



ASEF Classroom Network #ASEFClassNet Online Collaboration 2019

Proposal

1. Title of the Online Collaboration (Max. 6 words)

“What makes a happy life?”

2. Name and contact details of project co-ordinator(s)

Mr Adam STEPINSKI
Teacher of English and History
Copernicus Upper-Secondary School
Poland
E: stepadam@poczta.onet.pl
W: <http://lo.tarnobrzeg.pl/>

3. School description (Max. 30 words)

Copernicus-Upper Secondary School, with its over 100-year history, is the oldest educational institution in the region. The school preserves cultural, historical and patriotic traditions. The mission of the school is to prepare conscious and active citizens of the EU. For many years, the school has been involved in numerous international projects giving students a chance for educational opportunities (projects with over 50 schools in Europe, Asia and America).

4. Summary of the Proposed Online Collaboration (Max. 200 words)

Today's world, including schools, focuses mainly on success and money. We, as educators, prepare our students for exams, teach them how to deal with professional problems; but we often forget and underestimate the importance of a happy life. Shouldn't we be guides for our students and help them stay happy and fulfilled?

In this project we will try to address the following questions:

- What does make a happy life? What does make it good, pleasant and meaningful?
- Are we in charge of our well-being?
- How can mindfulness support us in our search of happiness?
- Do negative emotions bring any benefits into our life?

This project will combine various tasks and methods of work which aim at equipping students with some practical life clues but also give them lots of fun and evoke positive life attitudes.

**5. The Online Collaboration falls under the main themes of:
Please state "1" to "3" in level of relevance**

<input checked="" type="checkbox"/> 3	Arts & Culture	<input checked="" type="checkbox"/> 2	Health
<input type="checkbox"/>	Business & Entrepreneurship	<input type="checkbox"/>	History
<input checked="" type="checkbox"/> 1	Education	<input type="checkbox"/>	Media
<input type="checkbox"/>	Environment & Sustainable Development	<input type="checkbox"/>	Science & Technology
<input type="checkbox"/>	Others. Please specify below:		

6. Duration of the Online Collaboration (Please state start and end date):

Start Date	:	2 January 2019
End Date	:	30 June 2019
Duration	:	6 months

7. Expected no. of schools/students involved and level of language and ICT skills

No. of Schools in total	:	10
No. of Students in total	:	200
Students Age Group	:	12-18
Level of English	:	Intermediate
Level of ICT Skills	:	Intermediate

**8. ICT tools/software required
Please tick (✓) as appropriate)**

<u>Word processing software</u>	<u>Video conference tools</u>	<u>Storage tools</u>
<input type="checkbox"/> Adobe Acrobat Reader	<input checked="" type="checkbox"/> Skype	<input checked="" type="checkbox"/> Dropbox
<input checked="" type="checkbox"/> Google Docs/Sheets	<input type="checkbox"/> Viber	<input checked="" type="checkbox"/> Google Drive
<input checked="" type="checkbox"/> Microsoft Word/Excel	<input type="checkbox"/> Vyew	<input type="checkbox"/> iCloud
<input type="checkbox"/> Scribd	<input type="checkbox"/> Wechat	
<input type="checkbox"/> Wordpress		
<u>Social media</u>	<u>Image editing software</u>	<u>Online collaboration</u>

- | | | |
|--|--|---|
| <input type="checkbox"/> Ask.fm | <input type="checkbox"/> Adobe Illustrator | <input checked="" type="checkbox"/> Mindmeister |
| <input checked="" type="checkbox"/> Facebook | <input type="checkbox"/> Adobe Lightroom | <input type="checkbox"/> Slack |
| <input type="checkbox"/> Flickr | <input type="checkbox"/> Adobe Photoshop | <input type="checkbox"/> Telegram |
| <input type="checkbox"/> Instagram | <input checked="" type="checkbox"/> BeFunky (online) | <input type="checkbox"/> Trello |
| <input type="checkbox"/> Pinterest | <input type="checkbox"/> Sketch (Mac only) | |
| <input type="checkbox"/> Tumblr | | |
| <input type="checkbox"/> Twitter | | |
| <input type="checkbox"/> Weibo | | |

Video/audio editing software

- Adobe Premiere
- Audacity
- Garageband (Mac only)
- Soundcloud
- Windows Movie Maker
- Youtube

Presentation

- Google slides
- Microsoft Powerpoint
- Prezi

App development

- Adobe Flash builder
- Alpha Software
- Appy Pie

Others (please specify):

AnswerGarden
Kahoot
LearningApps

9. Other resources needed:

(Please tick (✓) as appropriate)

- | | | |
|---|--|--|
| <input checked="" type="checkbox"/> Camera | <input type="checkbox"/> E-reader | <input type="checkbox"/> OHP |
| <input checked="" type="checkbox"/> Desktop Computer/Laptop | <input type="checkbox"/> GoPro | <input checked="" type="checkbox"/> Phones |
| <input checked="" type="checkbox"/> Digital Projector | <input checked="" type="checkbox"/> Interactive Whiteboard | <input checked="" type="checkbox"/> Tablet |
| <input type="checkbox"/> Voice Recording Devices | <input type="checkbox"/> NA | |

Others (please specify):

10. Learning objectives and outcomes for teachers and students

(Please list at least 3 learning objectives and outcomes for teachers and students respectively.)

Learning Objectives	Outcomes
Teachers should join to:	For Teachers:
1. Broaden knowledge on the psychological implications of happiness.	1. Teachers will get familiar with practical tasks to be used in the classroom.
2. Have an opportunity to exchange ideas with other educators and enrich their professional skills.	2. Teachers will work together with students to inspire each other within the topic of life happiness.
3. Learn how to use various online tools to conduct tasks effectively.	3. Teachers will exchange their expertise on how to use ICT in daily teaching and project work.
Students will learn to:	For Students:
1. Set their life priorities to live a happy life.	1. Students will think over their life goals and reshape their attitudes.
2. Plan their daily activities effectively.	2. Students will learn how to spare some time for family, friends and themselves so that they will feel that they live a happy life.
3. Students will have an opportunity to make new friends across Asia and Europe.	3. Students will get to know partners from various Asian and European countries.

11. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
<u>Phase 1 (January - February 2019)</u>			
▪ Set-up Facebook group and invite members to the group	✓		
▪ Self-introduction by all participating members	✓	✓	✓
▪ Survey on life happiness	✓	✓	✓
▪ Working on the project logo	✓	✓	✓
<u>Phase 2 (March - April 2019)</u>			
▪ Discussions on life happiness. Students' research (articles, books, films, songs, online materials)	✓	✓	✓
▪ Publishing examples of pieces of art presenting happiness and creating an online exhibition "Happiness in art around the world"	✓	✓	✓
▪ Creating thematic games on LearningApps and quizzes on Kahoot			✓
<u>Phase 3 (May 2019)</u>			

▪ Recording interviews on life happiness with family members, teachers, psychologists, etc.			✓
▪ Creating “A Recipe Book” including recipes for happiness and thematic posters	✓	✓	✓
Phase 4 (July – August 2018)			
▪ Feedback and evaluation	✓	✓	✓
▪ School exhibitions	✓	✓	✓

For further details about this online collaboration, please contact the coordinator directly

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