

# RADWAN

## Project Summary

The implementation of the "RADWAN: The joy as an ambassador of children, the knowledge as the azimuth of modernity" project is to improve the conditions of education of schools from Croatia, Spain, Turkey and Poland. Preparing for responsibility and continuous activity is one of the tasks of the school. To answer this demand, it educates the basic and cross-cutting skills. The project is addressed to parents, teachers, and especially to students aged 11-16 years, because they will be soon citizens of Europe with full rights.

They should be aware of the value of continuous learning, personal and professional development due to Europass. Students will be youth Tourist Guides at their area. The Junior Project Coordinator will be appointed. Parents should be a model for them. Children with their parents will realize the project and actively participate in the digital society, by posting their work on the eTwinning portal and by hosting in their houses students from the partner countries. There will be 118 people (guests, host school and local community) involved in the particular international meetings. It is estimated that 1200 people will take part in various project activities.

On the other hand the result of work will be disseminated in the local community and placed in the media so the scope of the project will be larger. Thanks to exchange the teachers' experiences during the international meetings and the dissemination of good practices, participants will influence the reduction of differences in education and will have the opportunity to introduce the innovative forms and methods of teaching.

It will include methods: mind map, board games, concepts comics, Questioning the Author, S@tm, "peer learning", WebQuest, CLIL. We will present the ideas and tools that can be used to create specific teaching techniques.

The presented methodology includes education based on the educational story, learning by action, learning through collaboration and the method of guided discovery. These types of methodologies will be presented in teacher's creative book "The method for success", methodological guide, a set of tasks, brochures about board games. They are also the final products of the project. They can be used in teaching focused on the students' competence acquisition and the improvement of students' educational results.

Teaching conferences, workshops and observation of lessons will increase the qualifications of the teachers involved in the project in various fields - related to teaching / methodology of science, language learning and cooperation with parents; thus the increase of motivation to work.

Old sports games and board games as well as joint educational activities will be used to integrate and develop the communication skills of participants.

Students involved in the project will have the opportunity to gain comprehensive knowledge through its interdisciplinarity. Working in groups (also international) as well as the workshops and specially prepared practical classes will develop student's rhetorical, listening and reading comprehension and writing skills.

The detailed distribution and allocation of tasks is the chance to learn how to be responsible for myself and the whole team. It is worth noticing that the content implemented in the project is compatible to the school curriculum. Students deepen their knowledge and skills in the field of science. Through international cooperation, trips, constant contact through social networks and e-mail the mobility of virtual and real will be developed.

Through the perusal of board and sports games and we will encourage to the protection of cultural heritage. The project RADWAN has been focused on the acquisition of competences through education for cultural heritage. However, the cultural heritage is not a goal in itself, is a means of facilitating learning and personal development as well as development of basic and transversal competences within the Erasmus +, such as the ability to work, communication, cultural expression, social skills and the use of media.

Students will create two new games, each with a partner country subtitled. The first "Museum in a box" will restore the culture and history of the partner countries. It will be an attractive form of bring nearer the cultural heritage. The second "Mathematics in a box" will develop students' basic competences, the ability of analytical and synthetic thinking.

The use of ICT in the project will help in information flow which enable all stakeholders to benefit from our common cultural and natural resources. The students, working under the guidance of teachers and in cooperation with their parents, will be prepared for independent and responsible use of the mass media, computers, the Internet .