



## eTwinners as pros

01

### Summary

The project enables the learners to engage in inquiry-based learning about a variety of topics including technological inventions, engineering, books, computer animations, astrology and traditional games and recipes. They do so by exploring different professional roles such as chefs, journalists, historians, etc. Students are actively involved in choosing, designing and evaluating the topics and activities they carry out.

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### Goals

- Present students with multiple career options
- Develop student agency and leadership
- Develop media literacy skills (safety rules on internet, fake news)
- Develop students' communication and collaboration

03

### INVITED Criteria

1, 2, 4, 5, 6, 7, 9, 10, 11, 12, 13, 14

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### Target learners

Primary education, 11-year-olds

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### Partners

Croatia, Greece, Spain

06

### Cross-curricular areas

Science, History, Engineering, P.E. Cookery, Technology, EFL



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## Products

- Demonstration videos
- Gallery of inventions
- Media Literacy coursebook
- E-book of stories
- Final time capsule containing a student selected video, file and activity

**08**

## Tasks

- Build a model car
- Teach and play traditional games from partner countries
- Cook and eat food from the partner countries
- Learn about fake news
- Share stories about inventions and supply partners with a blueprint to build it
- Create a timeline on a historical event or topic
- Peer teaching sessions
- Transnational groupwork

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## ICT tools

- Quizmaker
- Jamboard
- Gimp
- Wakelet
- Tinkercad
- Twinboard
- Discussion threads in Twinspace

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## References/Links/More information:

European prize-winner 2023:

<https://school-education.ec.europa.eu/en/etwinning-prizes-2023-innovation-and-education>