

WHAT IS WEBBY ?

Education has only one purpose. Equip the learners with the new age qualities for tomorrow. Things which were true yesterday is not true today and tomorrow is a whole different story. The only way of equipping future generations is to help them tap into their creative wisdom. Educational Technology shines here. Web 2.0 tools are an amazing experience for any classroom. In this technological age, it is important that teachers should use nearly all resources available to them to reach and engage their students. Students were not educated to reach their peak potential. Instead, they were trained to become like obedient factory workers.

Web 2.0 tools are great ways to accomplish this. First, let's talk about what Web 2.0 tools actually are when used in an educational setting. Web 2.0 tools are tools of technology that allow teachers and students alike to create, collaborate, edit and share content on-line that is user-generated. Does the tool help learners achieve the objectives? As long as you consider the above factors, Web 2.0 tools can be a useful addition to our course designs. Imagine students exploring Mars, brain or animal or create their own sheets, working like grapher right from their classrooms! This is exactly what web 2.0 tools do. Such virtual expeditions will make children addicted to the courses.

MANAGEMENT: We will determine the list of some kinds of tools and introduce them to the other teachers and students and make them be able to apply these tools. In our project we are countries from Poland and Turkey. Our students are at the age of 4 and 12. It contains videos teaching the tools and the use of them with students and teachers. The project will be assessed via the surveys, reviews, the number of contents and likes, click on website, products such as ebook, worksheets, posters. All the activities will be reported for the progress and final report. Each country must give two reports to the coordinator in a year. We determine some risks and measures for them. The most crucial measures are the strong communication and project plan.

-The key persons to run the activity and duration of the activities will be clear.

-Some mandates and agreements within school will be prepared and signed to ensure the Project except for force major situations.

-Permission will be taken to upload the children's video and photos on internet.

-All the details will be known in advance.

TARGET GROUPS AND IMPACTS: We divide the participants into 9 sub-groups as direct participants and indirect, beneficiaries as we situated up detailedly. We have the different aims for the different target groups. It is aimed at introducing the innovative web tools, creating loved classrooms and flipped classrooms, developing teaching skills and digital competence, raising the quality of institutional capacity, motivating the pupils and teachers, raising awareness of European culture, point of views and education, making people aware of Erasmus+ projects, promoting using foreign languages and etc.

METHODOLOGY: We will use reverse mentoring, collaborative approaches, project based learning, flipped classrooms and constructive approach, workshops and face to face interaction.

LTT: We have 4 mobilities having 4 or 5 activities including presentation of the tool and sharing examples and the planning of the next meeting. Each meeting will add some qualities that we determine as targets in the project.

KEY PERSON: The participant in this project will be solution oriented, optimistic and innovative or need to develop, have a strong communication skill and desire to take responsibility.