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ONLINE ESL INTERDISCIPLINARY GAMES

***ERASMUS + KA2 – 2018-1-RO01-KA229-049395***

***“ STOP ESL! START INTERDISCIPLINARY EDUCATION FOR FUTURE!”***



**ȘCOALA GIMNAZIALĂ SFȂNTUL ANDREI,BRĂILA, ROMANIA**

**2o DIMOTIKO SXOLEIO DRAPETSONAS, DRAPETSONA, GREECE**

**Klaipedos Tauralaukio progimnazija, KLAIPEDA, LITHUANIA**

**IES MADINA MAYURQA, PALMA DE MALLORCA, SPAIN**

Editor's Note

Early School Leaving (ESL) is a major problem in many European Union (EU) countries and a multi­tude of factors are taken into account in the effort to limit it. School teachers can contribute in this direction, wielding the mean they can use best: education. That is why we planned, implement­ed, and propose a number of online games, which are freely available to all colleagues interested in tackling this important issue.

The proposed games can be adapted easily to satisfy the peculiarities that render each school different. They have been grouped together in thematic blocks according to their subject matter and/or the cognitive areas covered (ba­sic skills, social and life skills, foreign language learning, and technology). All online games are the result of cooperation among the participat­ing teachers from partner schools in the project and have been tried in class. The common de­nominator that binds them together is the use of cooperative learning which aims to foster a sense of belonging in students so that the chanc­es of dropping out of school can be reduced.

Our reasoning is based on the supposition that children love what they can be good at. As a result, teaching should aim beyond the pursuit of knowledge and offer all students the op­portunity of experiencing success. This could act as yet another motive for them to stay in school and even view it as second home.

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1. **LearningApps – LearningApps.org - interaktive und multimediale Lernbausteine - <https://learningapps.org/>**

LearningApps.org is a Web 2.0 application, to support learning and teaching processes with small interactive modules. Those modules can be used directly in learning materials, but also for self studying. The aim is to collect reusable building blocks and make them available to everyone. Blocks (called Apps) include no specific framework or a specific learning scenario. The blocks are therefore not suitable as complete lessons or tasks, instead they must be embedded in an appropriate teaching scenario.

**LearningApps.org Terms of Use and Privacy Policy**

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**User account**

Creating, saving and managing your own learning modules requires the use of your own user account. By entering personal data in your user account you agree to the publication of this data on LearningApps.org.

Authors of learning modules can view the use of their created content in anonymous statistics. You can delete your account at any time in your user settings. If you delete your account, all learning modules you have created are also deleted.

**Student account**

Teachers can create special student accounts for students or convert existing accounts into student accounts via a class invitation. Student accounts are managed by the teacher. The teacher has insight into the activities and the learning modules created by his students. Teachers can revise the learning modules created by student accounts and make them available to an entire class. If student accounts are managed by several teachers at the same time, all teachers have the same authority.

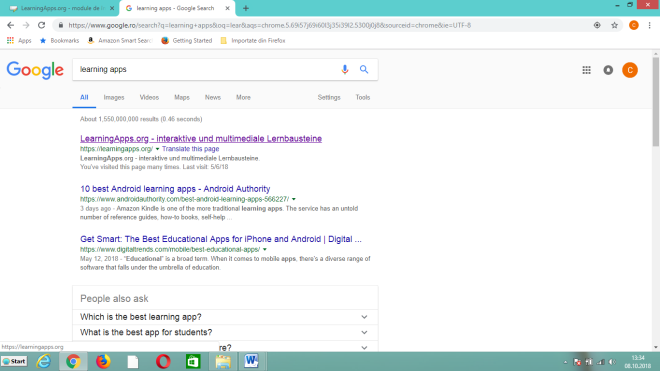
**Private and public learning modules**

All learning modules created on LearningApps.org are private by default and cannot be accessed by other users of the platform (except teachers on student accounts). All private learning modules have cryptic web links that are not accessed by search engines or LearningApps.org. The author of a learning module can communicate the cryptic web link or use the embed code to make the app available to a specific audience.

If desired, the author of a learning module can publish it on LearningApps.org. By publishing learning modules on LearningApps.org, authors agree that other users can freely use, copy and adapt their learning modules without having to refer to authorship. LearningApps.org alone decides whether learning modules are displayed in the public catalog or not.

When learning modules are used, information on the call and processing status is entered and saved. LearningApps.org does not store personal data such as individual entries or solutions.

**No warranty**

The services of LearningApps.org are provided without warranty of any kind. No guarantees are given for the availability, reliability, completeness or security of the service. Any liability is fully rejected.

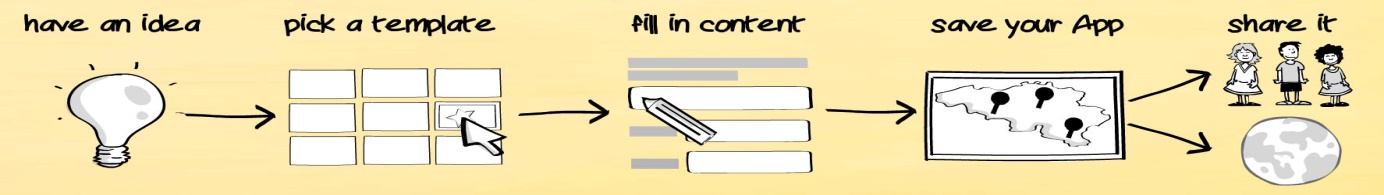
Applicable law and place of jurisdiction

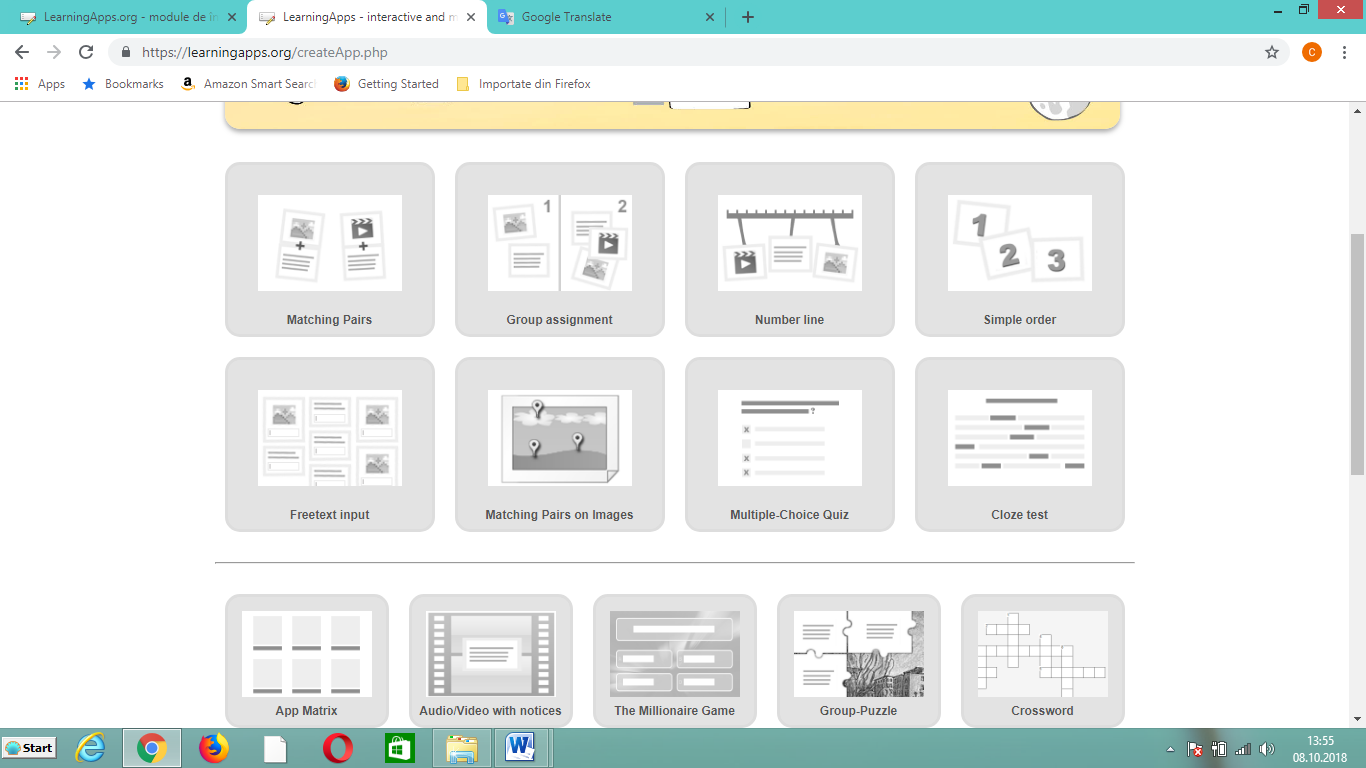
The declarations listed here are subject to Swiss law. The exclusive place of jurisdiction is Däniken, Switzerland.

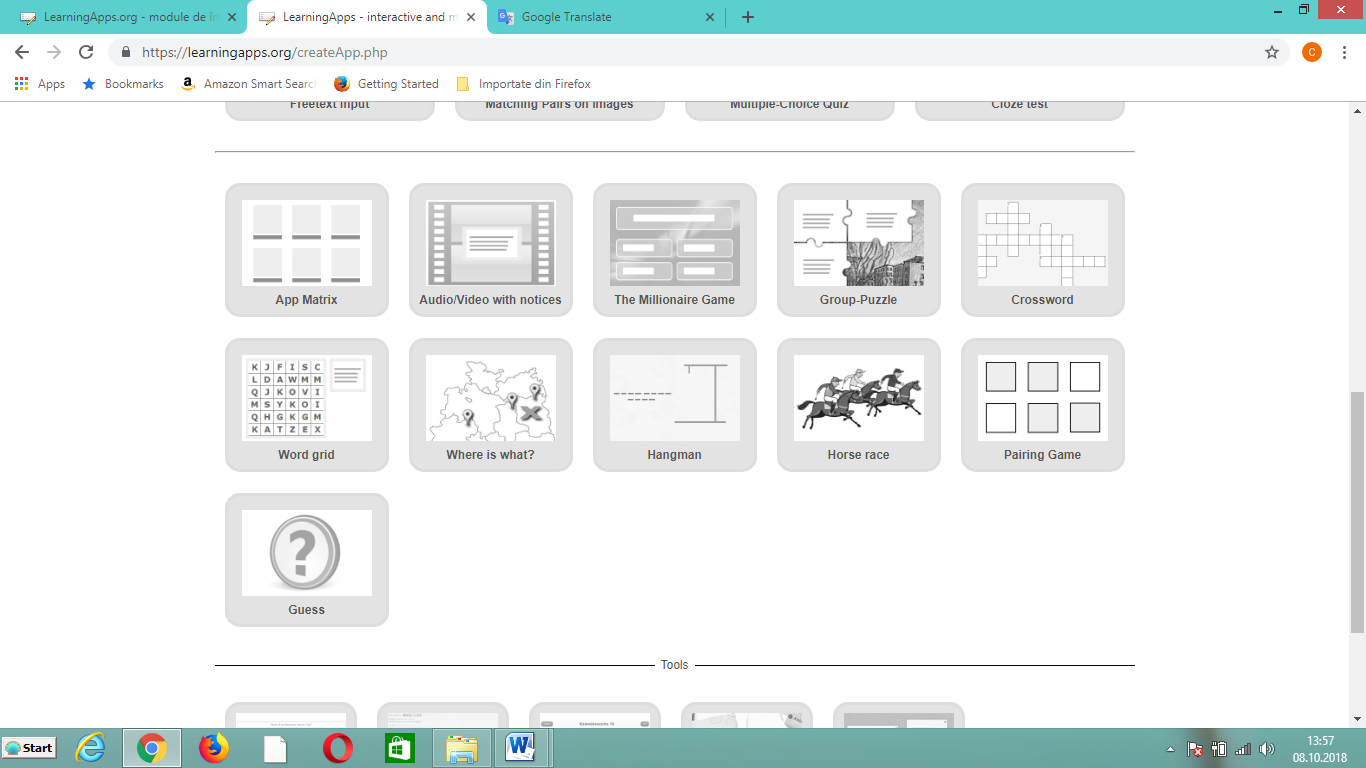
Access - Google - **LearningApps**.org - interaktive und multimediale Lernbausteine.

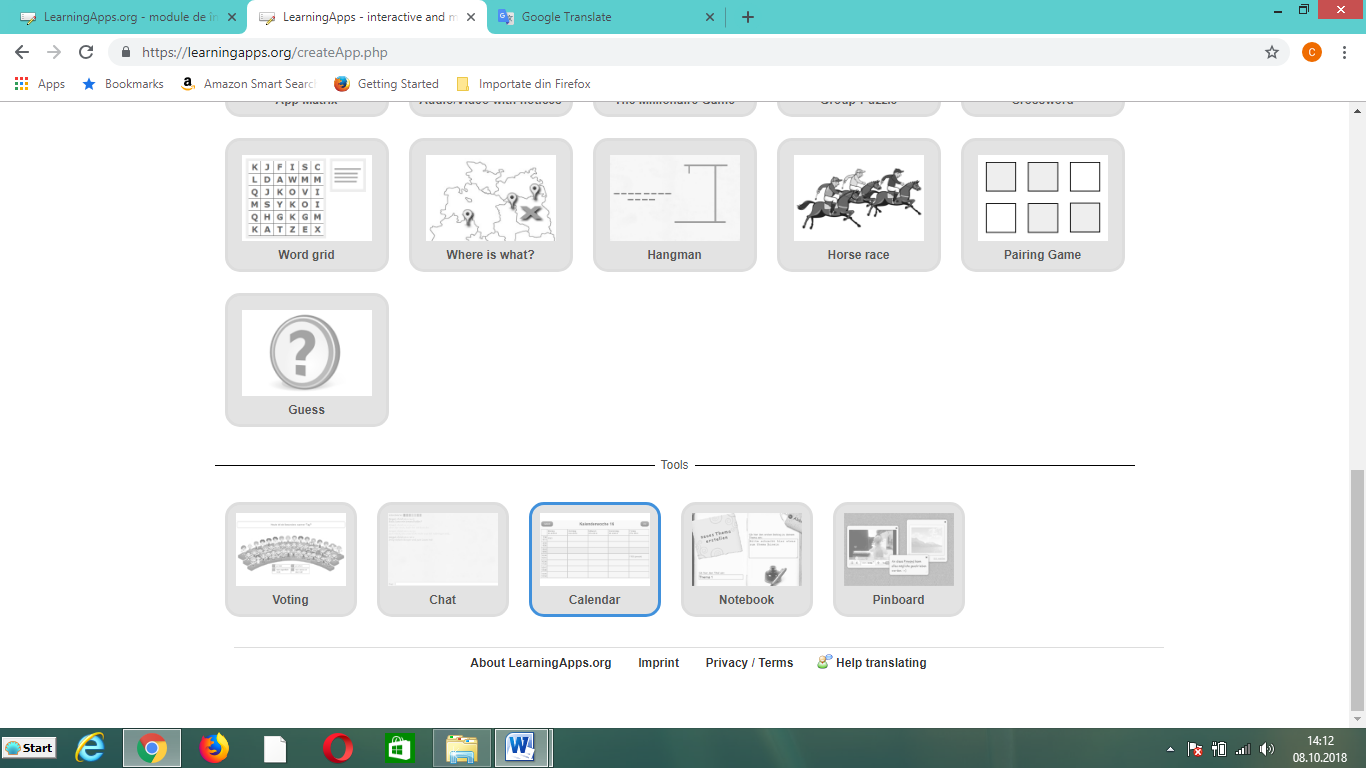
**Login** – create an username and a password

**Create App:** You find different types of Apps









**For example : Matching Pairs – game**

Acces: Matching pairs icon

Acces: Create new app

Write a title: ........................................

**Task description:** Provide a task description for this App which is shown on start up. Otherwise leave it blank.

**Pairs:** Enter the two media which belong together. They can be a mix of text, images, audio or video.

+ Add another element – to add another pair, and so on you can put how many pairs you like

**Additional, but wrong elements:** You can add up to 3 additional elements that will be displayed but do not belong to the solution.

**Make matching pairs disappear:** Matching pairs will be automatically checked and then disappear. Without this option you can keep pairing until you check the solution manually. Matching pairs will not disappear.

**Feedback:** Provide a feedback text which will be displayed when the solution is found.

**Help:** Provide some hints how to solve the App. They can be viewed by the user via a small icon in the upper left corner. Otherwise leave it blank.

**Do not forget:** finish editing and show preview

You can change any time or to complete the game with other pairs

**For example : Word Grid**

Acces: Word grid icon

Acces: Create new app

Write a title: ........................................

**Task description:** Provide a task description for this App which is shown on start up. Otherwise leave it blank.

**Background image:** Select a background image for the crossword if you like.

You can select an image from your computer or from Internet

**Words:** Specify here the searched words.

**Add another element** – for another word

You can put how many words you want

Important – use Caps letters

**Show the searched words:** You can choose to show the words right from the beginning, making the exercise easier.

**Feedback:** Provide a feedback text which will be displayed when the solution is found.

**Help:** Provide some hints how to solve the App. They can be viewed by the user via a small icon in the upper left corner. Otherwise leave it blank.

**Do not forget:** finish editing and show preview

You can change any time or to complete the game with other words.

**Advantages :** all the games have a QR-code and a link to share

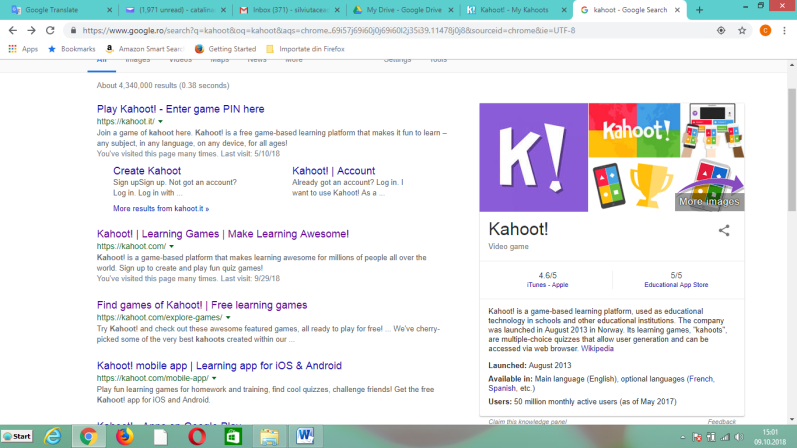
1. **Kahoot!**

**Kahoot!** is a [game-based learning](https://en.wikipedia.org/wiki/Game_based_learning) platform, used as [educational technology](https://en.wikipedia.org/wiki/Educational_technology) in schools and other educational institutions. The company was launched in August 2013 in [Norway](https://en.wikipedia.org/wiki/Norway). Its learning games, "kahoots", are multiple-choice quizzes that allow user generation and can be accessed via [web browser](https://en.wikipedia.org/wiki/Web_browser).

Kahoot can be used to review students' knowledge, for [formative assessment](https://en.wikipedia.org/wiki/Formative_assessment), or as a break from traditional classroom activities.

Kahoot was designed for [social learning](https://en.wikipedia.org/wiki/Social_learning_(social_pedagogy)), with learners gathered around a common screen such as an [interactive whiteboard](https://en.wikipedia.org/wiki/Interactive_whiteboard), projector or a computer monitor. The site can also be used through [screen-sharing](https://en.wikipedia.org/wiki/Videotelephony) tools such as [Skype](https://en.wikipedia.org/wiki/Skype). The [game design](https://en.wikipedia.org/wiki/Game_design) is such that the players are required to frequently look up from their devices. The gameplay is simple; all players use a device to answer questions created by a teacher, business leader, or other person. These questions can be changed to award points. Points then show up on the leaderboard after each question.

Kahoot can be played through different [web browsers](https://en.wikipedia.org/wiki/Web_browser) and mobile devices through its web interface.

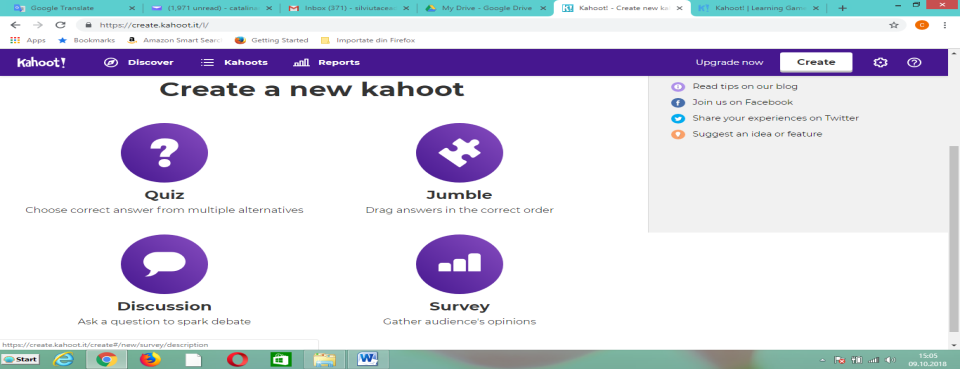
In September 2017, Kahoot launched a mobile application for homework.

In May 2017, YouTube channel GTLive played a game on their live stream with over 10,000 players.

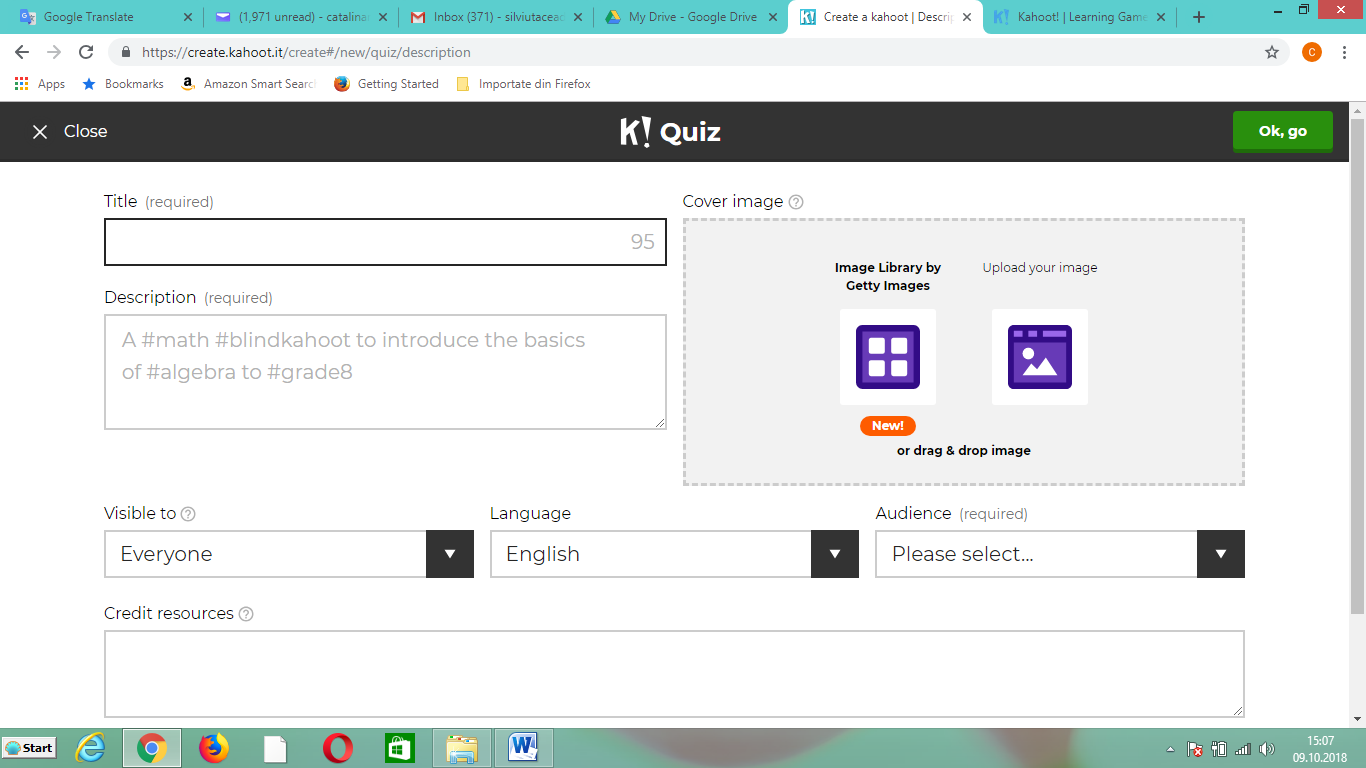
**Acces Google - Kahoot**

Create an account – username and passoword

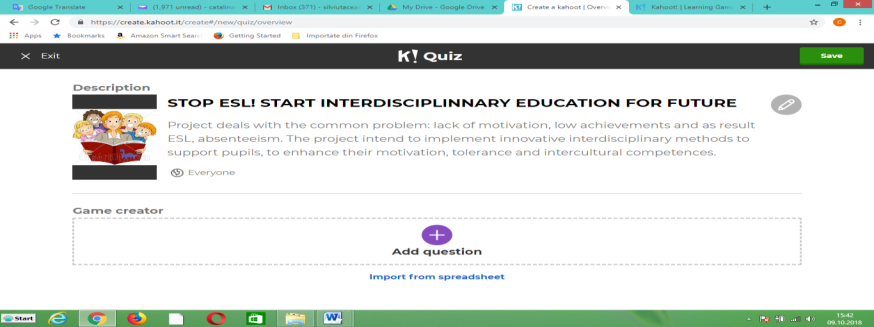
Create kahoot - can create 4 types of games:



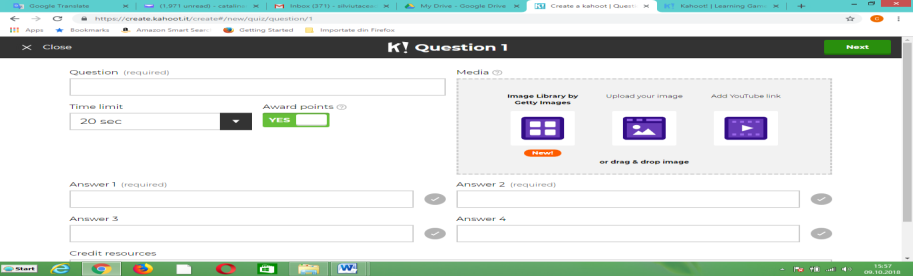
Choose – Quiz



Fill the title, a short description, visible, language, audience, credit resources (it is not necessary) a link with a video (if you find something interesting), you can upload an image from your PC, or from Internet

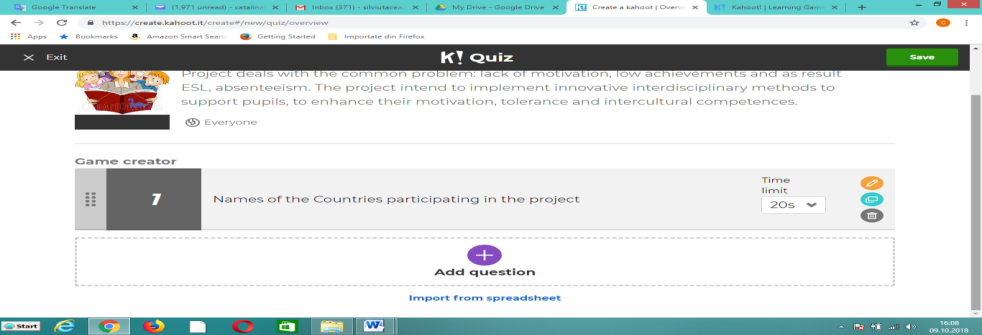
Ok, go

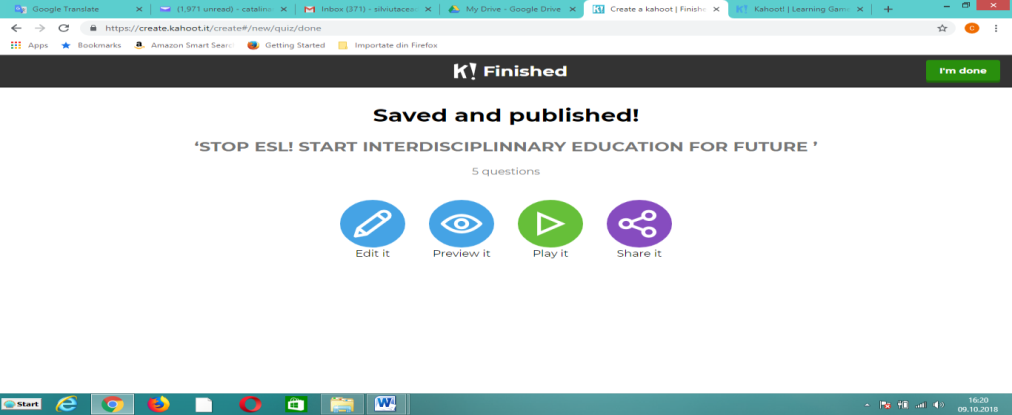
Add question



Type the question 1 correct answer 3 incorrect

You can change time limit

Next

Add new question ....

After you finish – Save

I'm done

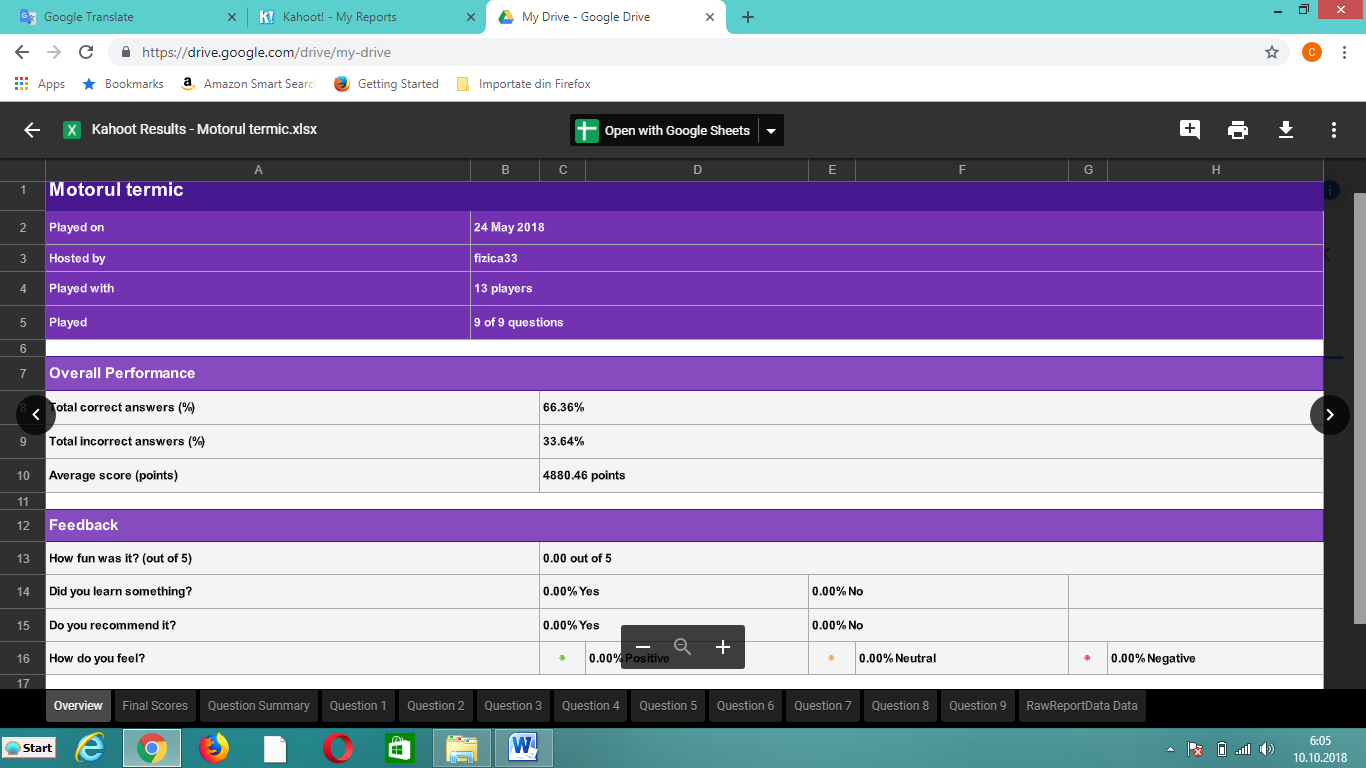
After that you can change, or add new questions – Edit it

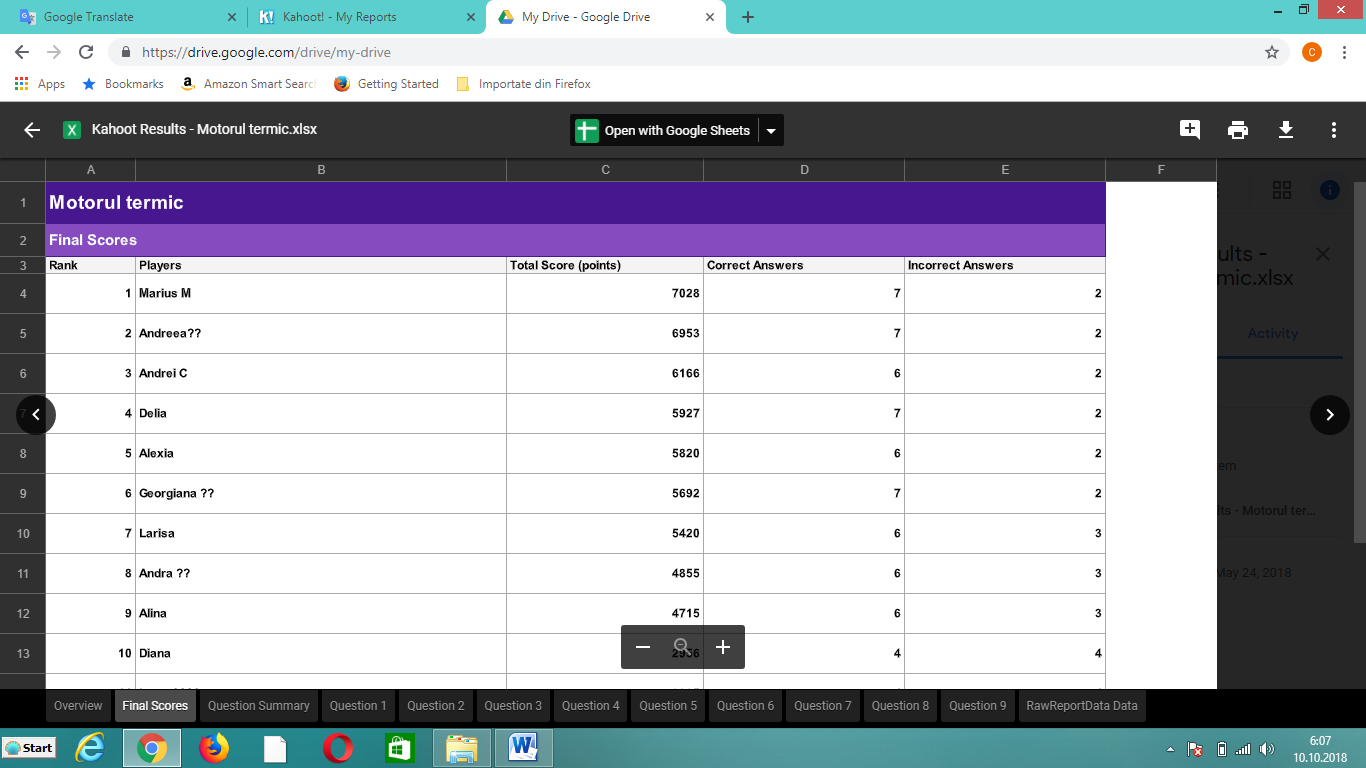
Play it

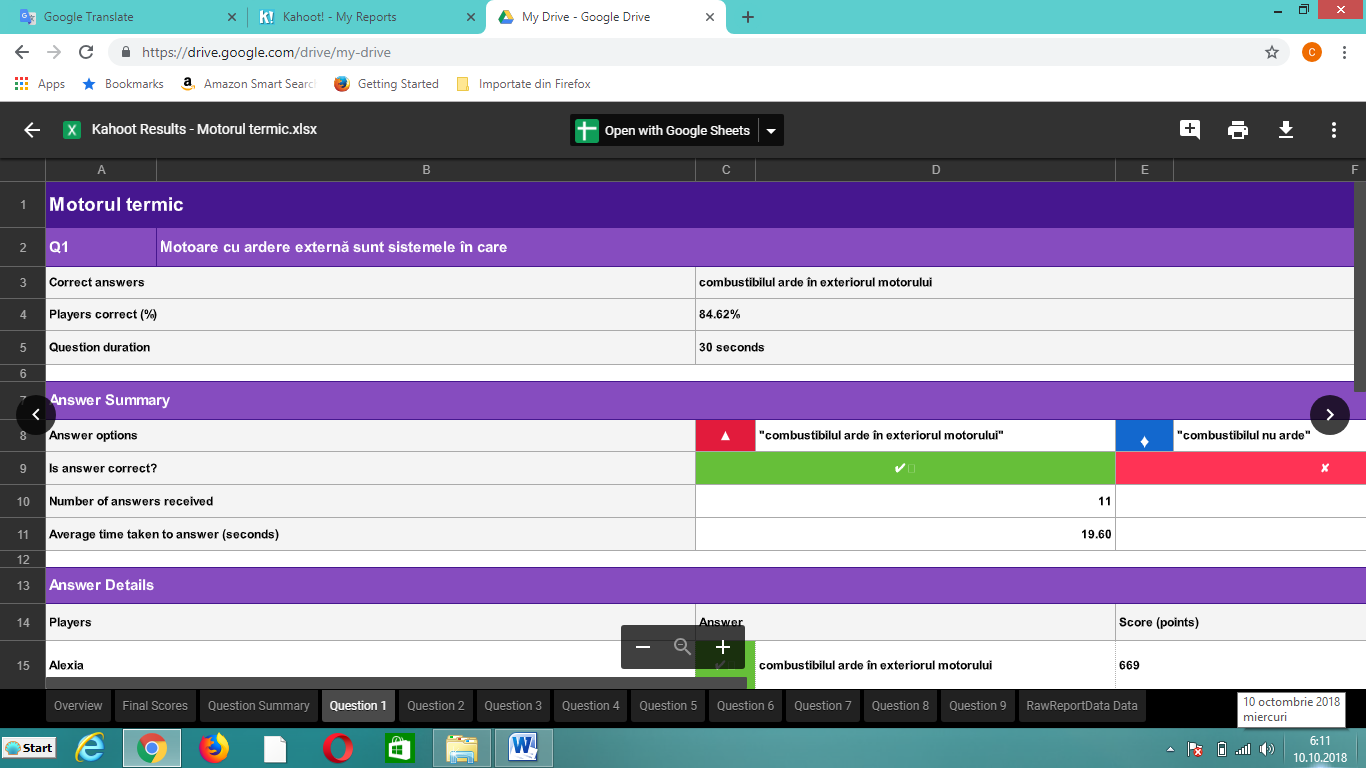
Or Share it – it is a link where you find the quizz - as a theme for your students

Advantage: Students are engaged

At the reports you have an evaluation of all played games and you can download them in your PC / in Google drive or you can print it:

General

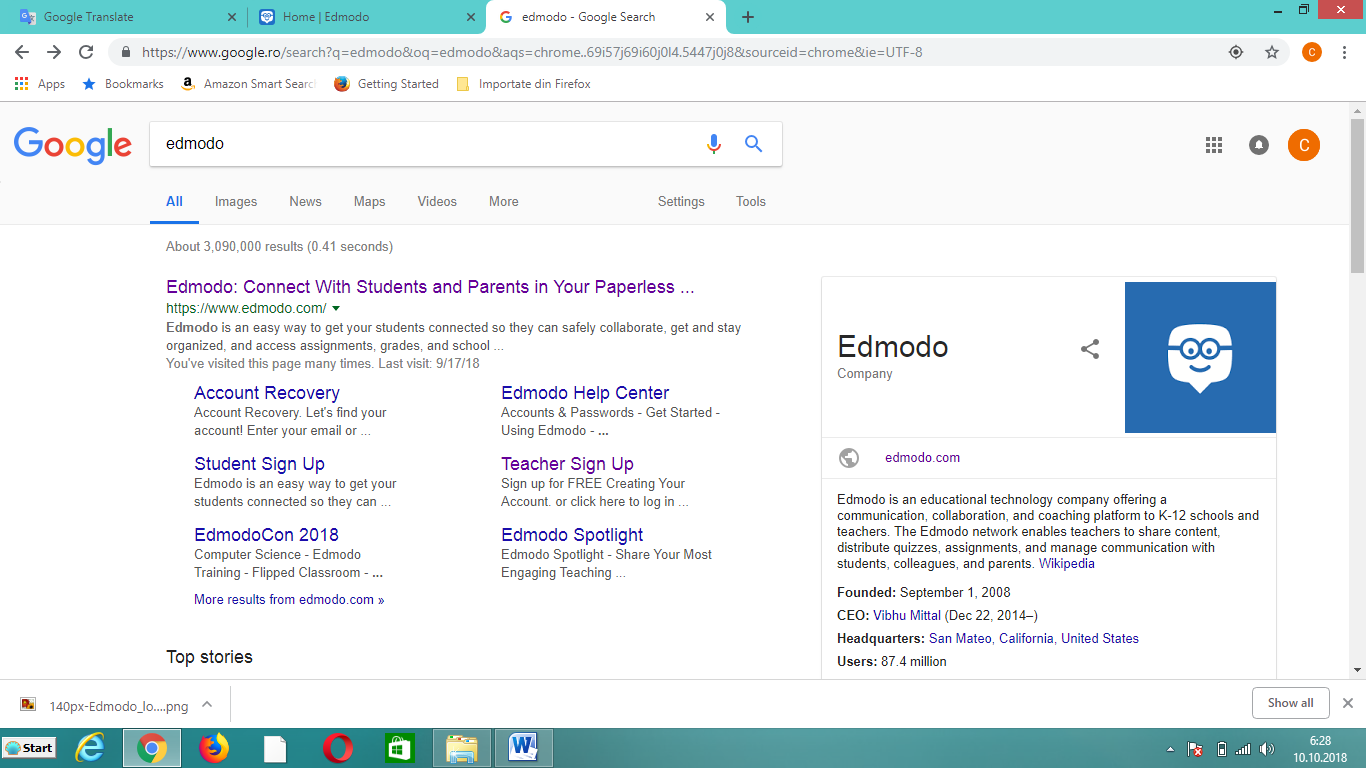
for each players – so you can evaluate and marks each students in a few minutes

for each question – general report and each student answer

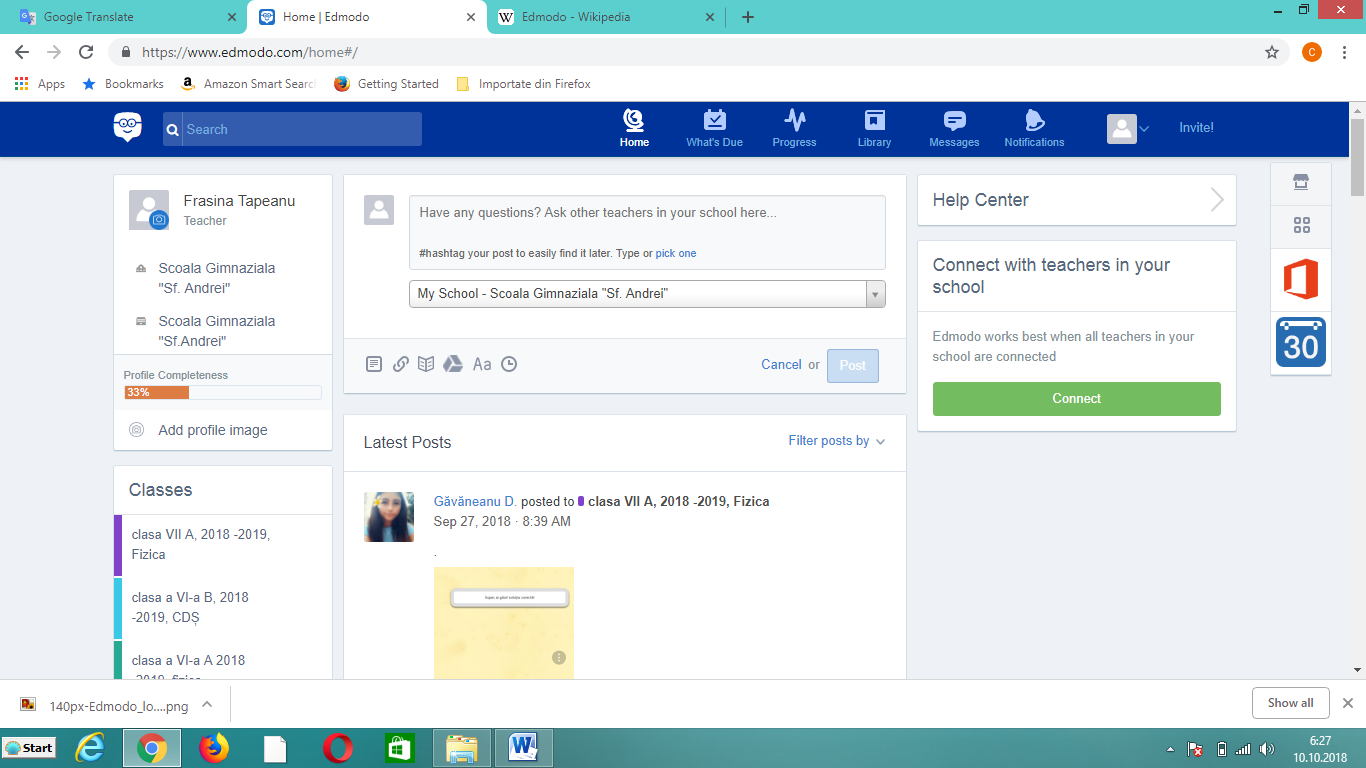
1. **EDMODO**

**Edmodo** is an [educational technology](https://en.wikipedia.org/wiki/Educational_technology) company offering [a communication](https://en.wikipedia.org/wiki/Communication), [collaboration](https://en.wikipedia.org/wiki/Collaboration), and [coaching](https://en.wikipedia.org/wiki/Coaching) platform to schools and teachers. The Edmodo network enables teachers to share content, distribute quizzes, assignments, and manage communication with students, colleagues, and parents. Edmodo is very teacher-centric in their design and philosophy: students and parents can only join Edmodo if invited to do so by a teacher. Teachers and students spend large amounts of time on the platform, both in and out of the classroom.

**Acces Google - Edmodo**

Create an account – username and passoword

Create classes – for each classes you will have a code

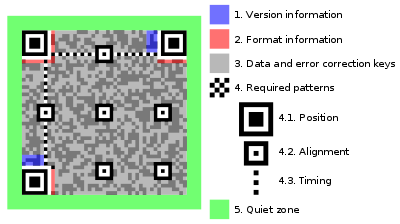


Pupils can connect as student and with the share code they can access the class.

**Phone Apps –** using your phone

1. **QR code** **reader**

Magazin Play - In the query bar, type **QR code reader**: install

**QR code** **reader**

(abbreviated from **Quick Response Code**) is the trademark for a type of [matrix barcode](https://en.wikipedia.org/wiki/Matrix_barcode) (or two-dimensional [barcode](https://en.wikipedia.org/wiki/Barcode)) first designed in 1994 for the [automotive industry in Japan](https://en.wikipedia.org/wiki/Automotive_industry_in_Japan). A barcode is a machine-readable optical label that contains information about the item to which it is attached. A QR code uses four standardized encoding modes (numeric, alphanumeric, byte/binary) to store data efficiently; extensions may also be used.

The Quick Response (QR code) system became popular outside the automotive industry due to its fast readability and greater storage capacity compared to standard [UPC barcodes](https://en.wikipedia.org/wiki/Universal_Product_Code). Applications include product tracking, item identification, time tracking, document management, general marketing, games, quizziz.

A QR code consists of black squares arranged in a square grid on a white background, which can be read by an imaging device such as a camera, and processed using [Reed–Solomon error correction](https://en.wikipedia.org/wiki/Reed%E2%80%93Solomon_error_correction) until the image can be appropriately interpreted. The required data is then extracted from patterns that are present in both horizontal and vertical components of the image.

QR codes have become common in consumer advertising and in schools. Typically, a [smartphone](https://en.wikipedia.org/wiki/Smartphone) is used as a QR code scanner, displaying the code and converting it to some useful form (such as a standard [URL](https://en.wikipedia.org/wiki/URL) for a website, a quizz, a question thereby obviating the need for a user to type it into a [web browser](https://en.wikipedia.org/wiki/Web_browser)). QR code has become a focus strategy, since it provides a way to access a an information more quickly than by manually entering a URL.

1. **Pic Collage**

It is an apps - the best photo collage maker & free photo editor, that helps you to combine many photos into one layouts. And lets you make picture collage & Instacollage. Use the pic collage app to create photo collage with sticker, effects, text, filter and more, then share them to your friends via Messenger, Instagram, Facebook like a poster:

Import photos from your Pictures folder and web image search

- Simple touch gestures to rotate, resize, flick to delete

- Double-tap a photo to edit with Lumia photo effects, clip photos, adjust borders, copy/paste images, and "flip" stickers.

- Draw anything you want on your collage using Ink!

- Tap on the lower-left Frame icon, and swipe to select a frame to make an instant collage!

- Clip photos by outlining the area you want with your finger

- Lots of seasonal backgrounds and stickers to decorate your collages with!

- Beautiful and seasonal templates to choose from

- Share your creations

**Bibliography**

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<https://learningapps.org/rechtliches.php>

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[*"Why Kahoot is one of my favourite classroom tools — Tomorrow's Learners"*](http://tomorrowslearners.com/why-kahoot-is-one-of-my-favourite-classroom-tools/)*. Retrieved 2017-08-09.*

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[*"Edmodo, Microblogging Platform for Educators, Merges with Revolution Learning's Fusion Project"*](http://www.prnewswire.com/news-releases/edmodo-microblogging-platform-for-educators-merges-with-revolution-learnings-fusion-project-84022217.html/)*. PR Newswire. Feb 10, 2010.*

[*"Edmodo Free Microblogging Site for Educators"*](http://www.openeducation.net/2008/09/20/edmodo-free-microblogging-site-for-educators/)*. Open Education. Sep 20, 2008.*

[*"QR Code features"*](https://web.archive.org/web/20130129064920/http:/www.qrcode.com/en/qrfeature.html)*. Denso-Wave. Archived from*[*the original*](http://www.qrcode.com/en/qrfeature.html)*on 2013-01-29. Retrieved 3 October 2011.*

[*"QR Code Essentials"*](http://www.nacs.org/LinkClick.aspx?fileticket=D1FpVAvvJuo%3D&tabid=1426&mid=4802)*. Denso ADC. 2011.*[*Archived*](https://web.archive.org/web/20130512180619/http:/www.nacs.org/LinkClick.aspx?fileticket=D1FpVAvvJuo%3d&tabid=1426&mid=4802)*from the original on 12 May 2013. Retrieved 12 March 2013.*

*Borko Furht (2011).*[*Handbook of Augmented Reality*](https://books.google.com/books?id=fG8JUdrScsYC&lpg=PP1&dq=Handbook%20of%20Augmented%20Reality&pg=PA341)*. Springer. p. 341.*[*ISBN*](https://en.wikipedia.org/wiki/International_Standard_Book_Number)[*9781461400646*](https://en.wikipedia.org/wiki/Special:BookSources/9781461400646)*.*[*Archived*](https://web.archive.org/web/20161221020446/https:/books.google.com/books?id=fG8JUdrScsYC&lpg=PP1&dq=Handbook%20of%20Augmented%20Reality&pg=PA341)*from the original on 21 December 2016.*

*Joe Waters.*[*"How to Use the Top QR Code Generators"*](http://www.dummies.com/business/marketing/social-media-marketing/how-to-use-the-top-qr-code-generators/)*. Dummies.com.*[*Archived*](https://web.archive.org/web/20170911162047/http:/www.dummies.com/business/marketing/social-media-marketing/how-to-use-the-top-qr-code-generators/)*from the original on 11 September 2017. Retrieved 5 June 2017.*

[*"QR Code—About 2D Code"*](http://www.qrcode.com/en/about/)*. Denso-Wave.*[*Archived*](https://web.archive.org/web/20160605013533/http:/www.qrcode.com/en/about/)*from the original on 5 June 2016. Retrieved 27 May 2016.*

[*"QR Code Standardization"*](http://www.qrcode.com/en/about/standards.html)*. QR Code.com. Denso-Wave.*[*Archived*](https://web.archive.org/web/20160510190940/http:/www.qrcode.com/en/about/standards.html)*from the original on 10 May 2016. Retrieved 23 May 2016.*

Pic collage <https://www.microsoft.com/en-us/p/pic-collage/9nblggh34kdv?activetab=pivot%3aoverviewtab>

**B.** **GREECE ONLINE GAMES**

**2o DIMOTIKO SXOLEIO DRAPETSONAS**

**ART**

<https://create.kahoot.it/share/art/0c31ca51-00d0-4dca-bb79-1f36cfb68865>

WISE GUYS!

<https://create.kahoot.it/share/wise-guys/878120ab-5b1d-4255-8e31-72b69f88be89>

At the supermarket

<https://create.kahoot.it/share/at-the-supermarket/e4d5e695-5507-4861-b16a-1e70466d1d13>

**C. LITHUANIA ONLINE GAMES**

**Klaipedos Tauralaukio progimnazija**

<https://quizizz.com/admin/quiz/5cc9d97225773c001af10719>

<https://scratch.mit.edu/projects/96971107/>

<https://scratch.mit.edu/projects/98340481/>

<https://scratch.mit.edu/projects/253288990/>

**D. SPAIN ONLINE GAMES**

IES MADINA MAYURQA

<https://create.kahoot.it/details/the-sobrassada/c3faf8b6-ea45-475f-be87-ae98539b63c5>

<https://play.kahoot.it/#/k/75fe9042-117d-468d-b20b-0d1da6275e26>

<https://play.kahoot.it/#/k/f6907ce7-77d2-4606-a0a0-2051ea8dabb2>

<https://play.kahoot.it/#/k/c2436cee-fd17-450b-a653-0b0411ee8497>

**E. ROMANIA ONLINE GAMES**

**SCOALA GIMNAZIALA SFANTUL ANDREI**

**BIOLOGY-ICT/ARTS**

* <https://quizizz.com/admin/quiz/5bc7a72028a3f6001b8884f2>
* <https://play.kahoot.it/#/k/3e02e60a-3b0d-47d7-9242-e76be0b86d70>
* <https://b.socrative.com/teacher/#import-quiz/36516007>

|  |  |
| --- | --- |
| QR - code 1  **5 puncte** | QR - code 2  **5 puncte** |
| **QR – code 3**  **5 puncte** | QR – code 4  **5 puncte** |
| QR – code 5  **5 puncte** | QR – code 6  **5 puncte** |
| QR - code 7  **5 puncte** | QR - code 8  **5 puncte** |
| **QR – code 9**  **5 puncte** | QR – code 10  **5 puncte** |
| QR – code 11  **5 puncte** | QR – code 12  **10 puncte** |
| **LEARNINGAPPS.1**    ‘  **10 puncte** | **LEARNINGAPPS.2**    **10 puncte** | |
| **LEARNINGAPPS 4**    **10 puncte** | **LEARNINGAPPS.3**    **10 puncte** | |
|  |

**RELIGIOUS EDUCATION- CAREER COUNSELING**

* <https://play.kahoot.it/#/k/7c5576d3-0b9f-4615-9097-87e4702b50b1>

















**PHYSICS-ICT/ CULTURE**

1. **Medium speed** – (10 min) – test kahoot: <https://create.kahoot.it/details/miscarea-rectilinie-si-uniforma/fd0bc13c-e00a-47bf-ac2a-d6b01d2497b0>
2. **The speed of the vehicles** - <https://learningapps.org/display?v=p2vd344tj18>
3. 

**4) The speed of the vehicle drops- it breaks** <https://learningapps.org/display?v=papg5nx1318>



1. **PUZZLE -The principle of mutual actions**  <http://www.jigsawplanet.com/?rc=play&pid=1064f791664e>
2. **Puzzle -Pressure**- <http://www.jigsawplanet.com/?rc=play&pid=1f263296a028>
3. **Educational online game– To be millionaire – site Learningapps:** <http://LearningApps.org/display?v=p16bsbbvk16>
4. **Thermal phenomena- test kahoot**

<https://play.kahoot.it/#/k/3d9228bd-20de-4376-a43a-7b168288b304>

1. **THERMAL ENGINES site LearningApps.org – QR code**



**10) Feedback – test kahoot** <https://play.kahoot.it/#/k/26c6245a-fc88-497d-be51-16918e2d5e64>

**11)The lesson’s title site** LearningApps.org – QR code

**16) Digital skills – making digital games on LearningApps platform** - <https://learningapps.org/>

**17) TANGRAM PHYSICS-HISTORY**





**ENGLISH-ICT/ HISTORY/CULTURE**

* <https://docs.google.com/forms/d/1_ZE0a1bEfw_wTSEeZEcv__AI-4xGYmiyO6gga7rkrxQ/edit>
* <http://kahoot.eurodesk.eu>
* <https://create.kahoot.it/details/european-language-label/ab7acaf3-2a8d-452e-923a-fa07ee22a3b5>
* <https://create.kahoot.it/details/easter-traditions-in-romania/f45aeb2b-5f50-44f7-8eb3-639fb3a0f702>
* <https://create.kahoot.it/details/christmas-lesson/6d82b45f-b550-4221-8f23-3bf8033d7ba2>
* <https://create.kahoot.it/details/erasmus-lesson-1/05d1530e-4fce-4834-9f03-8de59bd57d31>
* <https://create.kahoot.it/details/erasmus-lesson-3/b15a27ed-89a4-492b-95f9-472174f1dff6>
* <https://create.kahoot.it/details/erasmus-lesson-2/d698ac87-d6f2-42d2-a2e3-989ccae6ccd0>

**PRIMARY EDUCATION**

**CIVICS EDUCATION**

|  |  |  |  |
| --- | --- | --- | --- |
| **TRUST** | **BETRAYAL** | **MODEST** | **BOASTFUL** |
| **SINCERE** | **MOODY** | **GOOD** | **RUDE** |
| **SELFISH** | **GENEROUS** | **DISAGREE** | **AGREE** |
| **FRIEND** | **ENEMY** | **COMMUNICATIVE** | **SILENT** |
| **QUARREL** | **UNDERSTANDING** | **TO HELP** |  |
| **LOVE** | **HATE** | **HELPFUL** | **IMPASSIVE** |
| **SOCIABLE** | **MEAN** | **REJECTION** | **ACCEPTANCE** |
| QUIET | AGGRESIVE | RESPECT | CONTEMPT |



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