

PATCHWORLD

Project

PArenTs and CHildren Working, ORganising and Learning together
135285-LLP-1-2007-1-IT-KA3-KA3MP
Grant Agreement 2007- 3620/001-001

NewsLetter



THE FAMILIES ALL OVER EUROPE PLAY WITH THE PATCHWORLD GAME

THE EXPERIMENTATIONS IN:

ROMANIA

DURING THE PATCH WORLD 4TH PROJECT MEETING IN MALTA, MAY 22 – 27, 2009, THE COORDINATOR'S REPORT SHOWED THAT OUT OF THE 92 EUROPEAN FAMILIES INVOLVED IN THE PROJECT (FROM MALTA, GERMANY, POLAND, THE NETHERLANDS, BULGARIA, FINLAND, TURKEY, ITALY AND ROMANIA) 2 ROMANIAN FAMILIES HAVING STUDENTS AT THE TECHNICAL HIGH SCHOOL OF RAILWAY, ANDREEA CIURLICA (XI E) AND SILVIU SIMICIUC (XI E) REACHED 1255 AND RESPECTIVELY 1004 POINTS, THUS OBTAINING 4TH AND 5TH PLACES FOR THEIR ONLINE ACTIVITIES ON THE PROJECT PLATFORM. THE TRANSNATIONAL PHASE OF THE "QUIZ TRANSNATIONAL CONTEST" TOOK PLACE BETWEEN JUNE 12 AND 26, 2009 AND ONLY 18 EUROPEAN FAMILIES PARTICIPATED. THE AWARD CEREMONY WILL TAKE PLACE IN FLORENCE, ITALY AND WILL BE ORGANIZED BY THE COORDINATORS AND THE BRUSSELS REPRESENTATIVES. THE AWARDS ARE: A LAPTOP, A VIDEO CAMERA, TWO I-PODS AND TROPHIES FOR THE FINALISTS. THIS TRANSNATIONAL QUIZ CONSISTED IN A SERIES OF QUESTIONS CONCEIVED BY EACH OF THE PROJECT PARTNERS;

THE QUESTIONS HAD 5 LEVELS OF DIFFICULTY AND WERE GROUPED INTO 6 CATEGORIES: MUSIC, SPORTS, PEOPLE AND PLACES, TIME MACHINE, HEALTH AND SCIENCES.

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ANDREEA CIURLICA, AN 11TH GRADE STUDENT FROM THE TECHNICAL HIGH SCHOOL OF RAILWAY TRANSPORTATION, HAS WON A VIDEO CAMERA IN THE PATCH WORLD PROJECT AT THE END OF THE "QUIZ TRANSNATIONAL CONTEST"

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GERMANY

TEN FAMILIES PARTICIPATED IN THE GAME IN GERMANY, FROM SMALL FAMILIES WITH ONLY ONE CHILD TO LARGE GROUPS; THE 'BIGGEST' FAMILY CONSISTED OF TEN PERSONS. ALL PARTICIPANTS AGREED THAT THE IDEA WAS "VERY INTERESTING", "FASCINATING", VERY "AMBITIOUS", OR "VERY UNIQUE". IN THE BEGINNING, THE PARTICIPANTS WHO CAME FROM DIFFERENT TOWNS (AND VILLAGES) IN THE SOUTHWEST OF GERMANY HAD TO GET TO KNOW EACH OTHER. OF COURSE THE FACT THAT THEY ALL WERE RECRUITED AS CAUSE OF ACQUAINTANCE WITH THE GERMAN PROJECT COORDINATOR HELPED TO GET CONTACTS ORGANIZED.

THE GERMAN PARTNERS REGULARLY MET AT SEVERAL WEEKENDS DURING THE GAMING PHASE IN A COMPUTER ROOM AT SAARLAND UNIVERSITY WHICH LET ON THE ONE SIDE TO A CLOSE SENSE OF TOGETHERNESS, TEAM SPIRIT AND FEELING OF BELONGING, ESPECIALLY DUE TO THE FACT THAT LONG EVENINGS WERE SPENT TOGETHER, HAVING PIZZA AND DISCUSSING. ON THE ONE SIDE, THIS OFFERED THE OPPORTUNITY TO DELIVER TECHNICAL SUPPORT IF THERE WERE PROBLEMS (WHICH WE DIDN'T SUFFERED), AND AT LEAST TO GET TO KNOW THE PLATFORM / THE SYSTEM WITH GUIDANCE. ALL PARTICIPANTS APPRECIATED THIS CLOSE SUPPORT. THE NATIONAL (INTRODUCTORY) ACTIVITY PHASE CAN BE CONSIDERED TO BE SUCCESSFUL, TOO. SOME EVEN USED THE PLATFORM BLOG TO PUBLISH POEMS, TO PRESENT THEIR FAVOURITE BOOKS OR THEIR FAVOURITE AUTHORS.

ALL WERE CONTENT-FOCUSED, THAT IS, THEY WEREN'T SO MUCH INTERESTED TO BE ON THE PLATFORM FOR BEING THERE, BUT CONSIDERED IT AS A TOOL. FOR THIS REASON, THE NATIONAL QUIZ THAT WAS VERY MUCH CONTENT-FOCUSED WAS AN EVEN BIGGER SUCCESS; ALL PARTICIPANTS ENJOYED IT VERY MUCH. WE ALSO HAD NO COMPLAINTS REGARDING THE SWITCH FROM THE NATIONAL TO THE TRANSNATIONAL ACTIVITY PHASE, ESPECIALLY AS BY NOW ALL PARTICIPANTS PLAYED AND REACTED WITH GREAT CONFIDENCE INTO THE SYSTEM.

THE TWO GERMANY FAMILIES OF THE TRANSNATIONAL PHASE EXPRESSED GREAT CURIOSITY IN REGARD OF "THE OTHER EUROPEANS". THERE WERE, HOWEVER, MINOR COMPLAINTS THAT THE ELEMENT OF COMPETITION MADE THAT "GETTING POINTS" WAS FELT TO BE MORE IMPORTANT THEN "GETTING TO KNOW THE OTHERS". ALL IN ALL, HOWEVER, THE REACTION WAS VERY POSITIVE! COMMENTS WERE "GREAT IDEA, GREAT PROJECT", AND MOST PARTICIPANTS WOULD HAVE LIKED TO GO ON WITH THE GAME.

REGARDING THE PROJECT DISSEMINATION, WE PRESENTED THE IDEA / CONCEPT AT "INTERNATIONAL SYMPOSIUM ON INFORMATION SCIENCES", CONSTANCE UNIVERSITY, 1. - 3. APRIL 2009. PARTICIPANTS WERE SOME 200 EXPERTS FROM THE FIELDS OF INFORMATION SCIENCE, HUMAN-COMPUTER INTERACTION, E-LEARNING ETC.

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FINLAND

FAMILIES IN FINLAND STARTED TO PRACTISE THE QUIZ ENVIRONMENT ON MARCH. WE HAD TWO MEETINGS IN OUR SCHOOL WHERE WE LEARNED TOGETHER HOW TO PLAY THE QUIZ.

WHEN THE GAMING PERIOD STARTED WE ORGANIZED TWO GAMING TIME SO THE FAMILIES COULD PLAY AT HOME. WE ALSO ORGANIZED GAMING SESSIONS AT SCHOOL BECAUSE ONE OF THE FAMILIES DIDN'T HAVE INTERNET CONNECTION AT HOME.

FAMILIES ENJOYED THE GAMING VERY MUCH. THEY FOUND IT VERY INTERESTING AND A NEW WAY TO LEARN AND PLAY.

IN THEIR OPINION QUESTIONS WERE TOO DIFFICULT TO THE CHILDREN AGE 10-12. WE ALSO HAD TECHNICAL DIFFICULTIES, ESPECIALLY IN THE FINAL ROUND.

RESULTS

- PARENTS AND CHILDREN PLAYED TOGETHER AND THEY ENJOYED IT.
- THIS EXPERIMENTATION HAS IMPROVED OUR SKILLS IN ENGLISH
- PARENTS HAVE LEARNED TO USE COMPUTER IN A DIFFERENT WAY
- CHILDREN GOT NEW FRIENDS ALL OVER EUROPE DURING THE GAME

TURKEY

BOLU PROVINCIAL DIRECTORATE OF NATIONAL EDUCATION TOOK PART IN THE NATIONAL ACTIVITIES OF PATCHWORLD WITH IN TOTAL 21 MOTHER, FATHER AND CHILDREN FROM 12 FAMILIES AND PARTICIPATED ACTIVELY. NATIONAL ACTIVITIES ARE WORKED IN DETAIL WITHIN THE CONTEXT OF ALL THE TITLES AND ALL THE MEMBERS SHOWED GREAT INTEREST IN THE STUDIES. AT THE END OF THE NATIONAL ACTIVITIES, OUR NATIONAL COMMISSION CHOSE THE KILICASLAN FAMILY THE 1ST, AND YILDIRIM FAMILY THE 2ND ACCORDING TO POINT SUPERIORITY AND THOSE FAMILIES PARTICIPATED IN THE INTERNATIONAL ACTIVITIES. YILDIRIM AND KILICASLAN FAMILIES SHOWED GREAT INTEREST IN EVERY SESSION OF THE ACTIVITIES AS A WHOLE FAMILY AND CARRIED OUT SUCCESSFULLY. AT THE END OF INTERNATIONAL KNOWLEDGE CONTEST SESSIONS, YILDIRIM FAMILY BECAME THE 1ST AND KILICASLAN FAMILY BECAME THE 2ND. ACCORDING TO THE EVALUATION QUESTIONARRES AT THE END OF ACTIVITIES, PROJECT TRAINING PROVIDED FAMILIES MANY EDUCATIONAL ATTAINMENTS AND THEY MENTIONED THAT THEY WERE VERY GLAD OF PARTICIPATING IN THE PROJECT. A NATIONAL CONFERENCE IS CARRIED OUT FOR THE REGARDING AGENCY AND INSTITUTES INCLUDING THE PROJECT, PROJECT ACTIVITIES AND PRACTISE STRATEGIES FOR THE FUTURE.

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THE PROJECT AND ITS RESULTS WERE SENT TO THE PROGRAMME DEVELOPMENT DEPARTMENT OF NATIONAL EDUCATION MINISTRY. ALSO PROJECT INFORMATION ARE PUBLISHED ON THE WEB SITE OF MINISTRY. ACTIVITIES REGARDING THE PROJECT TOOK PART AT LOCAL TELEVISION. NEWSPAPER NEWS IS HELD ABOUT THE VARIOUS PARTS OF THE PROJECT FROM THE BEGINNING OF THE PROJECT. IN GENERAL, PATCH-WORLD PROJECT IS PROPER FOR CURRENT CONDITIONS, A FUNCTIONAL AND A SUSTAINABLE METHOD.

.... TO BE CONTINUED

**ON THE NEXT NEWSLETTER
THE RESULTS FROM THE
OTHER COUNTRIES**