



# ASEF Classroom Network #ASEFClassNet School Collaboration 2019

## Proposal

### 1. Title of the Online Collaboration (Max. 6 words)

Teens in Action for Change

### 2. Name and contact details of project co-ordinator(s)

Mrs Maria SILVA  
Teacher  
Agrupamento de Escolas de Sátão  
Portugal  
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Mrs Arpita  
Teacher TGT SSt  
St Mark's Girls Senior Secondary School  
India  
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[http://www.saintmarksschool.com/girls\\_school/](http://www.saintmarksschool.com/girls_school/)

### 3. School description (Max. 30 words)

Agrupamento de Escolas de Sátão (AES) is located in Sátão, a small rural town 20 km from the city of Viseu, in the north of Portugal. It is a state school comprising pre-school, primary, middle and secondary schools.

St Mark's Girls Senior Secondary School is an outstanding school for girls, with a strong multicultural emphasis that helps to create global citizens with high aspirations and confidence, capable of facing the future with optimism.

### 4. Summary of the Proposed Online Collaboration (Max. 200 words)

As citizens of the world, we must address issues we face on a local and global level and embrace our rights and responsibilities to foster the universal virtues of acceptance and understanding to achieve a global sustainable development. Needless to say, the current elementary and secondary school curricula are lacking in cultural and global studies and, as a result, students are not being taught to be culturally sensitive or globally aware of their ability to make a change for a better world.

This project will gather Asian and European schools interested in joining efforts to support the Global Goals for Sustainable Development by embedding GSD principles. We will take action by joining and participating in National and Global campaigns and initiatives within the vision of a Human Rights-based approach and the Paris agreement on climate change.

Inspired by global programmes like Design for Change, Global Youth Service Day, Apps for Good, this project aims to help young people find inspiration, access information, identify problems, get involved and take action to solve these problems and improve their local communities. All in all, the project is about enabling participants to develop creative thinking and entrepreneur skills for life.

**5. The Online Collaboration falls under the main themes of:  
Please state "1" to "3" in level of relevance**

- |   |   |
|---|---|
| <input type="checkbox"/> Arts & Culture                                   | <input type="checkbox"/> Health               |
| <input checked="" type="checkbox"/> Business & Entrepreneurship           | <input type="checkbox"/> History              |
| <input checked="" type="checkbox"/> Education                             | <input type="checkbox"/> Media                |
| <input checked="" type="checkbox"/> Environment & Sustainable Development | <input type="checkbox"/> Science & Technology |
| <input type="checkbox"/> Others. Please specify below:                    |   |

**6. Duration of the Online Collaboration (Please state start and end date):**

Start Date: : 6 January 2019  
End Date : 30 July 2019  
Duration : 7 months

**7. Expected no. of schools/students involved and level of language and ICT skills**

No. of Schools in total : 4-6  
No. of Students in total : 60+  
Students Age Group : 12-17  
Level of English : Intermediate  
Level of ICT Skills : Intermediate

**8. ICT tools/software required**  
Please tick (✓) as appropriate)

<u>Word processing software</u>	<u>Video conference tools</u>	<u>Storage tools</u>
<input checked="" type="checkbox"/> Adobe Acrobat Reader	<input checked="" type="checkbox"/> Skype	<input type="checkbox"/> Dropbox
<input checked="" type="checkbox"/> Google Docs/Sheets	<input type="checkbox"/> Viber	<input checked="" type="checkbox"/> Google Drive
<input checked="" type="checkbox"/> Microsoft Word/Excel	<input type="checkbox"/> Vyew	<input checked="" type="checkbox"/> iCloud
<input checked="" type="checkbox"/> Scribd	<input type="checkbox"/> Wechat	
<input checked="" type="checkbox"/> Wordpress		
<u>Social media</u>	<u>Image editing software</u>	<u>Online collaboration</u>
<input type="checkbox"/> Ask.fm	<input type="checkbox"/> Adobe Illustrator	<input checked="" type="checkbox"/> Mindmeister
<input checked="" type="checkbox"/> Facebook	<input type="checkbox"/> Adobe Lightroom	<input checked="" type="checkbox"/> Slack
<input type="checkbox"/> Flickr	<input type="checkbox"/> Adobe Photoshop	<input checked="" type="checkbox"/> Twinspace/eTwinning
<input checked="" type="checkbox"/> Instagram	<input checked="" type="checkbox"/> BeFunky (online)	<input checked="" type="checkbox"/> Trello
<input type="checkbox"/> Pinterest	<input type="checkbox"/> Sketch (Mac only)	<input checked="" type="checkbox"/> Padlet
<input type="checkbox"/> Tumblr		<input checked="" type="checkbox"/> Microsoft Teams
<input checked="" type="checkbox"/> Twitter		
<input type="checkbox"/> Weibo		
<u>Video/audio editing software</u>	<u>Presentation</u>	<u>App development</u>
<input type="checkbox"/> Adobe Premiere	<input checked="" type="checkbox"/> Google slides	<input type="checkbox"/> Adobe Flash builder
<input checked="" type="checkbox"/> Audacity	<input checked="" type="checkbox"/> Microsoft Powerpoint	<input type="checkbox"/> Alpha Software
<input type="checkbox"/> Garageband (Mac only)	<input checked="" type="checkbox"/> Prezi	<input type="checkbox"/> Appy Pie
<input checked="" type="checkbox"/> Soundcloud	<input checked="" type="checkbox"/> Smore	<input checked="" type="checkbox"/> MIT Inventor 2
<input checked="" type="checkbox"/> Windows Movie Maker		<input checked="" type="checkbox"/> Appshed Creator
<input checked="" type="checkbox"/> Youtube		
<u>Others (please specify):</u>		
Fromtexttospeech.com		

**9. Other resources needed:**  
(Please tick (✓) as appropriate)

<input checked="" type="checkbox"/> Camera	<input type="checkbox"/> E-reader	<input type="checkbox"/> OHP
<input checked="" type="checkbox"/> Desktop Computer/Laptop	<input type="checkbox"/> GoPro	<input checked="" type="checkbox"/> Smart Phones
<input checked="" type="checkbox"/> Digital Projector	<input type="checkbox"/> Interactive Whiteboard	<input checked="" type="checkbox"/> Tablet
<input checked="" type="checkbox"/> Voice Recording Devices	<input type="checkbox"/> NA	<input type="checkbox"/>
Others (please specify):		

**10. Learning objectives and outcomes for teachers and students**  
(Please list at least 3 learning objectives and outcomes for teachers and students respectively.)

Learning Objectives	Outcomes
<b>Teachers should join to:</b>	<b>For Teachers:</b>
1. Connect, share and collaborate around project design and implementation to address global issues.	1. Creation of a network of interconnected teachers who support SDG and make meaningful connections with each other, experts, organizations, their students and their community.
2. Foster Experiential learning by addressing real world issues and problems and empowering students' voice and ensure that learning is a student-driven process.	2. Taking pedagogical students' centered approaches (Inquiry based learning, project-based learning, etc..).
3. Adopt the ISTE Standards which will provide a framework for amplifying or even transforming learning and teaching with technology.	3. Promotion of the skills and knowledge students will need to thrive, grow and contribute in a global, interconnected and constantly changing society.
<b>Students will learn to:</b>	<b>For Students:</b>
1. Identify, research and describe global problems, making connections with local problems.	1. Develop global competence. Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

2. Collaborate with others and work effectively in teams locally and globally, communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.	2. Develop XXI century skills/ ISTE standards.
3. Use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	3. Become competent users of technology, researchers, problem-solvers and creative media producers.

### 11. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
<b>Phase 1 (Jan 2019)</b>			
<ul style="list-style-type: none"> <li>Set-up Microsoft Team for the project and invite members to the team.</li> </ul>	✓		
<ul style="list-style-type: none"> <li>Self-introduction by all participating members (Dotstorming)</li> </ul>		✓	✓
<ul style="list-style-type: none"> <li>Introducing schools (video) and uploading on the project's YouTube channel</li> </ul>		✓	
<ul style="list-style-type: none"> <li>Introducing SDGs to the students and identifying global and local issues that matters to the students</li> </ul>		✓	✓
<ul style="list-style-type: none"> <li>Students will choose to work on a current problem related to the SDGs that matters to them and create a poster to present the problem in their countries or local communities</li> </ul>			✓
<ul style="list-style-type: none"> <li>Matching the Group works between Asian and European Schools</li> </ul>	✓		
<b>Phase 2 (Feb to Mar 2019)</b>			
<ul style="list-style-type: none"> <li>Researching information about a problem in their community related to the teams' chosen topic linking to a SDG and sharing the findings through a presentation.</li> </ul>			✓
<ul style="list-style-type: none"> <li>Collaboratively design an action/campaign to address the chosen problem</li> </ul>			✓
<ul style="list-style-type: none"> <li>Uploading the results of the team work on the online platform (Microsoft Teams)</li> </ul>	✓	✓	
<b>Phase 3 (Apr to June 2019)</b>			
<ul style="list-style-type: none"> <li>Implement the designed action or campaign on Global Youth Service Day</li> </ul>		✓	✓
<ul style="list-style-type: none"> <li>Publish the results from the action on a Smore newsletter and videos on the project's youtube channel.</li> </ul>			

<ul style="list-style-type: none"> <li>▪ Showcase of the the results of the students research and the actions/ campaigns research in the respective countries through an exhibition</li> </ul>			
<b>Phase 4 (June to July 2019)</b>			
<ul style="list-style-type: none"> <li>▪ Creation of a project ebook</li> </ul>	✓		
<ul style="list-style-type: none"> <li>▪ Feedback and evaluation</li> </ul>	✓	✓	✓

For further details about this online collaboration, please contact the coordinator directly



ASEF's contribution is with the financial support of the European Union.