



KEEP FIT – BE HEALTHY

The project's aim is to show the importance of healthy lifestyle making the students aware of the fact that what they eat now and how much sport they do will have an impact on their future lives. The project is planned to last for the school year 2015 – 2016.

PARTNER: Italy, Poland, France, Cyprus, Armenia, Spain, Ukraine

SUBJECTS: English, ICT, Italian, Citizenship, PE, Geography, Music, Art

AGE OF STUDENTS: 8-15

LANGUAGE: English

TOOLS: TwinSpace, chat, forum, project diary, e-mail, website, videos, photos, drawings, videoconference, Stepmap, Voki, Animoto, Audioboom, Issuu, Padlet, SurveyMonkey

OBJECTIVES:

1. To increase interest in foreign languages and cultures.
2. To promote the inclusion of all pupils.
3. To discover similarities and differences between partner cities.
4. To promote awareness of the importance of eating right and physical activity.
5. To improve language skills by creating a real need to communicate.
6. To socialize making international friends.
7. To exercise an active citizenship beyond national borders
8. To increase students' creativity.

WORKING PROCEDURE:

1. Make personal profiles.
2. Presentation of the different schools and cities.
3. Celebration of European Day Languages through the following activities: learning some words and expressions in the languages of the partners with the support of audio files, singing of the Ode to Joy in different languages, games.
4. Learning about partner countries; maps, flags, capital cities, interesting things.
5. Celebration of World Food Day through the creation of different logos. The Italian team from Vignola will share the experience at Expo Milan.
6. Participation in a survey about eating habits and sports: the results will be published.
7. Collaborative implementation of a recipe book and photo albums.
8. Presentation about a famous sportsman from partner cities.
9. Video- spot on the healthy eating habits and sports.
10. Assessment of what students have learned from each other through quizzes and interactive games.

OUTCOMES:

The project will enhance pupils improving their English, digital, technological and social skills. During the project will be done an healthy cookbook and students will participate in European initiatives planned during the week of Coding.