

**Title**:

Cities encoded in the games.

**Time of duration**:

March – May 2017

Short description: The students working on the project using programming - to tell you about our schools and our cities to show our passions and interests in an appealing way. Teachers will exchange their experiences related programming at their schools. The students will create the games on a certain topic and exchange them between partnership schools. Younger children will prepare a board game. Older children will prepare a game in the Scratch application, for example. It will be a very interesting experience with encoding. During the fulfillment of this project students will teach one another and will prepare instructions for themselves.

 As a result of the undertaken actions, we will create a set of board and computer games about our cities.

 **Language:**

English

 **Students’** **age:**

 from 7 to 12 The tools used: e-mail, various Scratch projects, traditional game projects, photos, text files (f.e. Word), game manuals, movies.

**Objectives:**

· The students will present their school, cities in a board game or a game from the Scratch projects.

 · The students will improve their language skills.

 · The students will take advantage of using computers and the Internet.

 · The students will understand and respect the copyrights and Internet safety.

**Student’s works:**

 · learning the rules how to create games projects in the Scratch application · creating a variety of projects in this application.

The schedule:

 · The first month – exchange of information between schools, regions and cities; exchange of experience related to programming at schools

 · Next months – work and exchange of projects about games and projects about Spring and Easter.

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