

REPORT FROM ITALY

ACTIVITY 10a

“WATER AND SPORTS”

The largest part of the about 30 students involved in the project Wow, developed the tenth activity whose theme is “Water and sports”. Firstly there was a long discussion in the classroom to highlight the methods used. Then we decided to focus on the Italian sports directly connected to the water. We chose the Italian sports which have had a grade success in the world. The selected sports were: swimming (with the world champion Federica Pellegrini), deep in the swimming pool (with the world champion Tania Cagnotto), sailing (with the famous yacht racing Italian team of Luna Rossa and Mascalzone Latino)

The method used in making these researchers was based on cooperative learning, tutoring, surfing the Internet.

TERM

Activity 10 was set to be completed during April 2018.

AIMS

The basic and essential objectives of the Activity 10 are:

- Improving students` creativity.
- Improving English language competence.
- Team working.
- Learning by doing.
- Increasing student motivation.
- Enhancing creative thinking skills.
- Developing spirit of cooperation team working.
- Expanding the knowledge of the English related to some sectors of the world of sport.
- Improving IT skills, using different tools and platforms.
- Becoming aware about the importance of sports in Italy related to water.

BENEFITS FOR STUDENTS

1) Being in contact with different sports with different rules permits students to be flexible and learn to respect the others.

2) Searching information about different kinds of sports improve, encourage and stimulate their creativity and, mostly, sensibility and human feeling. Developing creativity in students is a base that leads to efficient performance and abilities for solving problems. The students involved had to be autonomous and responsible.

3) Developing critical thinking.

Preparation and participation in Activity 10 aims to develop a strong sense of personal responsibility, initiative and active attitude, which are key points of critical thinking. Through the activity students can be encouraged to develop important values such as loyalty, perseverance, friendship, sharing and solidarity.

4) Improving English language skills.

Students created a Presentation in English. Activity 10, like all the other activities, develops the skill for writing in English. The students are motivated to use both their basic vocabulary and to learn new phrases and words. The activity enables students to look for ways to express themselves through the foreign language which leads to improving abilities for written communication in this language. They also get constructive feedback from their teachers.

5) Orienting students towards the importance of playing sport.

RESULTS

Activities and events set up in the plan of the partnership concerning the Activity 10 lead positive benefits to the involved teachers and students from our school.

PRODUCTS

The output is constituted by a Prezi presentation.

DISSEMINATION

In order to disseminate the result of the Presentation, we are planning to publish it in the school web site. Additionally during the Lithuanian event students` work can be showed to local communities, to the students and teachers of the school and, mostly, to all the participants of this Erasmus project Wow.

SUSTAINABILITY

There are more than one aspect of sustainability of the positive results achieved through implementing Activity 10. On the one hand, the sustainability is focused on gaining knowledge, skills for critical and creative thinking, improving personal motivation. These effects have beneficial impact on students and teachers for an extended period, after finishing the activity. They continue in their studying and teaching, school performance and personal development. On the other hand, the effect for sustainability of the results is achieved through presenting the different works concerning sports to other teachers and students. In this way the products of Activity 10 go on their dissemination result, affecting on a larger group of beneficiaries out of the frames of school partners.

EVALUATION

The planned activities and aims of Activity 10 in the project “WOW” are fulfilled and achieved. Students’ work and products are prepared and contributed among their own school communities and among project partners.