What's your story? eTwinning project
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Introduction
The project "What's your story?" was based on exploring different European myths, legends and folktales, engaging in English literacy activities inspired by these stories and using Web 2.0 tools to share creative writing products.

Collaborations
Partners contributed to the creation of a collection of their countries' stories in Google Slides. They collaborated to creating a handbook of Literacy Activities in Google Docs. Partners also created and contributed to an interactive presentation of each of their own countries in Google slides.

During Christmas time partners collaborated to an interactive presentation to share Christmas traditional stories from their countries as well as their traditions, food and customs of this festive period.

At the beginning of the project students introduced themselves on a common Padlet and took part in a contest designing a logo and voting for the best one.

During Safer Internet Day, students discussed how to be safe and smart online and used digital tools to show this. All the partners' work in view of staying safe online was shared on twinspace.

The final product was the result of the cooperation of partners who created an online eBook using Canva.

Brief description

The project gave our students the chance to develop creativity and combine the English language with art, expressing their special but diverse skills and talents. Improving language skills, especially using English as a common tool of communication was a major objective.

Cooperative learning was used to help students share their thoughts and ideas. Discussing European stories and carrying out literacy activities using digital tools increased students' interest in the English language. It helped to develop their cognitive skills and key competences.

The students created a variety of writings including comics, fake Instagram profiles, different story endings, Bio poems, interviews with characters from the stories, Escape rooms, story cubes and newspaper articles among others. They used various digital tools to carry out the literacy activities including WordArt, Pixton / Storyboard, Flipgrid, Linoit, Padlet, Genially (to create Escape rooms), ReadWriteThink, Storyjumper, Author Premium, Vocaroo, Fodey, Author Premium and Learning Apps. Students

participated with enthusiasm. In transnational groups, students chose a participating country and a topic and searched for information about it. They then presented this work on our countries on a Padlet map.

Conclusion

The project was amusing, enriching and beneficial for students. Reading and sharing European stories and carrying out literacy activities using digital tools, increased students' interest in literacy and the English language. Students enjoyed doing the project tasks and collaborated well. Collaboration on the project tasks helped them to become a better team.

You can view our project work in the online Canva eBook here: https://bit.ly/3RAeNj8

OR

https://www.canva.com/design/DAEtSFbiuKc/OSzJOcZ0ORkqJ1b3CzPHCA/view?utm_content=DAEtSFbiuKc&utm_campaign=designshare&utm_medium=link&utm_source=viewer#4