



## THE PROJECT

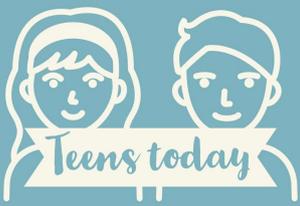
In this project students reflect on adolescence as an age of transition, the importance of having good relationships as teens, the problems they have to face daily. Then they reflect upon the differences and similarities of being teenagers in different countries. They can compare their ideas, problems, opinions, dreams with other students' realities and work collaboratively so as to broaden their horizon through cultural exchanges. They can imagine, dream, create, explore great teenagers' ideas and share opinions with students coming from a different country. They can work on predictions for the future, comparing their ideas. Finally, they can collect all digital works on the same website. They can share, create together, working on wordwalls so as to give life to a great social community dreaming of a better world for the future teenagers.

## OBJECTIVES

- LITERACY COMPETENCE - students can develop creative writing in their mother tongue which will be the basis for further games in the foreign language.
- LANGUAGES COMPETENCE - English will be the main focus of all the activities: students will collaborate with their European colleagues using English.
- DIGITAL COMPETENCE - through the creation of digital works.
- PERSONAL, SOCIAL AND LEARNING COMPETENCE - students will develop self-awareness by working with others.
- CIVIC COMPETENCE - some ideas and concepts will be transversal: active citizenship, participation, involvement and building a sustainable future, democratic values and human rights
- ENTREPRENEURSHIP COMPETENCE - in planning and creating digital works in collaboration, students will develop creativity and the ability to plan and manage processes.
- CULTURAL AWARENESS AND EXPRESSION COMPETENCE - Students will constantly exchange and share ideas, opinions and creations with peers from a different country.

## PROCEDURE

1. **Personal presentation:** students create an avatar and write a short profile (tool: **Cartoonify**); they introduce the place where they live (tool: **Padlet**)
2. **Above and Beyond:** students and teacher watch a video about the importance of having different ideas and developing creativity to become responsible adults in the future; then they express their ideas about the video (tool: **Padlet**)
3. **Brainstorming:** on a digital wall students read some quotations about adolescence today and add theirs from the web (tool: **Padlet**)
4. **Wordwalls:** students create wordwalls using keywords related to adolescence (tool: **Wordart**)
5. **This I believe:** students listen to a child talking about what he believes in and then they write about their beliefs on a digital board (tool: **Padlet**)
6. **Have you ever ...?** on a digital wall students write about their experiences as teens (tool: **Padlet**)
7. **As a teenager you have just ..., haven't you?** on a digital wall students practice question tags about being teenagers today (tool: **Padlet**)



8. **Adolescents today:** students read some passages about adolescence as an age of transition, about the importance of healthy relationships, about teen problems - bullying, cyberbullying, substance use and abuse. Then they share a common digital board providing reasons for loving or hating being teenagers today and uploading a collaborative ebook (tool: **Book Creator**)
  9. **THIRTEEN REASONS WHY:** students prepare digital materials about the TV series providing their personal opinions - they listen to Hannah Baker speaking and then they provide 13 reasons why they love being teenagers (tool: **Book Creator**)
  10. **Teens diaries:** in a collaborative work, students prepare digital diaries sharing their ideas and dreams with the German and Romanian students; they include some poems created with the caviardage technique (tool: **Book Creator**)
  11. **Our logo:** students create and vote for the best logo for the project and add their ideas (tool: **Adobe Spark**) (tool: **Tricider**)
- **Evaluation**
  - **Final product**  
a website gathering both the digital boards and a final big wall with the students' great dreams - (tool: **Wix**)

## RESULTS

Final products: a Twinspace and a website gathering all the digital boards