English Together - project overview

Partners

Teachers	Number of pupils	Age
Marcela (CZ)	15	14-15
Marcel (SK) & Lucia (SK)	25	14-15
Caterina (IT)	23	13-14
Noelia (SP)	15	15-16

Project description

Name of the project	**English Together**
Short description	Our project, ENGLISH TOGETHER, focuses on developing grammar, vocabulary, and pronunciation skills. Pupils take on the role of creators, producing both linguistic and functional content. Working in international teams, they design games and activities, enhance their grammar, and expand their vocabulary.
Languages	English
Subjects	ICT, English, Art
Key competences	1. Linguistic Competence ● Students will enhance their English language skills across multiple areas: ○ Grammar: Improving understanding and correct usage of English grammatical structures ○ Vocabulary: Expanding their repertoire of words and phrases in various contexts ○ Pronunciation: Refining their spoken English, including intonation and stress patterns ● By creating content, students will deepen their understanding of language mechanics and usage 2. Digital Competence ● Students will develop skills in using digital tools to: ○ Create online games and interactive activities ○ Collaborate remotely with international team members ○ Research and curate relevant information for their projects ● This will improve their ability to navigate digital platforms, use educational technology, and practice online safety and etiquette 3. Collaborative and Interpersonal Skills

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	● Working in international teams will foster: ○ Cross-cultural communication abilities ○ Teamwork and cooperation across diverse backgrounds ○ Conflict resolution and compromise in a multicultural setting ● Students will learn to value different perspectives and work towards common goals 4. Creativity and Innovation ● By designing games and activities, students will: ○ Develop original ideas for engaging language learning tools ○ Learn to think outside the box to make grammar and vocabulary practice enjoyable ○ Experiment with various formats and techniques to create effective learning materials 5. Critical Thinking and Problem-Solving ● Throughout the project, students will: ○ Analyze language patterns to create meaningful content ○ Evaluate the effectiveness of their created materials ○ Identify areas for improvement and implement solutions ● This process will enhance their analytical and evaluative skills 6. Autonomy and Self-Direction ● As creators, students will: ○ Take responsibility for their learning and content creation ○ Manage their time and resources effectively ○ Set goals and track their progress independently 7. Intercultural Awareness ● Through international collaboration, students will: ○ Gain insights into different cultures and educational systems ○ Develop empathy and understanding for diverse perspectives ○ Learn to communicate effectively across cultural boundaries 8. Presentation and Communication Skills ● Students will improve their ability to: ○ Present their ideas and creations to an international audience ○ Explain complex language concepts in clear, accessible ways ○ Give and receive constructive feedback 9. Metalinguistic Awareness ● By creating language learning materials, students will: ○ Develop a deeper understanding of how language works ○ Recognize patterns and structures across languages ○ Reflect on their own language learning

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	processes 10. Project Management ● Throughout the project, students will learn to: ○ Plan and organize tasks effectively ○ Allocate resources and divide responsibilities within a team ○ Meet deadlines and adapt to changing project requirements
Aims	**Main aim:** to create useful output using students' own language and pragmatically exploit their language skills and experience **Specific aims**: ● Increase students' motivation and interest in learning English through the creation and playing of cooperative board and card games. ● Develop students' grammar, vocabulary, and pronunciation skills in English at the B1 level. ● Encourage creativity, teamwork, and collaboration, as well as critical thinking among students. Improve intercultural understanding and tolerance among students from different countries. ● Use information and communication technologies to support language learning and collaboration.
Work process	Students will work in mixed groups, with each student being assigned a specific task to complete within their group. Some tasks will be designed to involve all partners collaboratively. Each month, a challenge will be issued to create content that practices a specific grammar point in English (e.g., present simple/continuous, past simple/continuous, present perfect vs. past simple, future tenses, etc.). Throughout the year, we will also organise online meetings where pupils can play various games they have created themselves, allowing them to improve their skills and test the quality of the content they have developed.
Expected results	● Ss will be motivated and engaged in learning English, ● Ss improve their grammar, vocabulary, and pronunciation skills. ● Ss will develop creativity, teamwork, and critical thinking, while also learning about different cultures and traditions. ● Additionally, Ss will gain the skills to use information and communication technologies effectively.
Outputs	sets of different types of games (card, board, electronic, ...) for various grammatical phenomena, vocabulary and

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	pronunciation practice in the English language
Duration	2024/2025
Thumbnail	
Dissemination	Instagram account ?

Project outline

Suggested activity	Description	Output	Deadline
Setting up the project **Have you done this activity?** ☐ Czechia ☑ Italy ☑ Slovakia ☑ Spain	• teachers will prepare the topics / content of the project • teachers will prepare the main outline of the project • in the space for collaboration, they create pages with basic information and documents • teachers will send an informational email via communication platforms about the implementation of the eTwinning project in the current year (text preview) • teachers create accounts for students to distribute to them	• project application • created accounts for pupils • uploaded basic project documents • sent e-mail / message to parents about the project + consent to publishing the results in a public space	20.09.2024
Introduction **Have you done this activity?** ☐ Czechia ☑ Italy ☑ Slovakia ☑ Spain	• students will be informed about the project's topic and main goals. • students log into Twinspace using their accounts • teachers will explain how to use TwinSpace (how to upload photos, videos, files, use forums, communicate,...) • students choose 2 or 3 delegates (student administrators) to create, manage and edit websites with outputs	• teachers set up administrative rights for students and instruct them, which is their task • students will upload some photos, videos and files to check if they can work in the collaboration space • pupils chat in the forums about the expectations of the eTwinning project	20.09.2024
Let's get to know	• students choose 4 verbs, 3	• Canva cards with text	by the end of

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each other **Have you done this activity?** ☐ Czechia ☑ Italy ☑ Slovakia ☑ Spain	adjectives from the word bank.	(wheel of fortune) and generated avatar in Canva (card preview) • Twinboard uploaded cards for students + comments in forum	September
eSafety & netiquette **Have you done this activity?** ☐ Czechia ☑ Italy ☑ Slovakia ☐ Spain	• students make a game with modal verbs - cards with different situations that a young person might encounter (card preview). Pupils play the game while using the modal verbs must, mustn't, should, shouldn't, may, might, …	• A Google form from which a set of cards in the Canva environment is created through merge	by 18.10.2024
Logo making **Have you done this activity?** ☐ Czechia ☑ Italy ☐ Slovakia ☐ Spain	• students hand-drawn logo collaboratively (square divided into 4 parts, each country has its own language skill - R: Italy, L: Czechia, W: Spain, S:Slovakia) • students transform logos using AI - they put the two parts together (mirrored)	• logo	skill pictures by 18.10.2024 final national logo by the end of October voting by the end of year
Making international groups ☐ Czechia ☑ Italy ☐ Slovakia ☐ Spain	• students are divided into creative teams (CZ-SK groups) • Ss (pupil administrator) will create a page for this activity, arrange the pupils	• creation of a TS page with the names of students in individual international teams	18.10.2024
CARD GAME - present simple	• students create cards in the Canva environment (card preview) using the AI image generator (graphics section). They will create different situations applicable to the present simple tense.	• creating a card game to practice the present simple tense • playing game by lower grades to rate the game	31.10.2024

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	• the students process another set of cards with text (e.g. every day, each year, sometimes, ...)		
HEADS UP vocabulary game	• students create HEADS UP game in Google Slides to exercise vocabulary on many topics (jobs, clothes, food, Christmas, …)	• Google Slides presentation on vocabulary with many vocabulary items focused on various topics and events	30.11.2024
ONLINE GAME present continuous	• students create cards in the Canva environment (card preview) using the AI image generator (graphics section). They create different situations applicable to the present continuous tense. • the students process another set of cards with text (e.g. today, this week, this year, tonight, ...) • in the Flippity tool (Google sheets, they will process and fill in the pictures with the correct answers according to the instructions • tools: Canva, Flippity	• Flippity activity - link to an activity to practice the present continuous tense	31.01.2025
BOARD GAME Historical figures past simple	• students create cards in Canva (card preview) which describes remarkable historical events in the life of humankind (eg. bulb invention, …) • the game is played on a boardgame	• boardgame *Historical figures* • playing game by lower grades to rate the game	28.02.2025
QUARTET GAME	• students create a set of pictures of 4 castles, 4 cities, 4 meals, 4 personalities, 4 highest peaks, 4 longest rivers, 4 flags, 4 blind maps from each country to set a game of quartet.	• card game of Quartet to play and show up the highlights of each country	31.03.2025
Free hand	• students create Scratch version of any game previously proposed and composed or any games by their own choice	• Scratch game on any type of grammar, vocabulary game	30.04.2025
Feedback time	• students create a form to feedback all the activities to	• Google Form with questions to check up	31.05.2025

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	find out which one is the most popular	the outputs given by the students	

Output forms:

- board game
- card games (quartet, card chat)
- party games (heads up, ...)
- electronic games (Flippity, Scratch)

Topics:

- grammar
    - present simple tense (affirmative, question, negative, short answers)
    - present continuous tense (affirmative, question, negative, short answers)
- vocabulary game on many topics (jobs, clothes, food, Christmas, …)