ROLL THE DICE TO BREAK THE ICE
PROJECT GUIDE

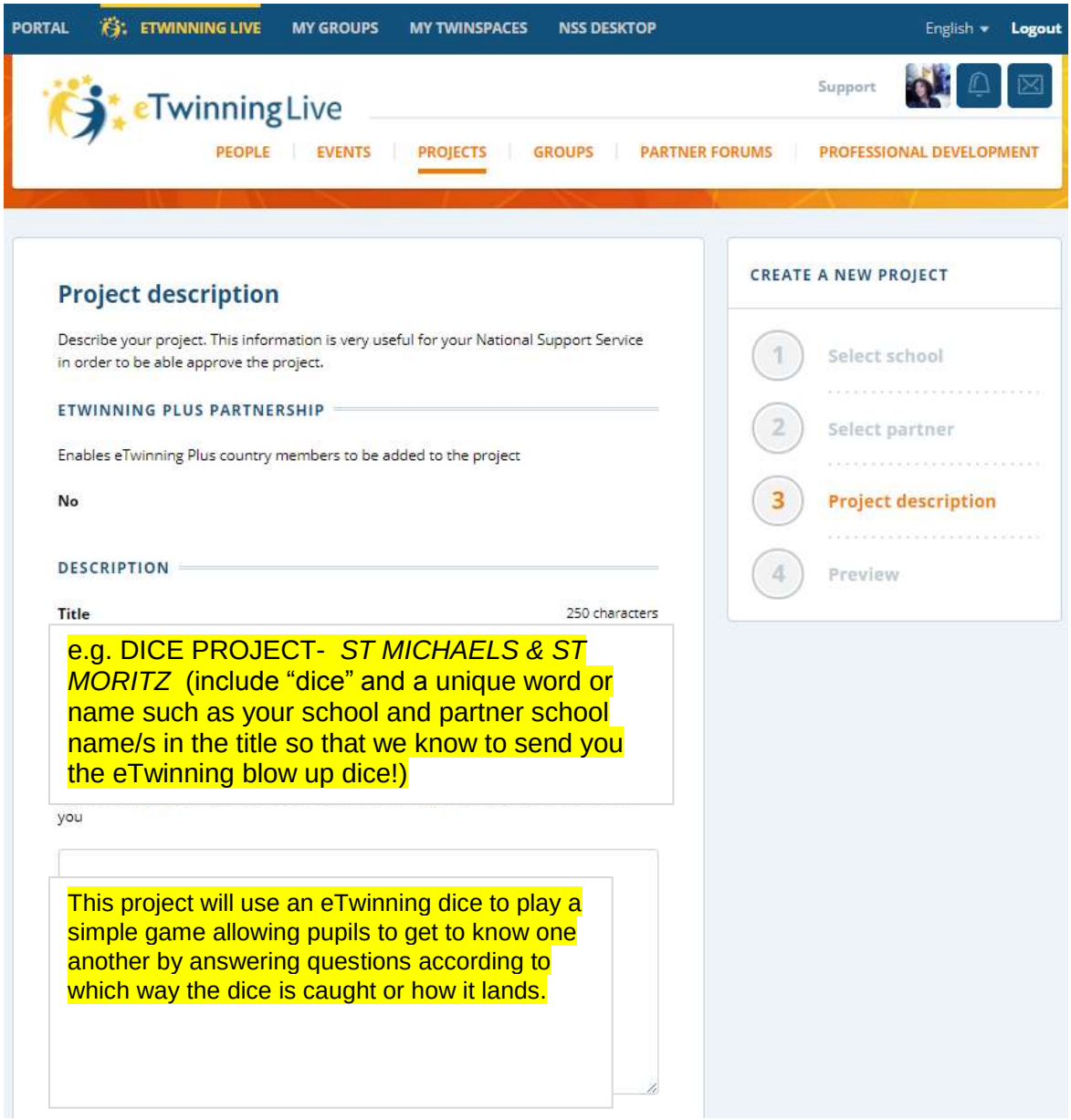
ACTIVITY

GET STARTED

Log into eTwinning Live -> project tab -> create project -> select school -> select partner (if you have yet to find a partner, visit the partner finding forums).

COPY AND PASTE (AMEND IF YOU LIKE!)

Here is our suggested activity to get your creative juices flowing!



SUBJECTS

You can choose more than one

- [ ] Art
- [ ] Astronomy
- [ ] Biology
- [ ] Chemistry
- [x] Citizenship
- [ ] Classical Languages (Latin & Greek)
- [x] Cross Curricular
- [ ] Design and Technology
- [ ] Drama
- [ ] Economics
- [ ] Environmental Education
- [ ] Ethics
- [ ] European Studies
- [x] Foreign Languages
- [x] Geography
- [ ] Geology
- [ ] Health Studies
- [x] History
- [ ] History of Culture
- [ ] Home economics
- [x] Informatics / ICT
- [ ] Language and Literature
- [ ] Law
- [x] Mathematics / Geometry
- [ ] Media Education
- [ ] Music
- [ ] Natural Sciences
- [ ] Philosophy / Logic
- [ ] Physical Education
- [ ] Physics
- [ ] Politics
- [x] Pre-school Subjects
- [x] Primary School Subjects
- [ ] Psychology
- [ ] Religion
- [ ] Social Studies / Sociology
- [x] Special Needs Education
- [ ] Technology
- [ ] Vocational subjects

How many pupils altogether are going to participate in the project?

30-50

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STEP TWO

TOOLS TO BE USED

Select the tools you are planning to use during your project. You can update this information at any time after the project has been approved. Please remember that the Twinspace, the working area made available to all registered projects, offers most of the tools you might want to use such as blog, forum, wiki, webpublishing, file archives, image archives, and chat.

- [ ] Audio conference
- [ ] e-mail
- [ ] MP3
- [x] Twinspace
- [ ] Virtual learning environment (communities, virtual classes, ...)
- [ ] Chat
- [ ] Forum
- [x] Other software (Powerpoint,video,pictures and drawings)
- [ ] Video conference
- [ ] Web publishing

AIMS

Try to be specific, particularly in terms of competences and skills you hope your pupils will gain through this project. Refrain from stating too abstract concepts such as "European Dimension of education" or "Intercultural communication".

1000 characters

- Make friends internationally through a shared classroom project.
- Increase motivation to learn a new language by having a real audience.
- Interacting and collaborating with classmates and pupils from other countries: communication; collaboration; storing images and sharing media via the Twinspace
- Develop creative ICT skills
- Develop links and partner working between teachers.
- Cross-curricular digital competence.
- Evaluating learning from the project and identify how it can be improved.

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WORK PROCESS

State how you intend to work with your partner schools and how responsibilities are shared. Give an approximate calendar of activities, state how frequently you will work with your partner; indicate how you intend to involve your pupils; if you intend to create teams of pupils of different schools, and other relevant information.

1000 characters

WEEK 1)

- Teacher introduces eTwinning and talks about the partner school
- Teacher writes six questions, 1-6 to correspond to the numbers on the dice. The questions should focus on topics related to the students and help introduce themselves to their partners. For example:
    - 1 = your name
    - 2 = favorite hobby
    - 3 = favorite food
    - 4 = eTwinning logo your choice / or why do you like eTwinning?
    - 5= favorite subject
    - 6 = which country would you like to visit?

These questions are just examples, they should representative of your students.

- Teacher (or a student) films and records the activity
- All pupils stand up to start the game. The teacher will throw the dice to a random pupil. If the dice lands at number “1”, the pupil will say “hi my name is…”
- The same pupil will throw the dice to another random pupil who is standing and, then they will sit down and so forth until there are no pupils left standing.
- Teacher uploads the recording of the pupils playing the dice game to the eTwinning Twinspace and shares it with partner school.
- Either post the blow up dice to partner school to do the same activity or ask them to print and glue together their own dice. **SEE FINAL PAGE FOR PARTNER SCHOOL DICE TEMPLATE**

WEEK 2)

- Teachers will involve pupils in planning by asking them to choose their own questions to ask.
- Pupils code the dice for their partner school to answer
    - e.g. now 1 = “avez-vous un sport préféré?”
    - Pupils post their new questions to the Twinspace
- Partner schools arrange a video call to carry out the activity using the new set of questions

WEEK 3)

- Pupils in each class evaluate what they have learned from the task and post their findings to the Twinspace e.g. vocabulary or creative skills.
- Pupils further develop the game with guidance from the teacher to code the dice to match a subject area which both partner schools are currently learning about.

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EXPECTED RESULTS

Indicate here if you are planning a final product such a public Twinspace or other resources. You might envisage instead the improvement of a school practice, or new knowledge.

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- Recorded video call.
- Twinspace content.
- Improved vocabulary learning.
- Motivated pupils and teachers.
- Partner school teachers plan next project.

SUPPORT

If you need any support with starting your project please contact us – we are here to help!

The UK National Support Service for eTwinning

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www.britishcouncil.org/eTwinning
@eTwinningUK | www.youtube.com/eTwinning

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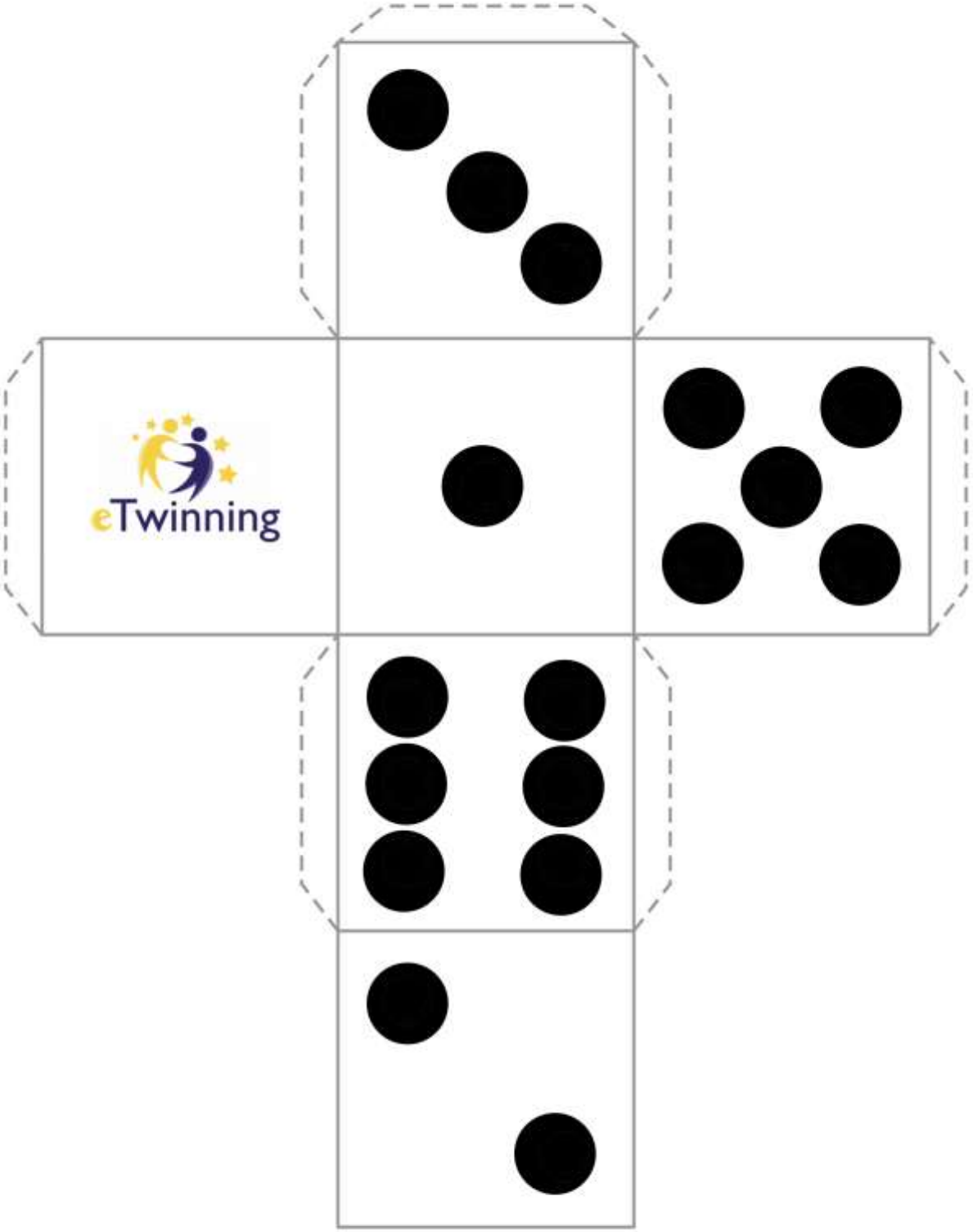

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