**THE LIST OF THE WEB 20 TOOLS IN THE PROJECT**

## 1.THE PADLET OR LINOIT : To gather and group the activities. ​[https://tr.padlet.com](https://tr.padlet.com/)

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2.Logo and poster tools: CANVA, POSTERMYWALL,LOGOMAKER ,GRAHICSPRINGS LOGOPİT PLUS FOR THE MOBİLE TO CREATE POSTERS AND LOGOS OF THE PROJECT.

## <https://www.freelogoservices.com/step1>

## <https://logomakr.com/>

## <https://www.graphicsprings.com/>

## http://www.postermywall.com/

## 3.SURVEY TOOLS : SURVEYMONKEY ,GOOGLE FORMS ,TRICIDIER :

## TO DECİDE THE PROJECT LOGOS AND POSTERS AND EVALUATION OF THE PROJECTS

## <https://www.youtube.com/watch?v=fWGvWt06vAU> (surveymonkey)

## <https://www.youtube.com/watch?v=wQ7jNpwdWDs(googleforms)>

## https://www.youtube.com/watch?v=0m13jKTCzl0(tricider9

## 4.MAP TOOLS

## <http://www.teacherled.com/2008/06/01/map-maker/> TO MAKE A DIGITAL CITY MAP.

## <https://www.zeemaps.com/map?group=3160168&add=1> <https://www.youtube.com/watch?v=brUz2TOJnk8(zeemap> tutorial)

## <https://www.google.com/maps/d/> TO ADD OUR CITIES AND COUNTRIES.

## 5. VIDEO AND PRESENTATION TOOLS: ANIMOTO,BITEABLE,EDPUZZLE,EMAZE :

## THE DESCRIPTION OF THE CITIES COUNTRIES AND SCHOOLS.

## <https://www.youtube.com/watch?v=6pLt0w9jkZk> (EDPUZZLE)

## <https://www.youtube.com/watch?v=E6A1PVeVf_U> (ANIMOTO)

## <https://www.youtube.com/watch?v=PUKWRHhmId4(BITEABLE)>

## <https://www.youtube.com/watch?v=I-9nHq9ld6Q(EMAZE)>

## 6.PUZZLE TOOL:JIGSAWPLANET

## TO CREATE FLAG PUZZLES

## <https://www.youtube.com/watch?v=s2y4Gw8VJ5s> (JIGSAWPLANET)

## 7.WEBSITE TOOL: WEEBLY

## TO CREATE OUR OWN WEBSITE FOR EACH SHCOOL AND A PROJCET WEBSITE

## <https://www.youtube.com/watch?v=4MZhRcIFDtQ> (WEEBLY)

## 8. TAGUL ,WORD ART

## TO CREATE WORD CLOUDS FOR DIFFERENT AIMS IN DIFFERENT COURSES.

## <https://www.youtube.com/watch?v=qO4vpWmTsOs&t=35s>

## 9. CARİCATURE AND ANIMATION TOOLS:

## TO INTRODUCE NATIONAL HERO OR HEROINE

## TO INTRODUCE ONESELF FOR TEACHERS AND STUDENT

## TO CREATE ONESELF’S OWN HERO OR HEROİNE AND MAKE A DIITAL STORY.

## PIXTON, BUILDYOURWILDSELF,BITMOJI,CREAZA,PHRASE IT,STORYJUMPER

## <https://www.pixton.com/tr/>

## http://www.buildyourwildself.com/

## https://www.bitmoji.com

## <https://www.youtube.com/watch?v=hE32EXmQ-iU>(CREAZA)

## <https://phraseit.net/new>

## <https://www.youtube.com/watch?v=H3ReN3ieM3w(STORYJUMPER)>

## 10.EBOOK TOOLS : JOOMAG, OURBOX ,FLIPSNACK ,ISSUU ,BOOKCREATOR ETC.

## TO COLLECT OUR WORKSHEETS AND WORKS

## TO MAKE A STORY OR TALE

## TO WRITE MEMORIES OF THE PARTICIPANTS

## TO WRITE A TRADITIONAL STORY OR TALE.

## <https://www.youtube.com/watch?v=TvdwddOt-8k> (JOOMAG)

## <https://www.youtube.com/watch?v=3ijoGz3a3BM> (FLIPSNACK)

## <https://www.youtube.com/watch?v=1tDnvIBG8cg(ISSUU)>

## <https://www.youtube.com/watch?v=TE5DTD87-IE(BOOKCREATOR)>

## 11.CODING : TO LEARN AND TEACH CODING AND JOININ CODING ACTIVITIES.

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## \*CODE.ORG,SCRATCH

## [https://www.youtube.com/watch?v=VIpmkeqJhmQ (SCRATCH1)](https://www.youtube.com/watch?v=VIpmkeqJhmQ(SCRATCH1))

## <https://www.youtube.com/watch?v=8RIJqEqZ_zU> (SCRATCH 2)

## <https://www.youtube.com/watch?v=9ehLebO6S2Q> (SCRATCH 3)

## <https://www.youtube.com/watch?v=J6WnoJSQ3iQ> (SCRATCH 4)

## <https://code.org/>

## 12. QUIZ,FLASHCARD AND EVALUATION TOOLS

## TO CREATE QUZIZ AND EXAMS

## TO CREATE WORKSHEETS

## 

## \*QUIZLET,QUIZIZZ,KAHOOT,MYLEARNING APPS,CRAM,TINYCARDS,PLICKERS,MENTIMETER,TARSIA

## <https://www.youtube.com/watch?v=Jo6ITr9yt4Y> (QUIZLET)

## <https://www.youtube.com/watch?v=bz0fB4u9uF8> (QUIZIZZ)

## <https://www.youtube.com/watch?v=hfEeRG8uKew> (KAHOOT)

## <https://www.youtube.com/watch?v=q9NXid8ru_8> (MYLEARNINGAPPS)

## <https://www.youtube.com/watch?v=msjp8nk1jV4> (CRAM)

## <https://www.youtube.com/watch?v=8ai5nlJgdl8> (TINYCARD)

## <https://www.youtube.com/watch?v=Qpx56rjCVjQ> (PLICKERS)

## <https://www.youtube.com/watch?v=grIiDWNADGg> (MENTIMETER)

## <https://www.youtube.com/watch?v=pYvDl8C_U3o&t=417s> (TARSIA)

## 13.AUGMENTED REALITY : ANIMAL 4D,HUMANOID,REALSPACE4D,QUIVER,COSPACE,MINDMAP AR,MIND DOODLE

## TO INTRODUCE 3D AND 4D PICTURES

## TO MAKE 4D COLOURINGS

## TO DRAW A 3D 4D MINDMAP

## TO TEACH SOME CONCEPTS SUCH AS ANIMALS,SPACE,HUMAN BODY,JOBS VIA THIS TOOL.

## <https://www.youtube.com/watch?v=c1zfoz1xBXQ> (4d Works)

## <https://www.youtube.com/watch?v=eoy4_omyk7w> (MIND DOODLE)

## <https://www.youtube.com/watch?v=hjbbEnQNuaw> (MIND MAP AR BETA)

## <https://www.youtube.com/watch?v=h34sWuaIjqY> (QUIVER)

## 14.ACTIONBOUND: TO CREATE SCAVENGER HUNT

## <https://www.youtube.com/watch?v=X_3CcJE98lo> (ACTIONBOUND)

## 15. OTHER TOOLS

## -VOKI : <https://www.youtube.com/watch?v=FunBew6S4Bk> TO CREATE A AVATAR AND UPLOAD VOICE

## - CLASSTOOLS: <https://www.youtube.com/watch?v=2l1iDCmWs9k> <https://www.youtube.com/watch?v=PPJEx6ez_4o> (CLASSTOOLS)

## -ARCHIMBOLDO A WEBSITE FOR THE ART ARCHIMBOLDO

## <http://www.middlestreet.org/archim/archimframe.htm>(ARCHIMBOLDO)

## -I Wish You To: to create a digital cards for the birthdays,christmas,days,festivals.

## <https://iwishyouto.com/>

## 1. Each school will announce the acceptance of the project and Project corners and boards will be prepared at schools.

## 2. Each school will hold routine project meeting to evaluate the Project process and write report for the meetings.In the first meeting a school agreement will be signed by the project teams or the ones who will join mobilities.A group of student can be chosen to give tasks ıf it is so the permission papers will be signed by the families ..

## 3. Each school will add a link to the school website.

## 4.The closed facebook group for the Project members and a public group for the general users will be created.

## 5.The Messenger gruoup will be done to communicate easily.

## 6.The webinars on etwinning will be done to evaluate or review the Project.

## 7.The Project website will be created then embbedded in the school websites.

## 8.The school and project padlet to collect all the works will be created.

## 9.Each partner will organise a logo and poster competition at schools,these logos and poster will be chosen through survey tools ,then each partner will send its own poster and logo at last the Project logo and poster will be chosen through survey or voter tools.the Project stamp will be done to use in checking homeworks or to use at school.

## 10.Each school will introduce its own country,city and school via video and presentatıon tools.

## 11.Each school will learn and teach map tools then a common map showing project partners countries and school.

## At school each country will create a map showing capital city,main lakes,mountains,river,mines,touristic places.

## 12.Each school will create some materials such as flashcards,exams,games,quizes,mindmaps etc. in the field of language,maths,geography,science ,art to share the partner countries.We will exchange these materials.each country will teach at least 5 teachers and students and they will teach 5 friends these tools .Materials will be divided into pupil works and teacher works.All thease things will be taken photo or recorded.

## 13.Each school will create a digital memorial book for the teachers ,for the famılıes,for the studentsAll these memorial will be gathered in an ebook.

## 14. Each country will prepare e book or a estory for a cultural heritage including tales,folk musics,lullaby,anectode,folk dances,costumes,national hero or heroines.

## 15.Each country will attend SAFER INTERNET DAY and CODE WEEK ,NEW YEAR –CHRISTMAS activitiy.

## 

## 16.The tutorials for the web 20 tools will be recorded and these will be equally shared by all the partners.The tools below can be changed if it is necessary.

## 1.Padlet,Linoit,Map Tools

## 2.Weebly,Blogspot

## 3.Logo and poster tools,emaze,prezi

## 4.Survey tools

## 5.Kahoot,quiziz,Mentimeter

## 6.Scratch,Code.org

## 7.Tarsia,Cram,Quizlet,Tiny Cards.

## 8.Plickers,Mylearningapps,Classtools

## 9.Augmented Reality

## 10.Archimboldo,I wısh you to,Voki,Bıtmoji,Buildyourwildself

## 11.Ebook and estory

## 12.Webinar,Screencast

## 17.Each country will apply pre and after surveys to see the changes the rate of digital competenece development and attitudes to the use of educational technology.

## 18.Each school will encourage the teachers at schools in using etwinning,creating projects and will attend an event on etwinning.

## 19..Artıcles will be equally presented by the partners.

## What is educational technology and innovative approaches in education?

## What are the concepts of mind map, [algorithmic](http://tureng.com/tr/turkce-ingilizce/algorithmic) thinking, multiple intelligence theory ,reverse mentooring, archimboldo?

## What is the importance of technology in education?

## The statistics showing teachers’ and pupils ‘ usage of technology in education.

## What is Europeannes, citizenship?

## What is coding?What is the role and importance in education?

## What is the concept of x,y,z genaration?

## What is web20 tool?

## 

## 20.Each school will create or revise Project team according to the principles in the project form and report the the roles in the team.

## 21.Each hosting country will send an invitation for the meeting with the meeting programme.

## 22.Each hosting country will prepare a certificate of attendance including the participants’ names .

## 23.Each country will complet the activities and task in time accurately.

## 24.Each country will choose two members especially to run and peer the dissemination.Contact persons will control them.

## 25.Each country will ensure budget and timing plans.The coordinator will remind the deadlines.

## 26.Each country will create Project corners at school and announce the Project via local media etc.

## 27.Each country will prepare permission papers for children to use their worksheets,videos and appearnces on digital area.

## 28. All countries will join the etwinning project created by Italy.

## 29.Each country will have a risk management plan.

**BEST WISHES**

**SULTAN BOSTANCI KARAKOÇ**