



The eTwinner

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Dear eTwinners,

Such unprecedented times have taken us out of our comfort zone and brought about quick responses to new teaching and learning styles. eTwinning has been conducting online learning for 15 years and thus was on the forefront in providing support in times of school closure.

Locally our eTwinning Ambassadors together with the National Support Service have provided continual online support for teachers struggling in this new reality. We have created numerous webinars which covered both online Web2.0 tools as well as tools within the eTwinningLive platform with practical examples of their integration within the classroom. All the webinars were recorded and are being uploaded to www.etwinningmalta.net together with the presentations.

In this issue we will be covering a number of these tools as well experiences and stories of educators who have shared how they continued their eTwinning journey.

Last March the list of the 16 schools which were awarded the eTwinning School Label 2020-21 was announced. We are truly proud to say that Malta is once again one of the European countries with the largest number of awarded eTwinning schools per capita. This is an important milestone as eTwinning schools are examples of how whole schools benefit from eTwinning as an innovative methodology to collaborate within the largest global network of educators.

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What is Kahoot?

Kahoot is a highly interactive online learning tool most suitable for assessing what students know in a fun way.

How can it be used?

Teachers can create quizzes for students to answer, both during a live learning session or else in their own time. These quizzes are highly customisable, as there are various options one can choose from such as: type of question, time to answer a question, links and pictures can be also included.

How do I create a Kahoot?

First, create an account here: <https://create.kahoot.it/auth/login>

Build your quiz, there's also an option where one can search and include ready-made questions.

Send the link of the Kahoot to your students, or else ask them to visit the website here: <https://kahoot.it/> and type the pin number that is generated on your end as soon as you invite your students to play the Kahoot.

Kahoot can also be directly added to your Teams, making it easier to give as an assignment.

Pizap Collage Maker

Doris Schembri

Pizap Collage maker is a free website where students and educators can create collages. They can showcase their work by adding photos and texts in the collages making the activity more collaborative and creative with a selection of stickers, cut-outs and memes available on the website. Pizap is also an ideal tool for school magazines, Show And Tell sessions and can even be used for creating storyboards.



Doris Schembri

Jigsaw Planet is a free website that allows educators and students to create custom jigsaw puzzles.

It combines learning with fun when integrated in lessons. Jigsaw planet helps the students to concentrate better, problem solve and improve memory skills.

It can be adapted for different age cohorts, depending on the level of difficulty chosen. It also promotes



active teamwork and boosts self-confidence, especially if the custom puzzles represent the children's own pictures or photographs.

Collaborative ebooks in eTwinning

Melanie Cini

It is a shared document where everyone can work on the task assigned to them, collaboratively. Every teacher and every student should have an active role in it. Ideally, roles should be assigned as per one's skills and abilities. The final product can be shared online on school websites and social media.

Collaborative eBooks come in various forms: stories, travel guides, motivational ebooks research, journals, recipe books, notes for students to study, essays, poetry... there's no limit to imagination and creativity. Moreover, links to videos and other resources can be easily

embedded.

In eTwinning, ebooks could be a compilation of all the work / highlights / part of the work done in an eTwinning project, an extension of the project but not a substitute of Twinspace.

These are some tools to help in the production of ebooks:

- <https://office.live.com/start/Word.aspx>
- <https://office.live.com/start/PowerPoint.aspx> (more flexible than word)
- <https://issuu.com/>

Pollmaker

Michelle Saliba

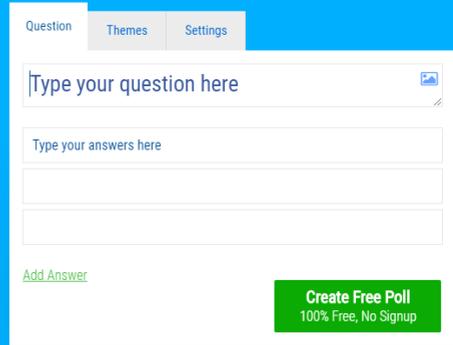
<https://www.poll-maker.com/>

Pollmaker is a free online website that can be used for instant voting. Pollmaker can be easily shared and embedded as a poll in the project twinspace pages.

Instant results will be available also for participants to view. Polls can be created for free on various topics. As part of an eTwinning project, participants can design their project logo and then create a virtual poll to choose their favourite logo.

Use the #1 Rated Online Poll Maker

Create a Free Poll in Seconds



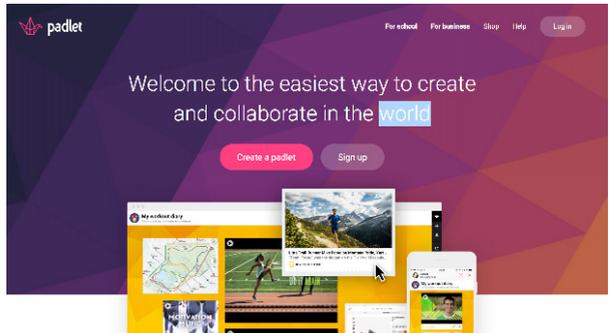
The screenshot shows the Pollmaker website interface. At the top, there are three tabs: "Question", "Themes", and "Settings". Below the tabs is a large text input field with the placeholder "Type your question here". Underneath that is another text input field with the placeholder "Type your answers here". Below the answer field is a "Add Answer" link. At the bottom right, there is a green button that says "Create Free Poll" with the text "100% Free, No Signup" below it.

Padlet

Michelle Saliba

<https://www.padlet.com/>

Padlet is a free online website/app that can be used to create virtual collaborative walls. Padlet can be used in eTwinning projects for eTwinners to introduce themselves, for participants to display information about their country/ school, for brainstorming purposes, to share ideas with project partners and write comments and as an interactive wall



to write evaluations/ reflections. Padlet can be easily shared and embedded in the project twinspace pages.

The screenshot shows the Switch Zoo Animal Games website. At the top, it says "Switch Zoo Animal Games" and "Teacher Resource". Below this is a large image of a kangaroo with a koala on its back and a zebra. The text "Switch Zoo Make New Animals!" is prominently displayed. There are two red arrows pointing to "play now" (with a subtext "Play small version online") and "Download App" (with a subtext "Learn more" and "Cost: NONE FREE"). Below the main image are three colored boxes: "Make and Play" (red), "Watch and Listen" (purple), and "Teach and Learn" (blue). At the bottom, there are three circular icons: "BUILD a Biome", "MAKE AN HABITAT", and "PLEASE DO FEED THE ANIMALS". To the right of these icons is a grid of colored buttons for different grade levels: 1st Grade, 2nd Grade, 3rd Grade, 4th Grade, 5th Grade, 6th Grade, 7th Grade, and 8th Grade.

What is Switchzoo?

Switchzoo is a website which includes 142 species of animals which you can play with and switch parts from one animal to the other to create creative and innovative animals which do not exist in real life. I use this website very often in class with students and they simply love it. It is amazing how creative they can be!

How is it done?

The children start with an animal they choose and later change its legs, head and tail to create a brand new animal. Every animal the children choose is written underneath their creation, giving them the opportunity to click on the animal's name and read general information about it.

I often use this website to enhance and motivate children to write and invent stories about their animal. I also ask them to invent a funny

name for their animal using the first letters of the animals used in their creations. In this way, they will think of really funny names such as "Okrish" and "ZebraFrog" to keep the reader anxious to read more and more. Finally, the children write about their animal. This website helped to motivate less-able students because they realized that the creative animal they created would enhance other readers to read about their creations. It is amazing how creative children can be in creating their new animals.

Dear educators, I encourage you to use this website in your lessons because your students will enjoy creating and their creations will be a step forward towards writing.

Since this website also works well on the children's learnpad, it is more convenient to use with upper primary years. With regards, to lower classes, the class teacher can create the new animal on interactive whiteboard and let children talk about it. Or better still, the children can help the teacher change animal parts which I am sure they will enjoy to the full and feel they are owning the created animal.

I wish you enjoyment and prosperity in your class with your students.

Schoolovision with a Difference

Schoolovision is a unique eTwinning project which brings together children and educators together from countries right across Europe and beyond.

Before schools closed down due to Covid-19, all schoolovisioners were busily preparing their entries to mark the 12th anniversary. By the end of March, many participants were posting sad news regarding their entries, saying they could not continue with their plans. Malta was not the least.

As the month of May was fast approaching, Steffen Toppler, the German founder of this now most famous eTwinning project, suggested that we should still meet virtually as planned on Friday 12th May 2020. In due course, a few participating countries were working on an entry they could upload for us to enjoy and vote for even though kids were locked inside their homes. Some children took the initiative to take video shots of themselves in an open space and their enthusiastic teacher joined them together to produce a valid entry. It was amazing how ten schools really managed to put a smile on our faces. Ukraine decided to go a step further and upload the song "The Scarecrow" sung and acted so beautifully during a concert at school.

During online lessons I was doing with my students, I uploaded the link to the blog for them to watch the videos at

their leisure. They had a week to decide and vote for their favourite songs and videos. After that, they sent them to me via email using their ilearn email address which also gave them the opportunity to learn how to send an email with an attachment.

After watching and voting for the ten uploaded videos, we were all looking forward to Friday 12th May. All of us agreed that it was really a fantastic live broadcast and none of us will ever forget this wonderful experience where we had a chance to talk and share our views too. I was honored to read the Austrian and the Belgian votes besides the Maltese ones.

As was expected, Ireland won with "One Small Change" which spoke about climate change. Irish kids wanted to spread the message that children in other schools can also make a difference in the preservation of planet Earth in their own little way. If you would like to have a look, just use the link:

<https://schoolovision2020.blogspot.com/>
Besides thanking Steffen and Marek for organizing such a brilliant virtual meeting, I cannot forget Michael Purves, the mind behind their great project not only for creating this project but for also supporting us year after year with his encouraging comments.

I am sure every schoolovisioner is looking forward to Schoolovision 2021! I truly am!!!

GETTING INTO ETWINNING

Ms. Melania Spiteri & Ms. Matthia Gracey

Grade 2 Teachers - Our Lady Immaculate School

We are Grade 2 teachers from Our Lady Immaculate school. When the Digital Literacy Support Teacher visited our school to tell us about eTwinning we were very intrigued.

We chose to take part in the Christmas Card exchange project. This project ran during November and December 2019. In November teachers had to introduce themselves to the other schools participating by uploading a class photo onto the eTwinning platform.

In December, we uploaded several photos showing Christmas activities that were taking place in our school. These photos showed the children decorating our classrooms, rehearsing for the Christmas concert, decorating a Christmas biscuit, singing at an elderly people's residence and participating in storytelling related to the visit of the Elf on the Shelf. We also posted photos



of the children making Christmas cards.

The cards that the children made were exchanged with cards made by children from another school. Our girls loved this project, they were eager to show their work to other children and very excited when they received the cards from the other school.

As teachers we also enjoyed this experience. It was the first time we participated in an eTwinning project, but we believe it won't be our last.

ETWINNING STORIES

Name of Project: **Leggere per abbattere muri e costruire ponti di dialogo**

Link: <https://sway.office.com/WfE8kPuIg1Ds3pRa>

Name of Project: **Leggere per abbattere muri e costruire ponti di dialogo**

Link: <https://sway.office.com/dp71aGkWCBiT5hna>

Name of Project: **Here comes the Sun**

Link: <https://sway.office.com/sseN8ocsfE6bl1n4>

Name of Project: **Backstreet games**

Link: <https://sway.office.com/WJXiQAybXIotDs6d>

Name of Project: **Our eTwinning Journey**

Link: <https://sway.office.com/QFpTb2DT7X888M1q>

Name of Project: **Christmas Cards exchange**

Link: <https://sway.office.com/PhM81HkTvIIZDVoc>

Name of Project: **Become your own boss**

Link: <https://sway.office.com/vUSrOJPfkmkhzQVPk>

Name of Project: **Our STEAMulating Adventures**

Link: <https://sway.office.com/2BXSuGJ3v4ycrKeP>

Name of Project: **15 Years of eTwinning Projects & Experiences**

Link: <https://sway.office.com/volgmdrifEWhiWMA>

S.T.E.A.M-Tastic Activity Book

S.T.E.A.M-tastic an eTwinning Project we are sharing which continued during the COVID-19 pandemic. With many European Partners this project demonstrates amongst so many things: collaboration, creativity, curricular integration and FUN!

The Maltese partner of the project is Ms. Charmaine Attard from San Gorg Preca College - Hamrun SS - Primary School. Well done to all for the creation of this eBook which documents it all.

