

Let's make our school breaks more enjoyable

Description- Main Idea:

Learning Scenario: Both students and teachers have observed that most children of our school are not often involved in team playing during school breaks. This results not only to the isolation of some children but also most of them get bored and dissatisfied. Moreover this situation leads to conflicts among them. For these reasons we thought to investigate the matter with students aged 8-9 years old, in order to find solutions or suggestions on how to improve the quality of our school's breaks.

Purpose: To improve the interpersonal relations of students in order to engage them in a calm and pleasant team playing, leading to more enjoyable breaks.

Phases & Activities

1. **Conducting a research for problem investigation: In the first phase, third grade students will conduct a research identifying the size of the problem as well as its causes.**
- 1.1. **Creation of a questionnaire utilizing the "Survey Monkey" tool, which it will be completed electronically by all students.**

Description:

Initially, the students themselves will create questions that will help to investigate the problem thoroughly. Afterwards they will form the questionnaire using the Survey Monkey on line Survey Tool at the school computer laboratory. Finally students from all grades will complete the questionnaire (the related weblink will be administered to them).

Tools

Software Tools: Computer applications (Survey Monkey)

Hardware Tools: Computer, Lab equipment, Projector, Interactive whiteboard

Resources

Educational objects (as url):

1. [The "Survey Monkey" questionnaire.](#)

Duration

3 Hours

1.2. Personal Interviews with students and teachers:

Description:

Students will form questions and will interview both students and teachers. The interviews will be filmed with the use of i-pads or other tablets. Data recording and analysis will follow from the students themselves.

Types and Techniques

Receptive Technique: Taking notes

Information Type: Analyzing, Classifying, Gathering

Tools

Hardware Tools: Computer, Tablet/iPad, Projector, Recorders, Video, Webcams, Interactive Whiteboard

Duration

4 Hours

1.3. Presentation of the research results using graphs made in Excel:

Description:

After collecting the data from the questionnaires and interviews, students are asked to analyze them and represent them in graphs using Excel.

Types and Techniques

Information Type: Analyzing, Gathering

Communicative Type: Discussing, Presenting

Tools

Software Tools: Presentation software (Microsoft Powerpoint), Spreadsheet (Excel)

Hardware Tools: Computer, Projector, Interactive whiteboard

2. Web Quest: Students research on internet sites and the ODS platform with the aim of discovering ideas for new games

Students will search the Internet using various search engines and the platform of ODS in order to find ideas for several games that they can play during their school breaks.

2.1. **Web quest: Research using search engines and the search engine of ODS**

Description:

Students are required to do search ideas about different games (mainly collaborative) that they can play during their school-break. They will use various search machines, sites on Internet and the search engine of the ODS platform in order to find ideas / good practices from other schools. They can also expand their research to traditional games of our country and other countries as well.

Types and Techniques

Receptive Technique: Scanning, Taking notes, Highlight relevant information

Information Type: Gathering

Tools

Software Tools: Search engines (ODS searching engine, google, yahoo), Web browsers (Explorer, Chrome), Online databases (ODS)

Hardware Tools: Computer, Lab equipment, Projector, Interactive whiteboard

Duration

3 Hours

2.2. **Teleconferences with schools in Cyprus or Greece though the ODS community in order to observe good practices.**

Description

As part of this activity teleconferences with other schools of Cyprus will be held exchanging ideas / good practices on how the schools organize games in their breaks. Teleconferencing will be implemented with other school-members of the ODS community that we have already created with the title "Let's make our school- break more enjoyable".

Types and Techniques:

Information Technique: Peer exchange

Communicative Type: Discussing

Tools

Software Tools: Video conferencing (google hangouts, skype)

Hardware Tools: Computer, Lab equipment, Webcams, Interactive whiteboard

Duration

3 Hours

2.3. Speeches by visitors e.g. grandparents for the games that they played in the past.

Description:

In this activity, we will invite to our class grandparents and parents, in order to describe traditional games that they played when they were young. Afterwards a workshop will follow in which we will play these games.

Types and Techniques:

Receptive Type: Listening

3. [Identification of characteristics of pleasant team-playing:](#)

In the third phase the students are asked to identify the main characteristics that must guide a team game in order to be enjoyable for every student.

3.1. Creation of the Code/Decalogue of the good "game player". Consequences and rewards of the participating students.

Description:

Students will be engaged in a discussion in the form of a debate (argument) for the right behaviors that we must have when we play team games. It is expected that the students will discuss issues such as:- Accepting a defeat;-Playing not only to win but also for the delight of the game;- Learning the rules of a game;- Resolving any differences/conflicts through discussion, and etc.

Types and Techniques:

Information Technique: Brainstorming, Arguing, Debate/discussion, Panel discussion, Peer exchange

Communicative Type: Critiquing, Debating, Discussing

Communicative Technique: Brainstorming, Articulate reasoning, Arguing, Debate/discussion, Peer exchange

Tools

Software Tools: Word processor (word), Presentation software (issuu)

Hardware Tools: Interactive whiteboard

Duration

2 Hours

3.2.Presentation of the code/decalogue produced in the form of a booklet using a web-tool called:“Issuu”.

Description:

Students will present, in their own way (using mostly drawings), the Code / Decalogue for an enjoyable game. Then they will create their own booklet using “Issuu”, a web-tool for presentations with which anyone can create a digital booklet.

Types and Techniques:

Productive Type: Creating, Drawing, Producing

Productive Technique: Presentation

Tools:

Software Tools: Presentation software (Issuu)

Hardware Tools: Computer Lab equipment, Projector, Interactive whiteboard

Resources:

Educational objects (as file):

1. Example of the illustration for a pleasant team game’s characteristics.

Educational objects (as url): [presentation software for making digital books](#)

Duration

3 Hours

3.3 Writing slogans for the school break that can be placed in the school yard

Description:

In this activity students will think and write slogans in large paperboards with the potential to become signs which will be placed in the school yard.

Types and Techniques

Communicative Type: Presenting

Productive Type: Creating

Duration

2 Hours

4. Presentation of the final products to the school community and other schools

This is the fourth and final phase of the learning scenario. This phase will contain the final assessment of the overall effort. Students will be asked to present their actions and ideas / suggestions on how they can make their break more enjoyable. Furthermore they will implement presentations via teleconference with schools of our community in ODS and other schools in Cyprus and abroad.

4.1 Video-clips creation (using “movie maker”) where students will demonstrate the playing instructions/rules of several games.

Description:

After completing their web quest, students will find new ideas about games that can be played during their breaks. In order to present these games to the rest of the student population, they will prepare short videos in which they will demonstrate how they should be played and also present the rules that apply for each game. Meanwhile, the video-clips will be uploaded as resources to our ODS community in order to be used by other schools.

Types and Techniques:

Information Technique: Performance

Communicative Type: Presenting

Communicative Technique: Performance

Productive Type: Modeling

Productive Technique: Presentation, Product

Tools

Software Tools: Presentation software (movie maker)

Hardware Tools: Computer, Tablet/iPad, Recorders, Video, Webcams

Duration 4 Hours

4.2 Creation of a booklet in “Publisher” which will include ideas for team-playing.

Description:

During this activity, students are asked to make their final product, which is a booklet/triptych that includes the new descriptions of the game (rules, materials, instructions). The booklet will be made using “Microsoft Publisher” and it will be given to all the students. In addition it will be uploaded resource of the school’s ODS community.

Types and Techniques

Communicative Type: Presenting

Productive Type: Composing, Creating, Producing, Synthesizing, Writing

Productive Technique: Presentation, Product

4.3 Creation of a booklet in Publisher with the characteristics that team-games must have in order to be enjoyable

Tools

Software Tools: Presentation software (Microsoft Publisher)

Hardware Tools: Computer

Duration

2 Hours

4.4 Videoconferencing through our community in ODS platform for the presentation our final products

Description:

In this activity, students will present the results of their actions (final products) to other students and to other schools through videoconferencing. The schools will be mainly schools that they belong to our online ODS community.

Types and Techniques:

Communicative Type: Presenting

Productive Type: Producing

Productive Technique: Presentation, Product

Tools:

Software Tools: Presentation software (Microsoft Powerpoint, Movie Maker), Video conferencing

(google hangouts, skype)

Hardware Tools: Computer, Lab equipment, Projector, Webcams, Interactive whiteboard

Duration

2 Hours

LEARNING OBJECTIVES:

Cognitive – Knowledge:

- **Procedural :**
 1. Students to conduct a research in order to investigate the activities of the students during the school breaks as well as the causes of conflicts among them.
 2. To collect data and to reach to conclusions about the size and the causes of the problem.
 3. To explore new ways of improving the quality of their school breaks.
 4. To search for new games to play during their breaks.

- **Meta cognitive:** 1. To make suggestions in order to fix the problem.

Cognitive - Process:

- **Understanding:**
 1. Students must understand that in order for team-playing to be enjoyable they must follow some guidelines.
 2. Students also must be aware that collaboration is very important in each team game.
 - **Applying:**
 1. Students' research must result in suggestions that can correct the problem.
 2. They have to apply the rules/guidelines that have been identified in order for their team-game to be more enjoyable.
 3. To present their findings and suggestions to the rest of the students of the school community.
- Thinking critically and creatively:**
1. To create new games by transforming existing games in order to adapt them in new environments.

Psychomotor:

1. To imitate and try new games.

Grade & Age

8-9 years (Third Grade Students)

Keywords/subject

Play, teamwork, collaboration, conflict, break