EduPositivity National quality label application

The project EduPositivity has a predominant goal to introduce a new positive approach to learning taking good care of students' emotional and social development and creating modern and cooperative learning environment. The aim is to increase the motivation of students so that they can express their feelings comfortably, demonstrate their creative thinking skills and learn about other cultures through versatile activities including games, graphic design, story telling, poem writing, singing, role play, puzzles and different problem solving tasks. Another important objective of the project is the usage of as many different digital tools as possible with inevitable usage of AI in different activities. Communication in English and improving the language skills was also one of the expected results through communication of 18 schools from 8 countries: 8 from Turkey, 3 from Greece, 2 from Romania, 1 from Moldova, 1 from Azerbaijan, 1 from Poland, 1 from Goergia and my school from Serbia.

https://www.facebook.com/ivkraljevacckibataljon/posts/pfbid0oR5eUuvZqGjei21RQYfUDogSUosm7Cr8ZpkGi1ZqjyzYJnAHSaZR2L2SFJ6UoL3El?__cft__[0]=AZUfYHKk-d8iBDnA7xDFeZKtURoPjGFyYlfQxFI77sfU1JY7jO9pkwv5dQVdirHyP0mS5ZwVC5b25oYz_ctjvGWIB5EFq5nbGJKtDU6InRqZTSYyXw-Ig6gTm8-GEZ6_vhZz62J3CJsLEVax1Hge7PNW3StqV5pJZN7CC6z4ctMlCWpvBvzO1me9lChs93qC-0HcAoZeO8MkntlUNkdSc0de&__tn__=%2CO%2CP-R

https://www.facebook.com/ivkraljevacckibataljon/posts/pfbid0pWkUf4wB5KEt1TNC8UHfTeMKWzgAUiJE7f8Avy3tq8g38miVYkt3vYgy6n3JqtHvl?__cft__[0]=AZV8xEzJdMiU5tucPQQ1y0aH6r7-KS8_QlC0zVU0IOjjtlH4vw3MGxuJaQ8Lne3nRngrLmomFau9k8nhNpOObow9hE7e2zNVSpqQ4jvg_HmBWqdogzQ_7Jpo3MMrAyqeQaV5Nw6o19RDC1l96sO7ABDYQLfv5lVSATDItGpJpwunFuUUnpgy0X4hY7b4JpvI9pIG5egOmLdNXzLSdjF_msjq&__tn__=%2CO%2CP-R

Collaboration between partner schools

a) At the beginning of the project all the teachers were invited to a Whatsapp group by the project founders Hatice Ustundag from Ankara,Turkey and Maria Magdalena from Bukarest, Romania. The communication of all teachers have been active on a daily basis. First we wrote about ourselves and sent photos and email addresses which was combined in a wonderful Youtube video by the founder. https://www.youtube.com/watch?v=hVYqEwY3NGQ We were suggested a project plan and asked about all aspects that were not clear and suggested our own ideas. Everything we agreed about was explained to our students so we collaborated about all activities. For example, we agreed what apps to use for students' introduction, distribution of tasks https://docs.google.com/document/d/1Rnso6eRvMb1P0p1mQBOISyAtDelm_3dYXufcPJMvtQo/edit, created the questions for our questionnaires together, prepared tasks, online meetings, surveys and constantly cooperated when someone had problems with digital apps or did not know how to perform the tasks because a lot of them were very new and innovative. My students and I had problems with Canva design so I often asked how to perform something using this app.We also did our best to mention and celebrate some important dates like

Women's Day, Pink Shirt Day, eTwinning Day and shared activities from our schools with other teachers and students. b) The students had tasks where they were often paired with other schools so that one gave task to another. In some of them they were divided in 4 groups on Whatsapp where they could chat and so some design and AI collaborative tasks. In some activities all schools did the same tasks and the products were put together and shown to others to discuss and comment such as logo, mascot, social and emotional skill cards, the rap song lyrics and videos and of course the Bingo game were they could play and chat together. c)They cooperated to create a story for the group with the skill cubes. Final videos were helped by teachers.

Links to prove

Project rules were first introduced together and later we voted

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/ethical-rules

Students introduced social and emotional skills typing together in Ansewrgarden app

https://answergarden.ch/4044933

Students made a logo using collaborative work so that each school made a part of the logo. My school did the nose

https://www.canva.com/design/DAF6Tg-0A6Q/3eZphAYLA-YmZVT-v9jJ-Q/edit

Students made mascots individually but used collaborative work to vote for the best one

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/mascot-our-project

Setting eSecurity rules was done together with all teachers discussing on Whatsapp group

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/e-security

Project schools map was done together and presented on Youtube

https://www.youtube.com/watch?v=s9NG-P-XPvU

Project map was also done in Pictramap app covering a large area of Europe and Asia

https://www.pictramap.com/

The list of participants was also done together

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/school-information-and-contact

The distribution of tasks had a discussion on Whatsapp group to be formed

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/task-distribution-project-partners

Each teacher contributed to the collaborative video of the participants of the project

https://www.youtube.com/watch?v=hVYqEwY3NGQ

Zoom meeting was done with 20 teachers and 100 students participating in the Bingo game

https://www.youtube.com/watch?v=jI6LtAOb3iQ

For eTwinning day everyone added sentences about eTwinning and read them in theirown language for the collaborative video

https://www.youtube.com/watch?v=5Q5ilF7WaaQ

To prepare our social and emotional skill cards we explained the sights of our towns to each other

https://www.canva.com/design/DAF9vKhjPn4/2v8qyo6xiduwcA8_0sNMwA/edit

Students decided the colours of the cards by voting together

https://padlet.com/haticepinar2021/edupositivity-hj1stvjb5dumjpq2

Students collaboratively made task cubes giving characters, time, place and emotions of the story

https://www.canva.com/design/DAF7lSn27yQ/MxFhDAQ5pSmHBmsGWUc0eA/view

The stories were written by mixed country teams. Mentor teachers matched the visuals on the story dice with the help of Chatcpt and put it collaboratively on a Canva file.

https://www.canva.com/design/DAGA-PWBSF4/5J4sRMHdhRVK7dn6Zbymbw/edit?utm_content=DAGA-PWBSF4&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

The schools were paired so that they made and performed tasks done through pantomime

https://www.youtube.com/watch?v=eb5W0RGEv4Q

Students were writing the name of the project collaboratively using Bing AI to decorate the letters in the agreed manner

https://www.youtube.com/watch?v=bMXIBhsTPps

The lyrics of a rap song were written through a collaborative work on a Google doc

https://docs.google.com/document/d/1KOeqvdkPTqAES43Clnks6iFGTse2VD7eTLjy8G7rFI8/edit?usp=drivesdk

Students were interacting answering the questions in the Bingo game during online meeting

https://padlet.com/haticepinar031/edupositivity-discover-your-feeling-bingo-game-uqrluowirhw7swwb

The evaluation of the project was done collaboratively on a Canva file

https://www.canva.com/design/DAGGVTNLUZE/8LTwH4qPOw73Va8CxzHoeA/edit?utm_content=DAGGVTNLUZE&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

The Final product contained the work of all partner schools

https://view.genially.com/666a03ff703e7a0014db4373/interactive-content-edupositivitythe-final-product

Use of technology

https://coggle.it/diagram/Y-5LXZL8sXIra4Hm/t/activities-that-we-will-do-every-yapilaca%C4%9Fimiz-etki%CC%87nli%CC%87kler/11abdd10e252981aa824cc53938895cd3d4b0f7f6dd81a5eb22c80d8fbdabb13

During the whole project we tried to us different Web 2 tools to make our work more interesting and attractive to students and make them enjoy working on the project communicating and playing. The digital tools were very versatile

https://coggle.it/diagram/Y-5LXZL8sXIra4Hm/t/activities-that-we-will-do-every-yapilaca%C4%9Fimiz-etki%CC%87nli%CC%87kler/11abdd10e252981aa824cc53938895cd3d4b0f7f6dd81a5eb22c80d8fbdabb13 The predominant Web 2 tools used were Googleforms for the surveys and questionnnaires, Canva for different design tasks such as logo, storytelling, social and emotional cards, evaluation etc, Answergarden for eliciting different social and emotional skills and values. We used Youtube a lot to summerize our work. We also have a project blog https://eduposivity.blogspot.com/?m=1 and shared our project on our school websites and FB pages.https://bataljon.rs/o-skoli/%d0%b5%d1%80%d0%b0%d0%b7%d0%bc%d1%83%d1%81-%d0%bf%d1%80%d0%be%d1%98%d0%b5%d0%ba%d1%82%d0%b8/ Most of our communication of teachers and students was done on Whatsapp and it helped us most to send the links and explain everything to our students.During our online meeting we used Zoom and Partystuffin Web 2 tool. We

also used Animate video to make avatars for student introduction and put them on Padlets. We had a Padlet for every activity to document our students work (more than 10). Using ChatGPT and other AI tools helped us make photos for cubes used to write stories also with the help of AI. We wrote decorative letters with special tasks for the name of the project using Bing powered by AI. For the the use of AI was a new tool in eTwinning and I am so happy I have learned how to use it. We all uploaded only our own photographs and videos taking care of copyright issues and data protection. We also explained the new tools and copyright rules to our students and took great care of their eSecurity. We had parents' consents to make photos and videos but still we tended to hide their faces and names.

Answergarden web 2 tool to elicite different social and emotiaonal skills and values

https://answergarden.ch/4044933

Canva web 2 tool for the collaborative logo

https://www.canva.com/design/DAF6Tg-0A6Q/3eZphAYLA-YmZVT-v9jJ-Q/edit

Padlets to document students works

https://padlet.com/haticepinar03/edupositivity-we-are-preparing-a-logo-aw2xbo5h0kdcs5rt

Youtube to show final results of our collaborative activities

https://www.youtube.com/watch?v=DjbhEmi4VNI

Google forms for surveys and voting

https://forms.gle/7XRbkEDdYrnYaWVQ8

Pictramap for project schools mapping

 https://www.pictramap.com/

Zoom for students and teachers online meeting

https://school-education.ec.europa.eu/en/etwinning/projects/edupositivity-positive-impact-education/twinspace/pages/online-meetings-webinar

Google forms for pre and final surveys

https://forms.gle/WjabEvfjDudPhEvH8

Blog for dissemination

https://eduposivity.blogspot.com/?m=1

Facebook of schools for dissemination

https://www.facebook.com/ivkraljevacckibataljon/posts/pfbid0oR5eUuvZqGjei21RQYfUDogSUosm7Cr8ZpkGi1ZqjyzYJnAHSaZR2L2SFJ6UoL3El?__cft__[0]=AZW-WCYCocgkIIPPBiojfqzTiCVQPGzVnvsO-gMi3feVPwHVETBiRc-PXs1XJ1Ns1F7q2kYn3XwuSFwUMf0LFe4QAKWulCwyeOkSlunbymUy5WLwE8WcH7WiJZnYHUSkyoda3MP5Jpn7a0KVOpMqJl5rCPJliV2Y1-qrws9nYVZrtnEMo2xRFlhBOID7iG6HmtU&__tn__=%2CO%2CP-R

School websites for dissemination

https://bataljon.rs/o-skoli/%d0%b5%d1%80%d0%b0%d0%b7%d0%bc%d1%83%d1%81-%d0%bf%d1%80%d0%be%d1%98%d0%b5%d0%ba%d1%82%d0%b8/

Padlet to prepare cards colours

https://padlet.com/haticepinar2021/edupositivity-hj1stvjb5dumjpq2

Book Creator to make story books

https://read.bookcreator.com/gkZgeMmwNFMZyGaaTAeykypzvif1/op2dW0IYT0WUpxHim2XSJA

Google doc to make a rap song lyrics

https://docs.google.com/document/d/1KOeqvdkPTqAES43Clnks6iFGTse2VD7eTLjy8G7rFI8/edit?usp=drivesdk

Suno AI to sing our rap song

https://suno.com/song/926ed6c3-abeb-4da6-8590-0b5f9268fb47

PARTYSTUFF.IN for the online game

https://partystuff.in/tambola-board?fbclid=IwAR0F0oIFOE92janypDBjqbqW19bRIHw-2VwNBMYAZSWCRtVievMmWm-WIWo

I used both group and small work group depending on how many students were present. I tended to use interactive methods and make students draw conclusions by themselves and not just teach them. Regarding digital tools, I have to admit that they were very fast at learning,much faster than I am. They were especially good at mastering what and how to ask AI to help us with certain tasks. To me this aspect was completely new and I was glad I learned a lot from my students and teachers from the project. We used dialogues to discuss other schools' works and plan our activities and I tried to leave them work on their own at our eTwinning corner of the school. Whenever they had to write something, have a role play or sing I tended to leave them work out the solutions without my help and I was really surprised how mature they were. Seven of my students work according to the advanced learning programme IOP3 for English language and I was more than satisfied with their communication in English. I also included all the students from this project when our school was a host to an Erasmus+project of a school from Italy and they proved very skilled for communication and cooperation. https://www.facebook.com/ivkraljevacckibataljon/posts/pfbid0ntW5JAbftf1eP56rECVKxND8jgvZAvJb73

GB1WZ4UbGQGKPuVNRmhffwQab3U7RBl?__cft__[0]=AZWEt2qfpErAN6hb6FlUHV0sVWEj8oacuZefn1Cz_RVxb7qsE3v78I0kb6sMkEDF_p6Ta6n6yMKgKK6in5oUCGYgx-kZClDVyXc8HfFLzGkE3JMXP8RLlxfv7PahaHU6kXj_vqFXzI8TqHVBVBQcfBch1OFLqw9l2Um9neOUXK0G0L6aNO_Mhmuf7XW6eKx6YdFSCcgLYshVSWbqGE6ex7bE&__tn__=%2CO%2CP-R I have to mention that we had a lot of problems with Canva because the students are not skilled for design. Only one girl was able to use Canva before the project and still we find it difficult to be precise and not spoil things, but we are far better than earlier.I liked to apply problem solving and critical thinking. We spent much time comparing results and analyzing our works. We have an eTwinning club at school so they are very active