

ERASMUS+

Short Term Group Project for schools

Programme Ref:

TED S1 Digital Citizenship
(secondary)

Minimum Group size 10

Minimum Entry Level
CEFR English B1

Daily Sessions

Monday to Friday
Total contact hours 24
Maximum class size 20

Educator:

Twin English Centre
Dublin (formerly Alpha
College of English)

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Aims:

- to provide a learning opportunity to pupils/students and their accompanying teachers
- to support internationalisation
- to support the institutional development of school education

Objectives

- promoting values of inclusion and diversity, tolerance, and democratic participation
- promoting knowledge about shared European heritage and diversity
- promoting the use of new technologies improving language learning and language diversity in schools
- increasing sensitivity to cultural diversity
- building capacity of schools to engage in cross-border exchanges and cooperation, and carry out high quality mobility projects
- making learning mobility a realistic possibility for any pupil in school education
- fostering recognition of learning outcomes of pupils and staff in mobility periods abroad
- promoting environmental sustainability ideals

Pre-arrival:

- Group Needs Analysis
- Cultural information
- General arrival information

Practical Arrangements:

- Programme supervisor/tutor
- Learning Materials
- Setting of learning objectives
- Feedback on progress and areas needing special attention
- Guidance and advice on independent research
- 24 hour emergency contact number
- Accommodation service
- Cultural programme

End-of-programme:

- A Certificate
- Europass Mobility

Topics/Skills

Critical thinking

Creativity

Collaboration

Communication

Information literacy

Media literacy

Technology literacy

Flexibility

Leadership

Initiative

Productivity

Social skills

Presentation skills

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Content

The programme involves a blend of input sessions, cultural visits and collaborative workshops. The input sessions are focused on learner training, setting objectives, learning outcomes and a contract on the appropriate use of technology throughout the project. Workshops focus on collaborative work amongst participants to meet objectives and learning outcomes. Workshops also aim to develop participants' 21st century skills such as critical thinking; creativity; information, media and technology literacy, etc. Cultural visits aim to immerse the participants in the topic of the project.

Format

This 2-week Project Based Learning programme consists of:

- input sessions
- workshops
- presentation days
- visits/guest speakers

Active Learning

Working with peers from another Erasmus+ programme country

Participation in a real-world project

Outcomes

By the end of the programme participants will have:

- Shared how technology, social media and networks play a part in their lives and respective communities
- Speculated how their digital footprint might affect their education and/or future job prospects
- Discussed issues that are brought about by living a more digital life
- Have negotiated what issues are of most interest/relevance to both countries/participants in question
- Have researched, discussed and agreed upon possible solutions that are suitable for their contexts and at a broader European level
- Visited sights, listened to experts that shed light on the Irish perspective on digital citizenship
- Worked collaboratively to create a final product that displays their work on the topic
- Will have used their chosen piece(s) of technology to create this product
- Presented their findings on their chosen topic and given feedback to their peers