

WISA

WISE & INVENTIVE SCREENAGERS



Co-funded by the
Erasmus+ Programme
of the European Union



- Erasmus+ školní vzdělávání Klíčová akce 2
- Výzva 2018 School Exchange Partnerships
- **Téma projektu: Mediální gramotnost**
- **Číslo projektu: 2018-1-CZ01-KA229-048019**
- **Termín: 1.9.2018 – 31.08.2020 (24 měsíců)**

Finance:

Celkový rozpočet celého projektu (pro všechny 4 školy – každá si spravuje svůj rozpočet):

Total Grant	126015.00 EUR
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Celkový rozpočet pro naši školu:

Organisation	Country of Organisation	Grant
Biskupske gymnazium Brno a materska skola (934740016)	Czech Republic	33780.00 EUR



Partnerské školy:

- Biskupské gymnázium Brno a mateřská škola (koordinátor),
kontaktní osoba: Simoneta Dembická

Tým řízení projektu: Mgr. Karel Mikula (ředitel), Simoneta Dembická, Jiří Vondra, Alena Lojkásková

Projektový tým: Simoneta Dembická + dva studenti (mentoři)

- Colegiul Dobrogean "Spiru Haret", Tulcea, Rumunsko,
kontaktní osoba: Mihaela Condrat
- Gymnaseio Lykeiakes Taxeis Makrychoriou (Highschool),
Larissa, Řecko, kontaktní osoba: Georgia (Zeta) Tsigka
- Manavgat IMKB Mesleki ve Teknik Anadolu Lisesi,
Manavgat, Turecko, kontaktní osoba: Taha Ceyhan

Cíle:

O1-to exchange, share and benefit from good practices in the field of integrating variety of media and Media Literacy Education in the educational process

O2-to create a sustainable media-based and Media literacy enhancing learning environment in our schools by performing media-educational activities both in formal and informal peer-to-peer learning during all project activities and thereafter

O3-to equip students with critical thinking skills in relation with media messages (ability to evaluate, analyze, understand and use media content) in order to become critical and responsible media consumers

O4-to develop students' ability to create and disseminate media content and become responsible media creators

O5-to promote international and intercultural environment in our schools through joint teaching activities that use state-of-the-art ICT tools (such as virtual learning environments, the eTwinning platform and cloud-based collaborative tools)

O6-to create and use innovative and digital assessment methods

Konkrétní, materiální výsledky:

R1-Media Library (open resources for teaching Media Literacy) containing 12 lesson plans covering topics of Media Literacy and Content Creating; and 1 five-day project lessons plan for Media Education that can be incorporated in school curriculum or used as extra-curricular activity

R2-Project YouTube Channel and Vlog

R3-Project website

R4-Screenagers' Guide to Safe Internet (online guide/brochure with key terms, rules and resources)

R5-Media Literacy Bank-an open educational source containing digital materials (instructional presentations, videos) that can be used in any CLIL lesson or by general public, stakeholders and policy makers

R6-an eTwinning group and eTwinning event

R7-a podcast and articles for school magazines and local newspapers promoting our project

MEZINÁRODNÍ SETKÁNÍ UČITELŮ

16. – 18. 11. 2018 Pracovní setkání učitelů partnerských škol v Brně

PROGRAM:

Friday November 16 DAY 1	9.30 – 11.30 <u>Coordinators'</u> Meeting Not public	11.30 – 12.15 Lunch	12.15 <u>Opening Speech</u> <u>held by Deputy</u> <u>Headmaster</u> 12.30 – 14.00 "Media Education and Open Education" <u>held by Mgr. Michal</u> <u>Kaderka (ME teacher</u> <u>at Gymnázium Na</u> <u>Zatlance and OA and</u> <u>VOŠE Karlín)</u>	15.00 <u>Guided Tour of Stiasnri</u> <u>Villa, a famous</u> <u>functionalist-style</u> <u>government villa</u> <u>designed by Brno</u> <u>architect Ernst Wiesner</u> 16.30 Brno <u>Sightseeing Tour</u> 19.00 <u>Dinner at</u> JAKOBY Restaurant
Saturday November 17 DAY 2	09.00 – 10.30 Truth Matters: Finding Facts in an Era of Fake News - Part I <u>held by Mgr. Petr</u> <u>Gongala , Masaryk</u> <u>University Brno</u>	10.30 – 11.00 Coffee Break	11.00 – 12.00 Truth Matters: Finding Facts in an Era of Fake News - Part II <u>held by Mgr. Petr</u> <u>Gongala, Masaryk</u> <u>University Brno</u>	13.30 <u>Sightseeing Tour</u> in Punkva <u>Caves</u> and Macocho <u>Abyss</u> in the <u>Moravian Karst</u> 17.00 <u>Commented Visit</u> to <u>Typical South</u> <u>Moravian Wine Cellar</u> <u>with Dinner</u>
Sunday November 18 DAY 3	10.00 – 11.30 <u>Media Literacy and</u> <u>Critical Thinking</u> <u>held by Jakub Fišer,</u> <u>Masaryk University</u> <u>Brno and NGO</u> <u>Zvolši Info</u>	11.30 – 12.00 <u>Coffee</u> <u>Break</u>	12.00 – 13.30 <u>Fact Checking</u> <u>held by Jakub Fišer,</u> <u>Masaryk University</u> <u>Brno and NGO</u> <u>Zvolši Info</u>	13.30 – 14.00 <u>Evaluation Session</u> and <u>Farewells</u>

MEZINÁRODNÍ SETKÁNÍ STUDENTŮ

V průběhu trvání projektu se uskuteční **4 společná mezinárodní setkání**. Každého se zúčastní 10 studentů z každé partnerské školy a 2 učitelé jako doprovod.

Studenti budou vybráni ve výběrovém řízení, jehož podmínky a termín budou zveřejněny v dostatečném předstihu před každým výjezdem na stránkách školy. Zúčastnit se mohou všichni studenti vyššího gymnázia.

Za každou školu budou ve zvláštním výběrovém řízení vybráni **2 studenti – mentoři**, kteří se zúčastní všech projektových aktivit a všech výjezdů a budou k dispozici i po skončení projektu při přípravě a organizaci projektového týdne. Tito dva studenti by měli být z kvint anebo prvních ročníků, případně sext a druhých ročníků. Výběrové řízení bude zveřejněno na webových stránkách školy koncem listopadu.

ŘECKO

10. – 16. 2. 2019 10 studentů+2 učitelé

Digital Literacy & Movie-making Lab



Day 1-3. a) Workshop: Media in academic learning and social life

Students in international groups attend interdisciplinary didactic scenarios based on a problem to solve in humanities or physics or ICT. Tutors are teachers certified in “Pedagogical Incorporation of ICTs in Teaching, National B level” (Ministry of Education, Greece): Content:

- WEB.2.0 tools (wikis, blogs, vlogs, shared files, social media, educational platforms)
- rights, safety, credibility offered by the Wikimedia User Group Greece.

- b) Outdoors activities

- a treasure hunting game in the town: using mobile devices and relevant applications
- joining a cultural event, keeping diaries for next “digital storytelling” activity

Methodology used: Project Based Learning.

Day 3-5. a) Movie-making Lab: Media in self- expression and social life

Cooperation with specialists (PHD/researchers in the art of cinema, artists, media content creators) and produce different artifacts:

- basics in making a video: from the idea to the movie, writing the script, pre-production, production, post production stage

- technical part of a movie: types of shots, frames, light, colorings, applications for editing, animation

- presentation of students’ short movies productions at the plenary session, feedback

- presentation event at all school students and teachers, parents, members of the community

b) Outdoors activities contain

- traditional Greek cuisine event

- a photo contest

- visit and shots at the historical center of Larissa,

- The Culture day: visit at an UNESCO world heritage monument (the Meteora rocks):

- involvement in the International Film Festival of Larissa: participation in panels,

- attendance in the session for students’ productions.

RUMUNSKO

Květen 2019 10 studentů+2 učitelé

Wise Media Consumers and Creators



Day1& 2 Workshop -Title: Wise & Inventive Screen-Agers

Organizers- Romanian teacher & students teamwork presentation & training with the support of national NGO, which is already our school's educational partner in national project "I Teach Media Education", CJI, or MediaWise Society will be contacted for future partnership

The workshop will approach issues connected with responsible/critical use of different media content and afterwards will proceed to the teenagers' position of media content contributor. The team will propose presentations, will involve participants in interactive teamwork exercises.

Workshop-Wise media consumer: How we deconstruct a media message? Creative language used in media messages; How do we pop up the filter bubble? - my digital identity, my virtual path.

Workshop- Ingenious media contributor: How do we create a media message? What are the rules I have to respect before posting/sharing?

Learning by doing - writing a short news (students will choose the suitable media channel and while the process of writing will deal with topics like editorial decision, reliable sources, strategies of manipulation.

Day 3 On-the-spot-simulation - The news quest - outdoor activity- working in teams students will visit the city in search for news; they will meet local journalists, interview locals and go back to write/post the news

Day 4 & 5 The Digital Creative Writing Lab- Digital storytelling workshop- introducing Slidestory & ACMI Generator tools; before mobility, during preparatory activities, the Romanian team will work on creative writing sessions and say the romanced story of a/some representative place/places (building). Students who are part of our Creative writing Club "Literary Aspirations" will help us write the unknown side of story, give it a unique approach and let our local cultural identity get a special way of expression. The students from the ICT cLUB will help us to give this romanced story a digital shape and transform it in a good example of digital storytelling. The other teams will be invited in post mobility to work on a similar topic and during the next transnational mobility to compare results.

Video night on day 5 - the videos produced will be broadcasted in the presence of all the teams and local guests (students, parents, journalists).

After mobility- the teams will continue working via the project's eTwinning platform in order to assess the mobility experience and to equip our Media

Literacy Bank and Screenagers' Guide to Safe Internet (brochures- key concepts in media literacy; 5 tips to distinguish facts from opinions; 5 key

questions in deconstructing media messages; 10 things to have in mind when watching a video)

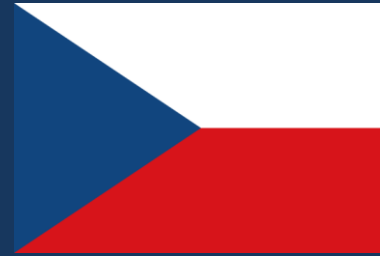
questions in deconstructing media messages; 10 things to have in mind when watching a video)



ČESKÁ REPUBLIKA

Září 2019 10 studentů+2 učitelé

Fact or Media Fiction



This activity concentrates on propaganda, fake news and disinformation in the media in relation with the rise of populism in politics and

destabilization of democracies. It also focuses on racial, ethnic, cultural and gender stereotypes and cyberbullying.

Day 1 Workshop held by creators of fact-checking platform “Demagog.cz”: basic orientation in the field of media, how to distinguish facts from

disinformation and fake news, how media messages shape our culture and society, use of fact-checking tools.

Fake News Games Afternoon: Introducing the concept of playing Fake News Games as a way to ‘vaccinate’ oneself against

disinformation and fake news (based on Roozenbeek, J., & van der Linden, S. (2018). The Fake News Game: Actively Inoculating Against the Risk of Misinformation. Journal of Risk Research. Session of playing online games Bad News, Factitious, Fake It to Make It and BBC iReporter followed by group discussion.

Day 2 Workshop held in cooperation with NGO People In Need or Amnesty International: how to recognize racial, ethnic, gender and cultural stereotypes and hate speech in online space and social media and how to deal with it. (90 minutes, morning session)

Panel discussion with local politicians, journalists, political scientists regarding the topics of propaganda, disinformation and rise of populism as a

threat to democracies, transparency and active citizenship.

Day 3 Workshop on Cyberbullying. Based on watching the trailer to 2015 TV movie Cyberbully or some award-winning short film, followed by group discussion moderated by teachers and psychologists; includes role-playing activities in order to define cyberbullying and its consequences. Tips on online help for victims of bullying, Facebook’s safety tips etc.

Competition on best short video on Cyberbullying. Groupwork: writing screenplays and making 3-minute videos. Broadcasting to public audience

(students, teachers, parents). A jury (project teachers and university art students) and audience vote for the best short film. Awards.

Day 4 Podcasts. Lesson held by IT teachers. Group work: Group 1: Editors. Visit to a local digital radio studio and newsroom; later edit podcast. Groups 2,3,4 and 5 work on different tasks creating a podcast promoting our project. Broadcasting in the local radio.

Day 5 Cultural Heritage Day - ‘Brno in stories’ - mixed groups visit cultural heritage sites in Brno and gather material for digital storytelling, which will be made via eTwinning platform as a post-meeting activity.

Methodology: group work, team work, role play, project-based learning, discussion, problem-solving methods

Poznámka: Jedná se o program z žádosti o grant, skutečný program může být pozměněn.

TURECKO

Únor 2019 10 studentů+2 učitelé

Conflict in the Context



Activity 1: Conflict in the Context

Workshop. The goal is to enhance students' critical thinking and reading skills. Students will work in groups. They will get news articles on the same topic from different media agencies and they will discuss the texts looking for signs of different points of view and different purposes and perspectives the agencies have. Each group will choose a speaker and present their ideas. General discussion will follow.

Activity 2: Power point presentation on Copyrights and Internet Ethics

The hosting students will present powerpoint presentations on digital copyrights and ethics and privacy. After the presentations all participants will be encouraged to share their views and ideas on the topic. Group discussion.

Activity 3: Dissemination Day

Students will visit municipal authorities and the mayor of Manavgat. Questions for interviews will be already prepared as a preparatory activity by all partner schools. They will record their interviews, which, after editing, will be offered together with the radio podcast promoting our project (result from the transnational activity in CR) to local radios. After that, several groups of students will visit 3 local schools where they will present our project and moderate a discussion about the importance of Media Literacy with the school students.

Activity 4: Editing Screenagers' Guide to Safe Internet.

Lesson held by IT teachers: students will learn how to use different graphic programmes. Afterwards, they will apply a unified design to our project concrete results.

Activity 5: Cultural Heritage Day

Students will attend a Marbling Art Workshop (a traditional Turkish glass painting activity). They will gather video material for digital storytelling videos that will be made in mixed groups via online platform and posted on project YouTube channel.

Methodology used: group work, team work, project-based learning, learning by doing, problem-solving.

Expected results: enhanced critical thinking skills; unified design of project results, podcast with interviews, dissemination of the project, students' diaries. Normal activities in host school will not be affected in any disruptive way.

LOKÁLNÍ AKTIVITY

Soutěž o logo projektu do 9. listopadu (prodlouženo do 15.11.)

Podmínky soutěže:

1. Podoba loga se musí vztahovat k tématu mediální gramotnosti.
2. Návrh musí obsahovat slovo WISA (akronym názvu projektu).
3. Maximální počet použitých barev je 5.
4. Návrh nesmí obsahovat fotografii.
5. Návrh musí být vytvořen v některém grafickém programu (např. MS Malování, GIMP apod.) a uložen ve formátu obrázku (např. .png, .jpg apod.).
6. Musí se jednat o originální návrh autora.

Návrhy posílejte jako přílohu na e-mail wisa.medialiteracy@outlook.com (kopii na simoneta.dembicka@gmail.com) s uvedením jména a třídy autora, anebo je přineste na USB flashdisku do kabinetu španělského jazyka č. dveří 161 do 9. (prodlouženo do 15.) listopadu 2018. Vítězné logo vybere mezinárodní porota složená z učitelů všech partnerských škol a bude použito na všech projektových materiálech. Vítěz obdrží diplom a věcnou odměnu a v případě zájmu bude automaticky zařazen do projektových aktivit včetně jednoho z mezinárodních výjezdů.

LOKÁLNÍ AKTIVITY

listopad – prosinec 2018 Students create cultural videos - presentation of each country and their school and post them on project website or upload on Youtube channel. / Introduction to storytelling and digital storytelling

únor 2019 Reflection on Greek meeting, assessment of activities

březen 2019 work on improving/ modifying the video productions of “Movie-making Lab”

květen 2019 Reflection on the Romania meeting, assessment of activities / working on the romance digital storytelling workshop

září – říjen 2019 Reflection on the Czech meeting / creating digital storytelling videos with material gathered in CR and posting them / Preparations of the Guide to Safe Internet

leden 2020 Students prepare questions for interviews with local authorities in Turkey

březen 2020 Digital stories with material gathered in Turkey (about painting on glass) and posting them

Průběžně propagace projektu, diseminační aktivity, eTwinningové společné úkoly...



Díky za pozornost!