

'A Week in the Life...' Project New Teacher Guide

What you need to know about running the 'A Week in the Life...' (AWL) Project in your classroom

http://www.flatclassroomproject.net/a-week-in-the-life-project.html
This guide can be found at - http://tinyurl.com/awlguide

APPLICATIONS for the 'A Week in the Life...' Project now open! http://tinyurl.com/flatprojectapply1314

Last Revised August 2013 Julie Lindsay

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Welcome

Welcome to the 'A Week in the Life...' Project, a Flat Classroom® Project. The 'A Week in the Life...' Project is an exciting, challenging and unique experience that allows young people (and their teachers) to connect, communicate and create artifacts together. The project is run TWO times each year starting in September and March. See below for the full schedule and timeline. Please note: Entry to this project is via subscription. See details about school and class options below.

The 'A Week in the Life...' Project is a Flat Classroom® Project
More information can be found here: http://www.flatclassroomproject.net

Project overview and purpose

'A Week in the Life...' is a Flat Classroom® Project for Elementary School students of approximately ages 8-10. The curriculum focus is Interdisciplinary, how we live, how we communicate, cultural understanding and awareness. The aim of the project is to join Elementary School classrooms globally with a view to exploring what life is like in each country through discussion, sharing and collecting multimedia to create final products together.

Essential Questions Which Will Be Answered:

- 1. What are the similarities and differences among children around the world?
- 2. How can we connect with each other through our commonalities?
- 3. How does your geography where you live impact your topic?

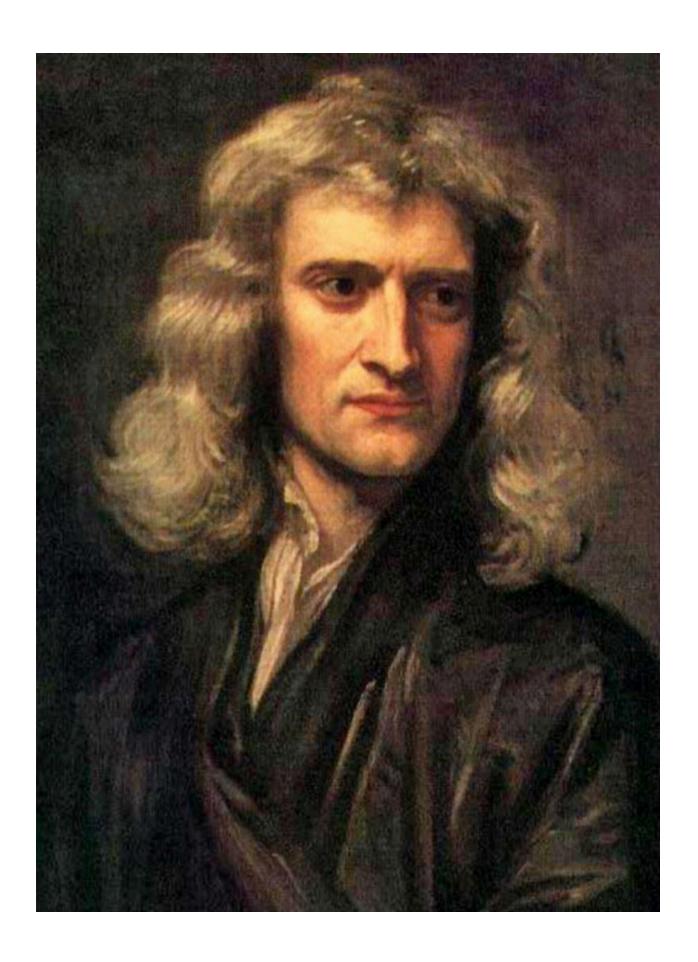
Project structure

(You are invited to review the recent AWL13-1 project wiki at http://aweekinthelife13-1.flatclassroomproject.org/Home for further explanation and evidence of the items below).

Students will be placed in mixed classroom teams and contribute to their team product. Classrooms will work individually on a school-based product.

Students in mixed global classroom teams will:

- 1. Do some research on a week in the life of children in their school around these topics:
 - School time
 - Languages & Clothing
 - Housing & Transportation
 - Leisure time
 - Food & Celebrations
 - Environment
- 2. Complete a team project demonstrating found information to the rest of the group.
- 3. Upload their multimedia to the project wiki.
- 4. View all the group projects



and compare and contrast the results.ied: March 31, 1727, Kensington, London, United Kingdom

Education: Trinity College, Cambridge (1667–1668), Trinity College, Cambridge (1661–1665),

The King's School, Grantham (1655–1659)
Parents: Hannah Ayscough, Isaac Newton Sr.

Topics for investigation

Students divided into teams based on five themes:

- School Time, Subjects Taught, HW, School Holidays, Field Trips
- Leisure- games, hobbies, sports, toys, books, flims
- Where we live and how we move around
- Language and Clothing
- Food and celebrations
- Environment

Modes of communication of final product

- Images
- Sounds
- Videos

Learning outcomes

To gain an understanding of the life of each class as seen through the eyes of where they go to school, transportation, shopping, city or a town, kind of culture that they live in, where students live (apartment complexes, homes etc.), sports they participate in, languages that are spoken around the student at home and at school. To realize that children are the same regardless of where they live in the world.

Required inputs

Teachers will:

- Place students from their class into the six teams across the six topics
- Provide skill development for wiki and other Web 2.0 work
- Provide opportunity for communication and collaboration between team members via the wiki and via any real time opportunities e.g. Skype

Students will:

- Connect, communicate and collaborate on their topic
- Research the different topics in their community
- Teams discuss their ideas for collecting multimedia for their topics (via wiki and voicethread)
- Devise a plan for the 'A week in the life......' documentation what will be collected and what they will do with it
- Spend one week collecting information
- Collate and present final multimedia
- Compare and contrast life in other countries and reflect on this and on how the project impacted their community

Required outcomes

- A school/classroom introduction including one or more of these medias: images, voices, pictures, video
- Create a team product with the collected multimedia artifacts to be placed on the team wiki
- Create a school product that compares and contrasts all topics: showing, discussing, revealing, examining, synthesizing
- Create a personal reflection based on experiences in the project blog, wiki page, podcast

Optional outcomes

Real-time Skype with another classroom during the project

Project spaces and places

The 'A Week in the Life...' has these online locations. As the teacher, you should be present and active in all of them. You are a guide to your students in helping them understand the project and in promoting digital citizenship while they are working in the project. Lead and learn by example. These four online locations are:

Flat Classroom Google Group for teachers only http://groups.google.com/group/flat-classroom-elementary-project

• This is where teachers get together and discuss the project and it's progress.

Flat Classrooms Educational Network (Ning)-http://flatclassrooms.ning.com

Our teacher only network

Flat Classroom Wiki on wikispaces- e.g. http://aweekinthelife11-1.flatclassroomproject.org/

- This is where student team collaboratively post their research and writing on their assigned topics
- Team process and final products will be located on the wiki

'A Week in the Life..' Edmodo Group on http://www.edmodo.com/

- This is our student and teacher educational network
- The project starts here with introductions, discussions and sharing of initial ideas

FuzeBox (virtual classroom)

- This is a real-time virtual classroom where teachers will meet each week to monitor project developments
- All meetings are recorded for playback to cater for time-zone differences
- Student summit sessions may also be held at the conclusion of the project (optional)

Prerequisites for completing the project

Teachers should have using Web 2.0 tools (wikis, blogs, educational networks, social bookmarking and RSS) and multimedia (recording and sharing audio and video files) in the classroom and have attempted global collaborative projects previously. However, a number of classrooms complete the 'A Week in the Life...' Project successfully without these prerequisites. It is important to remember that this project can be demanding of time and can be a steep learning curve for both teacher and students. Also remember that it is disappointing for the other classrooms if students are not engaged and do not respond regularly, therefore a commitment to the aims of the project is expected.

Students should have been exposed to Web 2.0 tools in some form, especially wikis, and have regular access to computers/laptops and devices for collecting multimedia eg cameras, voice recorders.

Hardware/Software Suggestions and Requirements

It is essential that schools joining the project have Web 2.0 tools needed to participate unblocked eg Ning, wikispaces, Google groups. The multimedia artifact, as an individual student requirement, can be a video, a screencast, or other form of multimedia as a communication piece. Cross-platform and cross-curricular participation is possible. This does not have to be an IT-based class project, in fact many other curriculum classes such Social Studies or Language Arts have successfully completed the project in the past. This project does NOT require a school have a 1:1 or laptop implementation.

Workflow / Timeline

The project typically runs for about 8-10 weeks. See the 'Timeline' link on each specific project wiki for more details.

AWL 01 - March-June

- Application Deadline: February 15
- Online Teacher Information Meeting: before March 1
- Classroom and Student Handshake: March 1-15
- Team Formation and Project Discussions:March 15-April 15
- Multimedia Collection and Sharing: April 15-30
- Media Collation and Product Development: May 1-15
- Celebration, Summits and Reflections: May 15-June 1

AWL 02 - September-December

- Application Deadline: September 15
- Online Teacher Information Meeting: before September 20
- Classroom and Student Handshake: September 20-30
- Team Formation and Project Discussions: October 1-30

- Multimedia Collection and Sharing: November 1-15
- Media Collation and Product Development:November 15-30
- Celebration, Summits and Reflections: November 30-December 15

Project Subscription

\$65 / project - includes 15 students

Explanation: The per-project school subscription will provide for one class of up to 15 students to be entered into one project. Any students above 15, a per-student fee is applicable. If the school or class wishes to enter another project in the same academic year, the same per project subscription rate will be applicable.

Classrooms will be asked to pay for any additional students, above the first 15, entering a project as follows:

\$3.50 per student for new schools to the project
\$2.50 per student for teachers who have completed the Flat Classroom® Certified
Teacher course

Don't forget about our Flat Classroom School Subscription options!

Apply today! http://tinyurl.com/flatprojectapply1314

Resources

Tools used:

- Edmodo
- Wikispaces
- Voicethread
- Other multimedia online tools for sharing and creating artifacts

<u>AWL Educators Blog</u> - Review the experience of being in the 'A Week in the Life...' Project through participant blog posts.

Past and current projects:

- A Week in the Life 2010 (pilot project)
- A Week in the Life 2011-1
- A Week in the Life 2011-2
- A Week in the Life 2012-1
- A Week in the Life 2012-2

Contact

General inquiries: admin@flatconnections.com
Director, Julie Lindsay
julie@flatconnections.com