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# Legends and Myths

2021-1-RO01-KA220-SCH-000027735

Project presentation  
Kick off Meeting  
April, 7-8, 2022





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# Context:

- Field: School Education
- Project Title: Legends and Myths (L&M)
- Project start date: 01.11.2021
- Project Duration: 25 months
- Project end date: 01.12.2023
- National Agency of the Applicant Organization: RO01 - Agentia Nationala pentru Programe Comunitare in Domeniul Educatiei si Formarii Profesionale
- Language: English





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## APPLICANT ORGANISATION

- LICEUL TEHNOLOGIC FRANCISC NEUMAN ARAD ROMANIA
- WEBSITE: [www.liceul-neuman.ro](http://www.liceul-neuman.ro)







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# PARTNER ORGANISATIONS

OID	Legal name	Country	Region	City	Website
E10183527	PROJETO SCHOLE LDA	Portugal		MATOSINHOS	<a href="http://www.schole.pt">www.schole.pt</a>
E10182183	Secondo Circolo Didattico Spoleto	Italy	Umbria	Spoleto	<a href="http://www.2circolospoletino.edu.it">www.2circolospoletino.edu.it</a>
E10108302	İstanbul Büyükşehir Belediyesi Akşemsettin Ortaokulu	Turkey	İstanbul	Istanbul	<a href="http://www.ibbaksemsettinortaokulu.meb.k12.tr">http://www.ibbaksemsettinortaokulu.meb.k12.tr</a>
E10035184	Szkola Podstawowa nr 1 w Zielonej Gorze	Poland	Lubuskie	Zielona Góra	<a href="http://www.sp1.zgora.pl">http://www.sp1.zgora.pl</a>





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# Budget Summary

Project Management and Implementation	37 500
Transnational Project Meetings	25 220
Project Results	5 793
Multiplier Events	4 900,00
Learning/Teaching/Training Activities	39 417,00
Inclusion support	0,00
Exceptional costs	0,00
<b>Total grant</b>	<b>112 830,00</b>





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# Project summary:

As the profile of the current generation of students is that of digital natives, it is essential that teachers come to meet them with attractive resources, adapted to their real needs and knowledge interests.

One common need of the partnership is familiarizing the students involved in the project with the existing legends and myths at local and national level.

Legends and myths are part of the cultural heritage of all participating countries.

Depending on the area where they were born, different legends and myths have different patterns and focus on another part of human existence.





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# Why this project?

- Uses an innovative approach which is flexible, allowing to focus on the specific topics, including citizenship themes, which are more relevant to a particular school or local community
- Uses a collaborative writing methodology, which can generate real impact on behaviors and attitudes
- Contributes to the development of transversal competences in an integrated way: literacy, storytelling, creativity, communication, teamwork, etc.
- Can be used in class or in other contexts, including in family environment
- Does not require extensive preparation of teachers for them to be able to use the tool in class, or parents at home – easy to implement
- Is a tool easy to disseminate, as it can be accessed online







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# General objective

- to develop reading and digital literacy skills and creativity of students through legends and myths.







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# OBJECTIVES

- O1 To develop reading and comprehension skills of written texts for students in the project's target group
- O2 To stimulate the creativity of students in the target group through art
- O3 To develop the digital skills of students and teachers from partner schools by using collaborative platforms for writing
- O4 To develop teaching-learning-evaluation competencies through PBL for at least 17 teachers from partners schools In order to develop the skills of reading and understanding written texts for students





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## Target groups

1. Children
2. School teachers/trainers
3. Parents







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**1. Children** with ages between 6 and 11 years old are direct beneficiaries of the project, which aims to improving their level of reading and comprehension skills of written texts , creativity through art, digital skills by using collaborative platforms for writing.

Children will be involved throughout the whole project, as they will:

- participate in the activities foreseen in the project
- participate in the challenges/contest promoted along the project's lifetime by the partnership
- participate in the developing the e-Book
- be indirectly targeted through dissemination actions next to schools, teachers and parents







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## 2. School teachers and trainers (STT)

STT are direct beneficiaries of a project as they will have new skills in PBL and SLN Community tool they can use, they will receive training in the use of these tools and will have the chance to improve their own didactics competencies.

STT will be involved throughout the whole project, as they will:

- become aware of the project through brochures, website, emailing, Facebook, eTwinning and School Education Gateway
- participate in the training of trainers
- participate in small scale events
- elaborate the methodological guide
- coordinate students in developing the e-Book
- coordinate students in creating drawings, paintings and collages
- participate in preparation stage, training and implementation stage when they come back to school.
- participate in producing project results, evaluation and implementation.
- participate in the Final Event (multiplier event)





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**3. Parents** will benefit from a tool that they can use with their children to improve their competences (and other transversal skills as well).

They will be involved throughout the whole project, as they will:

- targeted by the project's brochures, website, emails and Facebook
- become aware of the project through the schools and from their own children





# Activities



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- curricular and extracurricular teaching activities through which students will collect country-specific materials on legends and myths, make drawings, collages and paintings representing certain sequences from the studied legends and myths
- 2 contests of drawings / collages / paintings made by students will be organized on Twinspace and will have the topic "Legends and myths".
- All the legends and myths collected by the students with the support of the teachers will be part of the e-book that will be uploaded on the Twinspace platform made for communication within the project.
- For the creation of stories in digital format, a collaborative platform called Story Logic Net (SLN) will be used
- 17 teachers from partner schools will participate in a five-day LTTA that will address issues related to Projectbased
- Learning (PBL) and a 5-day one that will address issues related to the use of the SLN community and storytelling.
- A methodological guide will be developed by all those involved in the partnership, which will contain examples of good practice in applying PBL and SLN in direct work with children in the classroom.







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## TANGIBLE RESULTS

- Written materials made by students, collages, drawings and paintings used as a source of inspiration for students from other schools gathered in an e-Book distributed online.
- a methodological guide that contains models of innovative and useful lessons based on myths and legends, for language and communication classes, civic education and history.
- The students' works made within the contests for students of collages, drawings and paintings
- 2 courses designs
- 17 teachers participating in the 2 LTTA's
- 1 project Twinspace
- 2 constests
- The contest regulation
- 5 TPM's
- 1 Multiply event





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## Intangible results:

-for students:

- ✓ Developing literacy skills through myths and legends,
- ✓ Developing digital skills, using collaborative platforms,
- ✓ Developing artistic skills by participating in a visual arts contest and creating images included in the e-Book

- for teachers:

- ✓ Developing and deepening communication skills by using English,
- ✓ Developing digital skills by using collaborative platforms such as storytelling, creating the space dedicated to the project on the Twinspace platform and by coordinating students' activities for e-book development,
- ✓ Developing teaching skills by creating the Methodological Guide that will include various materials useful in class work but also by participating in the two activities of improvement and continuous professional development for which the design of the courses will be done.





# Sustainability



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The following activities will take place in order to maintain the results of the projects:

- Teachers will make changes in the classroom activity by using the project-based learning method in the teaching/learning- assessment process
- The Methodological guide will be a source that presents complementary methods and activities for transforming and modernizing the teaching activity with primary school students by sharing new ideas, based on creativity, innovation and imagination.
- Teachers participating in the project activities will apply lessons learned and will train other teachers from other schools in local/national events whenever they are invited or have the opportunity
- Each partner will upload the project results on their website and will keep them public for at least three years after the project is completed.
- The partners will organize the contest for students three years after the completion of the project and will extend it to other schools locally.
- Each partner will propose and support at least one local training course for primary school teachers on PBL and collaborative writing platforms in the first three years after the project is completed.
- The partnership will propose using the eTwinning platform at least once a year at least one online training course/event for primary school teachers on PBL and collaborative writing platforms in the first three years after the completion of the project.

