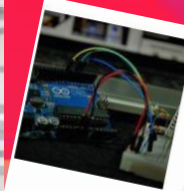
IS "Leonardo da Vinci" di Poggiomarino (NA)

A.S. 2016-2017



UNITED COLORS OF SCIENCE EXPERIMENTS 19.10.2017

The project is based on the importance of science experiments and inquiry to the learning of science by students in multicultural environments. Students are provided with an inspiring environment with the needed tools and opportunities to discover and use them on their own. For the improvement of science learning is...



Hello Coding and Web2.0 Tools 19.12.2018

It is a project where students design activities to explore the learning process and bring creativity to the forefront. It is a project that enables students to use Web2.0 tools to help them communicate, interact, share information, easy access to information, and collaborative content. // Öğrencilerin öğrenme sürecini keşfederek ve yaratıcılığ...



Cultural Journey 28.10.2020

I am starting a new project so that our students living in different countries can better learn their history and culture and share it with students living in other countries. In my project called "Cultural Journey", which I started in order to develop awareness of history in our students and to...

European Quality Label

Olimpia Carillo
ISIS "Leonardo Da Vinci", Italia

ha ricevuto il Certificato di Qualità Europeo
per il progetto

democratic participation is important (DPII)
27.10.2020


Donatella Nucci
Unità Nazionale eTwinning
Italia


Santi Scimeca
Unità europea eTwinning
Project manager



eTwinning Quality Label

Anna La Montagna ISIS "Leonardo Da Vinci", Italia

ha ricevuto il Certificato di Qualità
per il progetto

Start your day with energy!
16.10.2017


Donatella Nucci
Unità Nazionale eTwinning
Italia


Marco Durando
Unità eTwinning Europea



PROJECT 2020-2021 CULTURAL JOURNEY

WORKING STEPS:

- MEET THE PARTNERS
- CREATING THE PROJECT LOGO
- MEET THE STUDENTS
- SENDING NEW YEAR'S CARD
- PROMOTING THE CITY YOU LIVE IN (on the e-twinning page)
- POSTER STUDY IN PROMOTION OF THE COUNTRIES IN THE PADLET APPLICATION
- WRITING A LETTER ABOUT THE CULTURE OF THEIR COUNTRY
- TRADITIONAL FOODS
- FOLK DANCES AND MUSIC
- FESTIVALS
- MEETINGS OF STUDENTS



AIMS

The aims of the project are:

1. Being aware of democracy
2. Cooperating in the activities and exchanging information about themselves, their cities and countries.
3. Meeting with foreign friends and comparing their lifestyle, find out how they participate democracy.
4. Developing student's creativity with using technology.
5. Developing students' English language abilities.
6. Developing students' 21.century skills.

WORK PROCESS

February: introductions

March: Researching about democracy and sharing with each other.

April: Creating videos about Democracy in partner countries.

May: Making online meetings for discussions and brainstorming.

June: Evaluation and closing the project

EXPECTED RESULTS

Students will be aware of democracy, they will improve their team work skills, They will meet with foreign friends and compare their lifestyle, find out how they participate democracy, They will improve their technology skills, They will develop their English language abilities.

ETWINNER ANNA LA MONTAGNA

2020-2021 Launching of the project

Project : The Water agents

JANUARY / FEBRUARY

- Activity 1 : The students exchange new year cards and express their wishes (in relation with the water issue)
- Activity 2 : The students present their environment to the other students and take photos of water in their environment (town, home ...)
- Activité 3 : The students exchange recipes to see the quantity used - Choose the best recipe and why not : taste it !

Show the results in the Twinspace.

do researches on water and pollution (food, agriculture ...)

- Activité 4 : The students interview their family or grown-ups about the past and learn what has changed.

Write a diary? An interview?

FEBRUARY / MARCH - Activity 1 : The students discover water scarcity

- Activity 2 : The students writes poems or « water codes » and exchange.

- Activity 4: The students read national/ local (news)papers and look for information about water (to see how important is water) and create scrappapers.

- Activity 3 : The students discuss about the action(s) they can organise together for Water Day on the 22nd March. in the Twinspace (live)

FINAL ACTIVITY : Create a blog to present the project

ETWINNER ANNA LA MONTAGNA

2020-2021 Launching of the project

Project : The Water agents

NOVEMBER / DECEMBER:

- Activity 1 : The students introduce themselves in a short presentaion on the Twinspace. They could make a video o podcast

- Website for educator so the students can register without account but using a code:

<https://info.flipgrid.com/>

- Activity 2 : Brainstorming : the students write what words they associate with water to create a mindmap. They could use a Coggle website <https://coggle.it/>

- Each student choose a picture representing water according to them. This activity enables them to interpret photos and to have a reflection on water.

They can create a wordcloud.

website : <https://wordart.com>

- Activity 3 : Needs and wants

Draw a list of words related to water and ask students wether it is necessary or not

- Activity 4: You and water

The students will calculate how much water they use.

They will do a survey in their school or at home and present the results to their partners.

- Activity 5: The students create a logo and vote for the best logo.

They can use Canva. <https://www.canva.com>

Investigating

LINK AI TWinspace PROGETTI IN CORSO A.S.2020-2021

THE WATER AGENTS <https://twinspace.etwinning.net/130512>

CULTURAL JOURNEY <https://twinspace.etwinning.net/129273>

LINK AI TWinspace AD ALCUNI DEI PROGETTI REALIZZATI ANNI SCOLASTICI PASSATI

DEMOCRATIC PARTICIPATION IS IMPORTANT (DPII) <https://twinspace.etwinning.net/82592>

HELLO CODING AND WEB 2.0 TOOLS <https://twinspace.etwinning.net/80113>

S.O.S. THE NATURE! <https://twinspace.etwinning.net/77246>

UNITED COLORS OF SCIENCE EXPERIMENTS <https://twinspace.etwinning.net/48843>

Start your day with energy! <https://twinspace.etwinning.net/30699>