



Co-funded by the  
Erasmus+ Programme  
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InventEUrs - Fostering invention-based collaborative learning for social  
change

Ref. 580325-EPP-1-2016-1-ES-EPPKA3-IPI-SOC-IN

## Creative Learning Activities

### (1st wave)

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## Work Package 1 Design Creative Learning Activities

### Summary

#### WP1 Description and envisaged results

Before starting the intercultural virtual exchanges, the creative learning activities have to be prepared in order to then use them during the teacher training actions (WP2). Also educational materials will be designed to be used when the workshops with children begins. This includes descriptions of the first introductory activities to facilitate children's access to the new technologies that they will use the coming months, and materials to introduce the topic (each year we will choose a global issue to work with) that the team, taking into account of the opinions of schools, will choose.

#### Role and tasks in the work package

##### LEADER UniPG

- Coordination of design and development of creative learning activities and workshops.

- Design and development of creative learning activities and workshops

##### . Spain

- Review and reuse creative learning activities of Inventors4Change Project

- Design and development of creative learning activities and workshops

##### United Kingdom

- Design and development of creative learning activities and workshops



## Output n-1 – Creative Learning Activities

**Type of the output:** Teaching material

**Description:** Detailed description of the activities that will be carried out during the capacity building actions

### FIRST WAVE

Before starting the intercultural virtual exchanges, the creative learning activities have to be prepared in order to use them during the teacher training actions. Moreover, the general workflow of the activities has been designed in order to facilitate a uniform application among the partners and the participating schools.

During the Kick of meeting in Girona all the partners agree to re-use, as most as possible, the workshops designed and described in the web platform <https://playfulcoding.udg.eu>. In particular teachers can use the guide downloadable from <https://playfulcoding.udg.edu/teacher-guide/>. The guide is available in 6 different languages, i.e. English, Romanian, Italian, Spanish, French and Welsh. Three out of five partners collaborated in the Early Mastery European project and decided to bring all their expertise.

More in general we consider as teaching materials any other material that could be of help for teachers to implement the project's activities. We target primarily the teachers, but our creative learning activities can be applied and remixed by youth organizations and nongovernmental organizations focused on the education of children from underserved communities.

Since the Scratch and Kidsblog platforms, and the Scratch language, will be the main tools, we encourage reusing free official resources that can be found online.

First of all, since teachers have to install Scratch (the language and development environment) we suggest to visit

<https://scratch.mit.edu/scratch2download>

Moreover the official materials about Scratch can be downloaded from the site <https://scratch.mit.edu/educators/#resources>



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## Creative Learning Activities

### (2nd wave)

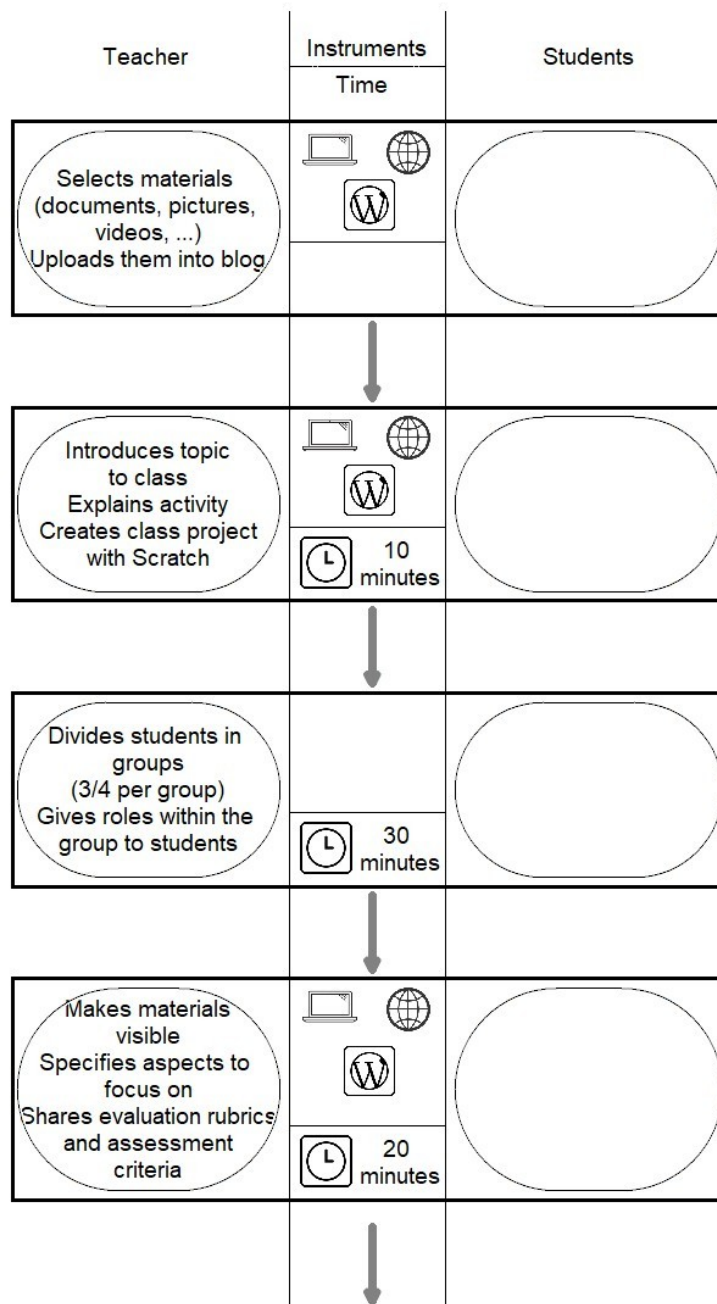
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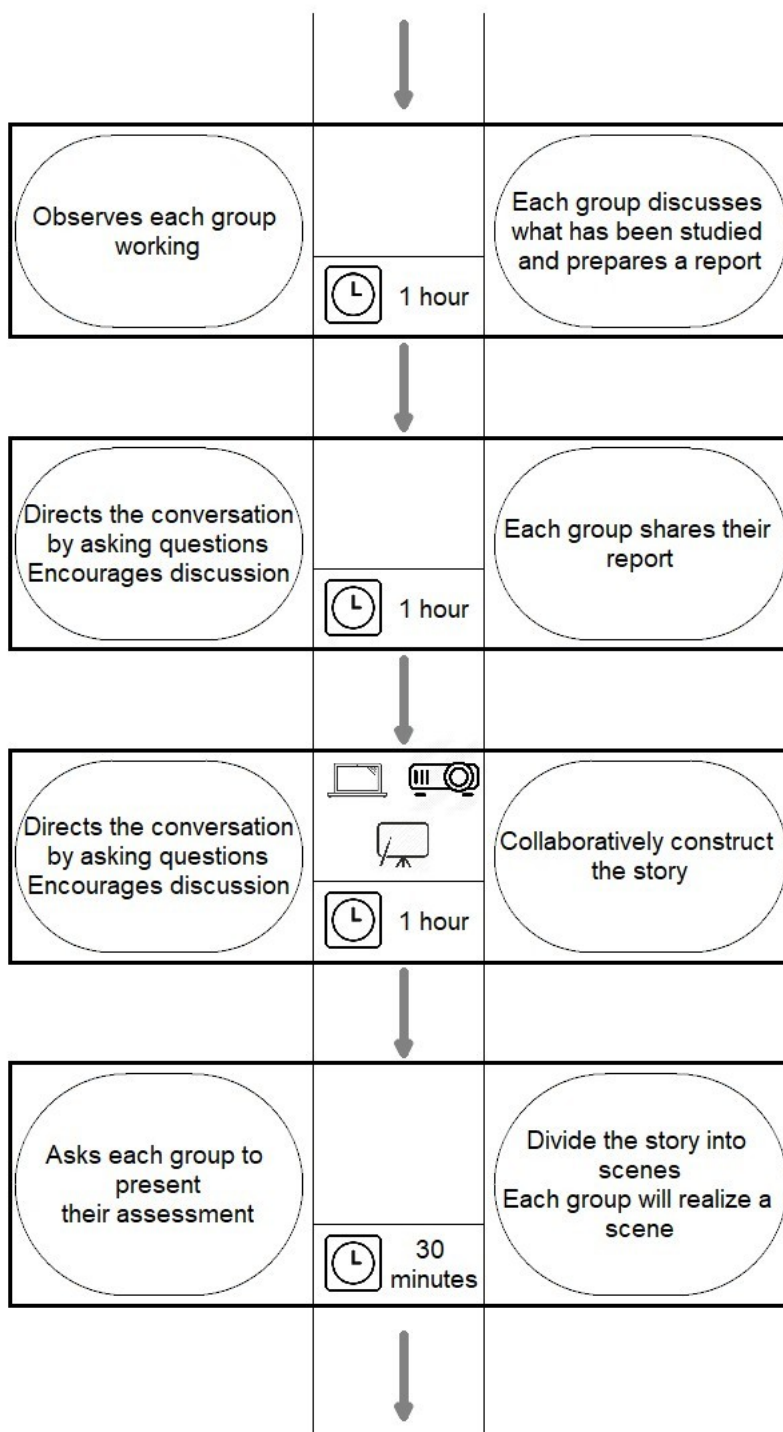


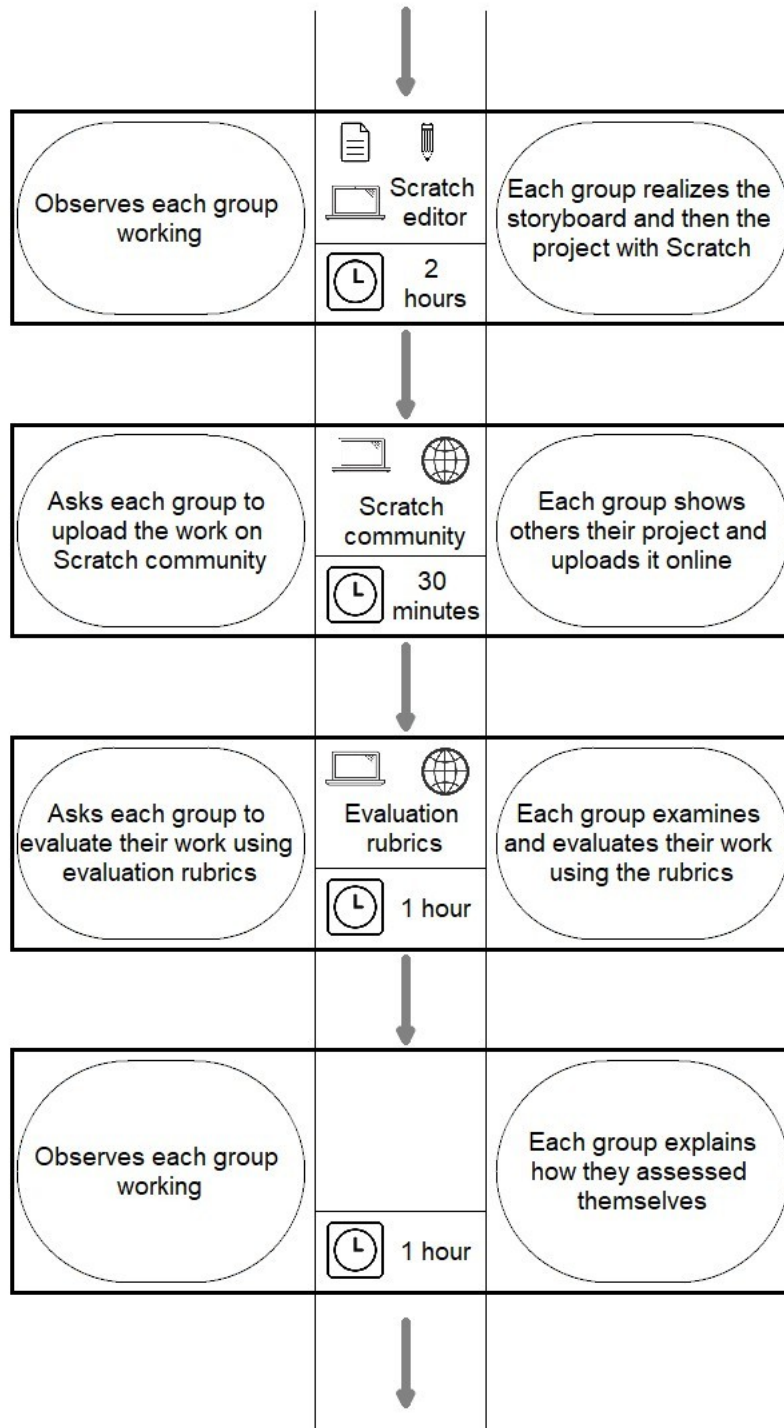
## Creative Learning Activities

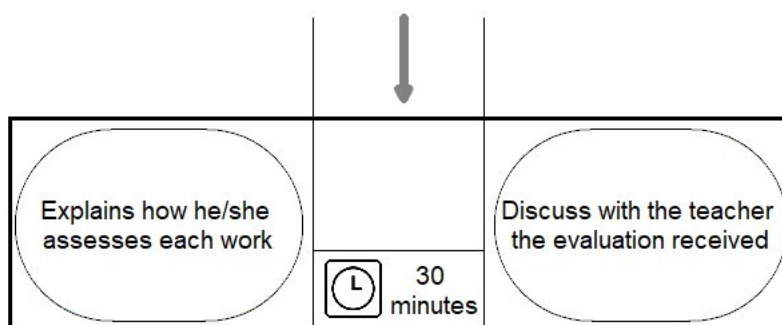
### SECOND WAVE

During the second meeting in London a more detailed workflow for the activities has been presented










#### LEGEND

Computer/Tablet 

Internet Access 

Blog 

Projector 

Blackboard/e-board 

Paper sheets 

Pencil 

Time required 

#### Evaluation rubrics:

- Creative thinking;
- Cooperative and collaborative learning;
- Critical thinking.

This workflow can be used both to present the project activities and to help teachers to organize a synced timetable. During the project implementation teachers can share the schema and they can check what has been done and what they have to do.





With respect to the creative learning activities we propose again:

- activities and ideas proposed in <https://playfulcoding.udg.eu>
- the teacher's guide downloadable from <https://playfulcoding.udg.edu/teacher-guide/> available in 6 different languages (English, Romanian, Italian, Spanish, French and Welsh).
- instructions for the Scratch installation from <https://scratch.mit.edu/scratch2download>
- official teaching materials from <https://scratch.mit.edu/educators/#resources>



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## Creative Learning Activities

### (3rd wave)

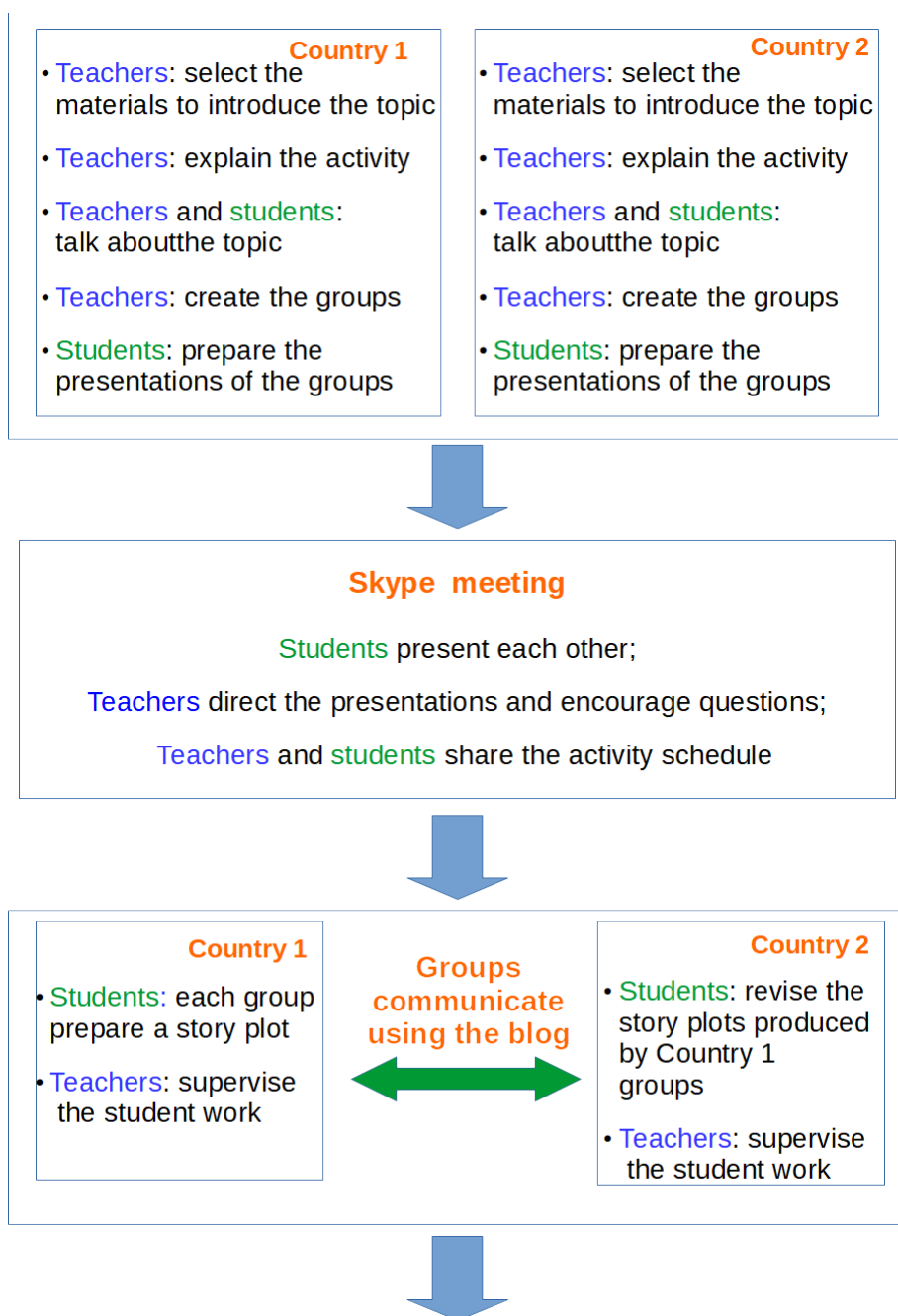
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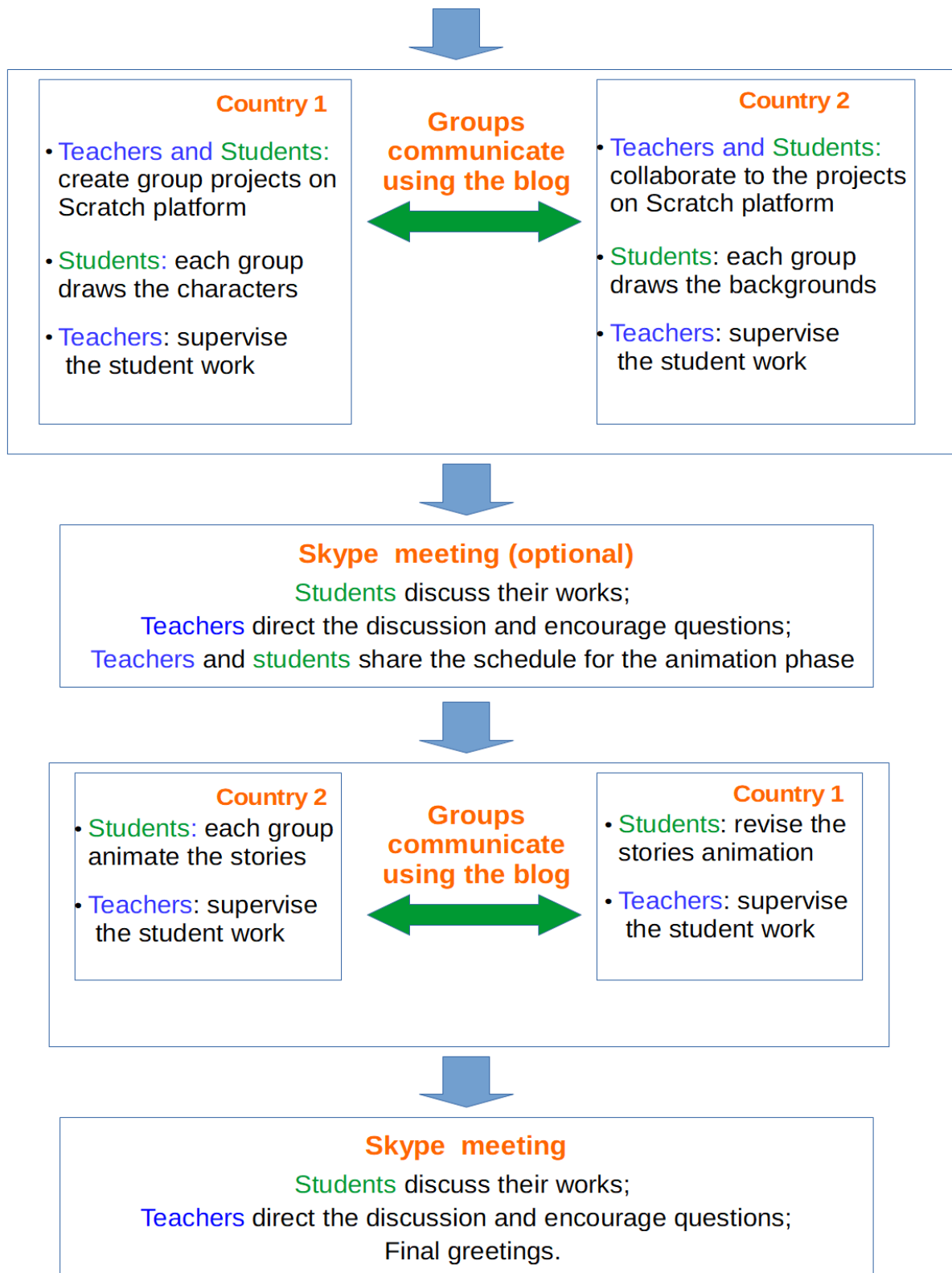


## Output n-1 – Creative Learning Activities

### THIRD WAVE

During the third meeting in Perugia a new schema helping teachers to understand better how to synchronize the activities has been presented.







In this schema more attention has been devoted to specify which activities can be implemented inside the class and which other have to be synchronized between the schools. The synchronization is very important since we detected that the main source of failures is the lack of a shared calendar to schedule the common activities. The number of Skype meetings can be modified according to the special needs of each school. We suggest to do allow as many meetings as possible in order to increase the students engagement.

With respect to the creative learning activities we propose again:

- activities and ideas proposed in <https://playfulcoding.udg.edu>
- the teacher's guide downloadable from <https://playfulcoding.udg.edu/teacher-guide/>
- instructions for the Scratch installation from <https://scratch.mit.edu/scratch2download>
- official teaching materials from <https://scratch.mit.edu/educators/#resources>

Moreover we suggest to visit also

<http://scratched.gse.harvard.edu/resources/all>

where a lot of Scratch projects are collected in many languages.