SOCIAL MEDIA, NEW TECHNOLOGIES, DIGITAL APPLICATIONS AND PLATFORMS USED FOR EDUCATIONAL PURPOSES

CONFERENCE: "WINDOW TO DAILY LIFE AT SCHOOL – SOCIAL MEDIA AND THE STUDENTS"
MAY 2018

ERASMUS+ /KA2 PROGRAMME "A HEALTHY DOSE OF SOCIAL MEDIA"

PROJECT NUMBER: **2017-1- DE03-KA219-035534**

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3RD GYMNASIUM OF IRAKLION CRETE

YOUTUBE

YouTube is a great learning environment.

YouTube videos are a powerful learning tool, because

- **they add a dynamic element to the lessons**

- **improve knowledge transfer**

- **demonstrate complex procedures**

- **help explain complicated topics**

Uploading e-learning content to YouTube makes it accessible throughout the YouTube network, which means that students can access it and watch it via their smartphones and tablets.

MORE ABOUT YOUTUBE

Youtube can be very useful for many school subjects such as history, literature or language lessons.

In history students can watch videos or documentaries on youtube relevant to the historical period or event they are being taught. This will help them to gain a deeper knowledge and understanding of that certain period or event, analyze or interpret certain facts.

When it comes to literature students can also watch on youtube the presentation of a novel or a film based on a novel they have already been studying.

Youtube can also be very useful for the arts and crafts as students can watch videos about how they can make several kinds of articrafts.

Another possibility is for the teacher himself to introduce a **YouTube channel** for his/her students, in which the students can subscribe, so that the teacher can activate notifications or upload educational videos useful for their study in different school subjects.

SLIDE SHARE
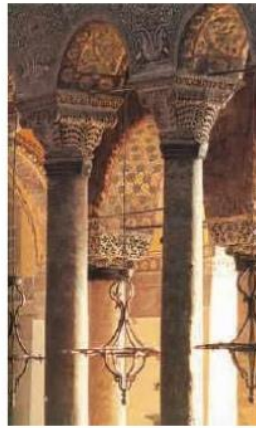
◄ *Η Αγία Σοφία εσωτερικά. Η εκκλησία διακοσμήθηκε με πλούσιο τρόπο: Είχε πολύχρωμες μαρμάρινες κολόνες, οι εσωτερικοί τοίχοι ντύθηκαν με πολύχρωμα μάρμαρα και με πολλά ψηφιδωτά. Η Αγία Σοφία συνδέοταν στενά με τον αυτοκράτορα. Εδώ γινόταν η στέψη του, εδώ παρακολουθούσε τη λειτουργία ο ίδιος και οι αξιωματούχοι της αυτοκρατορικής Αυλής στις μεγάλες γιορτές του χρόνου. 6ος αιώνας*

Slide share is very useful for teaching history as there are powerpoint presentations available for every history lesson.

These presentations have the main points of each lesson enriched with maps and photos so they can make teaching more appealing to students. They can be used either by the teacher during the teaching process at school or by the students themselves during their study at home.

There are also interesting slide share presentations for other school subjects, such as literature.

ONLINE MAPS USED IN HISTORY LESSONS

▶ **Ποια είναι τα σύνορα του κράτους του Αλεξάνδρου;**
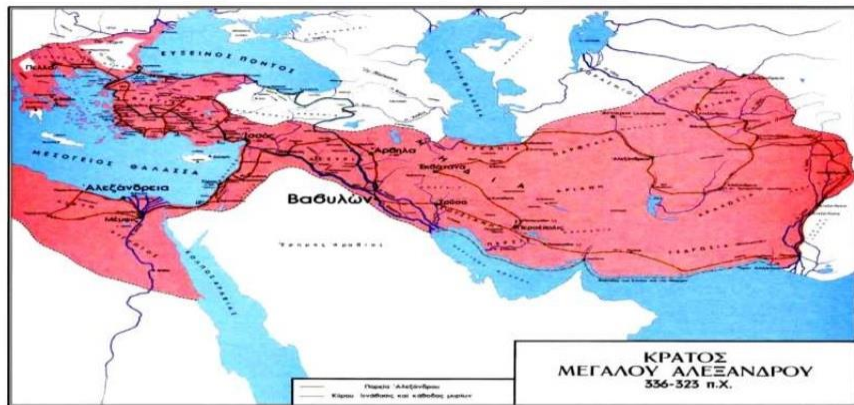
❑ Ο Αλέξανδρος δημιούργησε ένα **τεράστιο κράτος** που εκτεινόταν:

- από την **Αδριατική** ως τον **Ινδό** ποταμό και
- από την **Κασπία** ως την **Αίγυπτο**

❑ Στο κράτος αυτό ζούσε πλήθος λαών με διαφορετικές γλώσσες, θρησκείες, νοοτροπίες, παραδόσεις.

III. ΑΝΑΣΥΣΤΑΣΗ ΒΥΖΑΝΤΙΟΥ ΚΑΙ ΥΠΟΤΑΓΗ ΣΤΟΥΣ ΟΘΩΜΑΝΟΥΣ

1. **Εξάπλωση των Τούρκων και τελευταίες προσπάθειες για ανάσχεσή τους**

Μπακάλης Κώστας:history-logotexnia.blogspot.com

BLOGS

We should also mention several kinds of educational blogs.

There is a great variety of blogs for almost every school subject, such as maths, physics, modern Greek language, ancient Greek, English with various kinds of interactive exercises (multiple choice, true-false, filling in the gaps etc.). In that way students can practice at school or at home in an alternative and amusing way.

SCHOOL WEBSITE

- **Our school website includes information about our school and its regulations, the educational staff of the 3rd gymnasium of Heraklion Crete, our school library, newsletters, students' educational trips and the 3 Erasmus+ European projects implemented at our school.**

- **It is regularly updated by our teachers with information and activities about different school subjects.**

- Also, a lot of students' projects are published on the website:

    http://3gym-irakl.ira.sch.gr/

ETWINNING

- **ETwinning offers a safe digital platform through the use of information and communication technologies for teachers and students across Europe to develop educational projects online, to communicate, collaborate, establish school partnerships and become active members of a learning community in Europe.**

- Teachers can design and carry out an eTwinning project, search for other partner schools registered on eTwinning, use the twinspace platform, which is visible only to the teachers participating in a project, to connect with them and start common educational projects on various topics.

- Students can also be invited in the twinspace to meet and collaborate with peers from their partner schools.

MORE ABOUT ETWINNING

- ETwinning offers recognition to completed school projects, such as European quality labels, national quality labels, eTwinning awards and eTwinning schools.

- For example, our school has been awarded the national and European quality label for the eTwinning project "Every Day is Earth Day" about sustainable development goals, we carried out in collaboration with a Portuguese school and other European schools.

OUR ETWINNING EUROPEAN AND NATIONAL LABELS

E-BOOKS

- The formal books for schools introduced by the Greek Ministry of Education are published on the web as e-books.

- The e-books available online are multimedia books for every school subject enriched with multimedia to make lessons more interactive.

- Photodentro and Aesopos are also digital educational platforms with useful material for the teaching and learning process in Greek schools.

GOOGLE DRIVE AND DROPBOX

- **Google drive and dropbox can b**e **used in schools, because these platforms give students the opportunity to upload and share their work online.**

- **They help students to cooperate and carry out school projects.**

- Teachers can have access to their students' work on **google drive** and evaluate their students' projects.

KAHOOT

Kahoot is a game-based learning platform where teachers can register to create their own educational quizzes for use in a variety of school subjects, for example in English, German and other foreign language lessons. Kahoot quizzes make learning fun, inclusive and interactive. Students who take part as players in the quizzes online have the opportunity to be actively involved in the learning process.

MORE ABOUT KAHOOT

Teachers can create challenging educational games for their students and they can also add photos, videos and diagrams to their questions and decide about the form and number of the questions they use in every knowledge quiz. Also, they can make their kahoots public, share them with other teachers or search among existing games they can use for their lessons.

Kahoots are played in the classroom during the lesson. Players answer the questions on their own devices (mobile phones, tablets or computers), while games are displayed on a shared screen during the lesson.

LESSONS WITH KAHOOT APPLICATION

EDMODO

Edmodo is a game-based digital learning platform which can be used in schools to introduce new topics for learning.

Edmodo is an easy way to get students and teachers connected so that they can safely collaborate. The teacher of German or mathematics for example can communicate with the students, give them extra homework, quizzes or assignments, if they want to practice.

The students can give their assignments to the teacher in order to be checked and corrected. They also have the chance to ask questions during their study at home. These questions can be answered either by the teacher himself or by fellow students. So, as you can see, **Edmodo** is a class after school!

VIBER AND WHATS APP

- **Viber and Whats App are a great and effective way to communicate with our classmates.**

- **For example, when a student wants to ask for information about homework or exchange ideas about school projects and to receive a quick reply, he can use viber or WhatsApp.**

MESSENGER

- **With messenger, we can do almost the same things as we can do with viber and twitter.**

- For example, we can make teams with our schoolmates and discuss the way we spend our time at school and what activities we do.

- Additionally, we can post photos about lesson exercises.

MORE ABOUT VIBER, WHATS APP AND MESSENGER

- **The students together with the teacher of a class can also form a specific team in viber, whats app or messenger in order to communicate and exchange information** about a certain project they have been working on, ask the teacher to give them instructions and the teacher will also have the chance to follow the progress of their work at any time.

- **This team could also be useful in the case of organizing an event at school (e.g. a concert, a school performance, a lecture) because it is an easy and quick way of communicating and giving directions.** In that sense members of such teams can also make video calls to keep in touch.

TWITTER

Twitter is another social media that students use in order to exchange ideas and opinions. Furthermore, we can post a picture related to a lesson task and some students write their opinion about the activities of the lesson.

E-MAILS

- **We often use emails to communicate with other students and with our teachers.**

- **More specifically, we receive our teachers' guidelines and clarifications for school projects by emails.**

- **Also, we can submit electronically our completed tasks and projects by emails.**

INSTAGRAM AND PINTEREST

Both teachers and students can use Instagram and Pinterest to find out new ideas for their next project or they can publish their work.

For example, these sites can be useful for arts and crafts lessons or other subjects that develop students' creativity.

SCRATCH AND APP INVENTOR IN ICT LESSONS

Students can use scratch to code their own interactive stories, animations, and games. In the process, they learn to think creatively and work collaboratively.

App inventor is a visual programming environment that allows students to build fully functional apps for smartphones and tablets. It facilitates the creation of complex apps in significantly less time than traditional programming environments. **Students can have their first simple app up and running in less than 30 minutes.**

EDUCATIONAL VISITS AND FIELD TRIPS

Every year students of our school take part in educational visits that give them the chance to expand their knowledge on various scientific fields through modern technology, interactive systems and digital innovations.

During visits to Heraklion Info Point we get information about Heraklion and Crete through interactive and smart technologies. We use tablets to experience a virtual journey back in time into the historical past of the city of Heraklion.

With the help of technology, students are introduced to an interactive, simulated representation of Heraklion city of the Venetian period.

FOUNDATION OF RESEARCH AND TECHNOLOGY IN CRETE

During visits to the Foundation of Research and Technology in Crete students are introduced to innovative ICT tools, interactive applications and smart technologies which are used for educational purposes.

We can experiment with innovative applications at the Ambient Intelligent Facilities of the Foundation of Research and Technology, as you can see in the next photos.

DIGITAL CREATION FESTIVAL (DIGIFEST)

- **The students' digital creation festival (digifest) is an educational event that enables students to present digital works that are being developed in their school. The festival hosts works that are created during informatics courses** in every level of school education (primary school, junior and senior high school).

- **The digifest is open to the public and enables students, teachers, parents and visitors to participate in innovative educational and entertainment activities on information technology and digital technology.**

STUDENTS' PARTICIPATION IN ROBOTICS PROJECTS

During the digifest, our school robotics team presented the robot that was the official participation of the school in the national robotics competition. The students of the team had to demonstrate, in the festival's exhibition area, how the robot works.