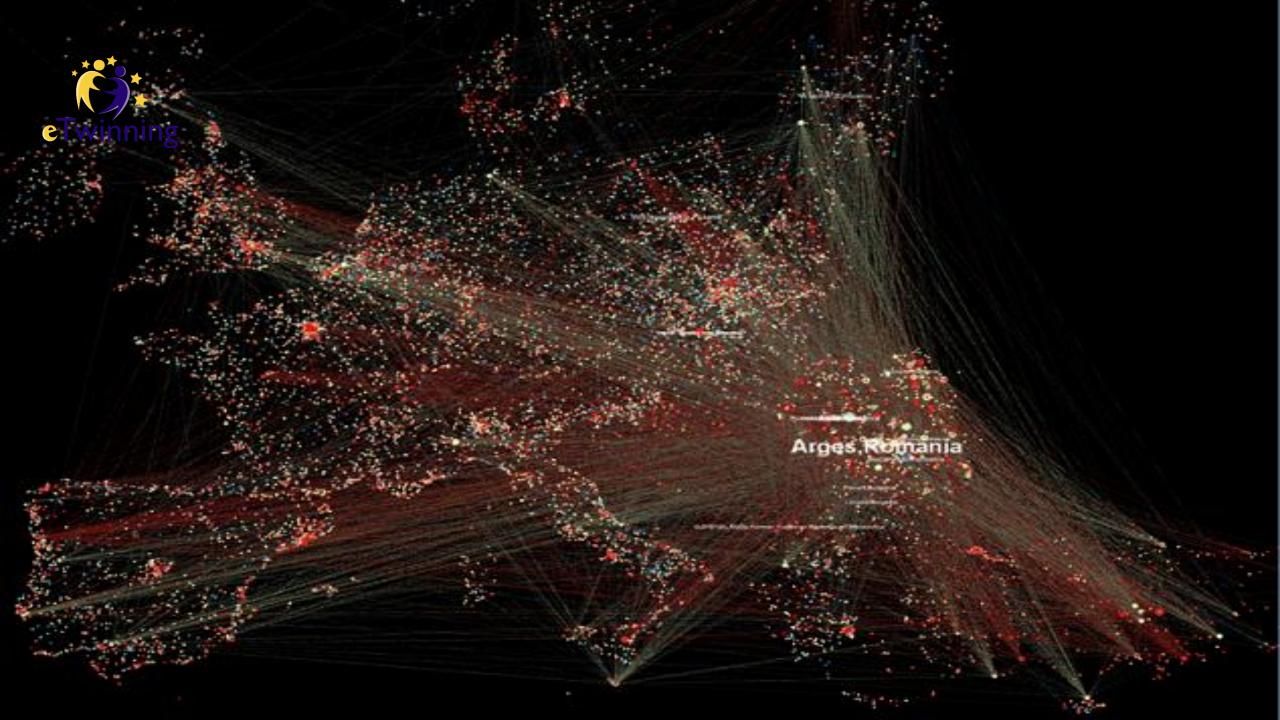




Dr. Hülya BAL TR NSS



# NEVŞEHİR







# There are two equalizers in life – the internet and education.

John Chambers Chairman and Chief Executive Officer, Cisco

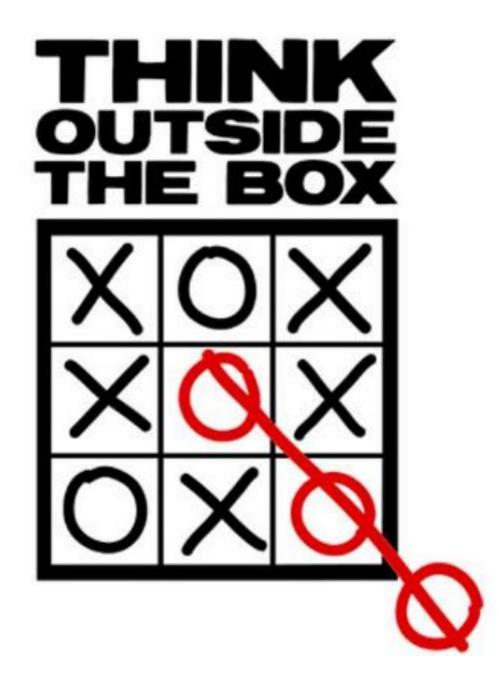




.00000 https://www.et.winning.net Copyright @ 2008 www.WarldStuff.co.cc All hights reserved









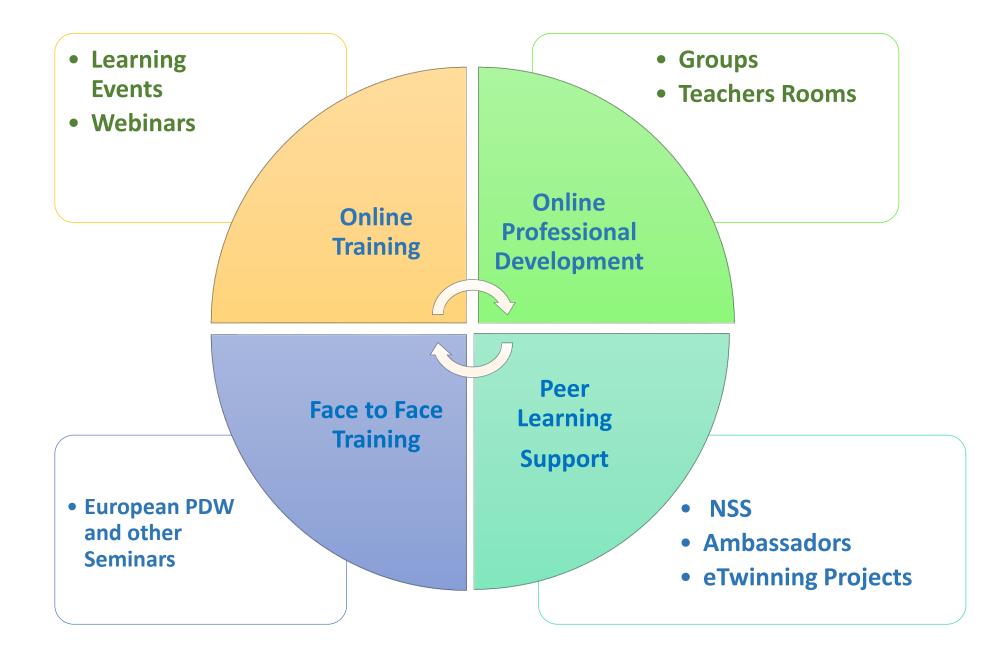
# What are the benefits Z

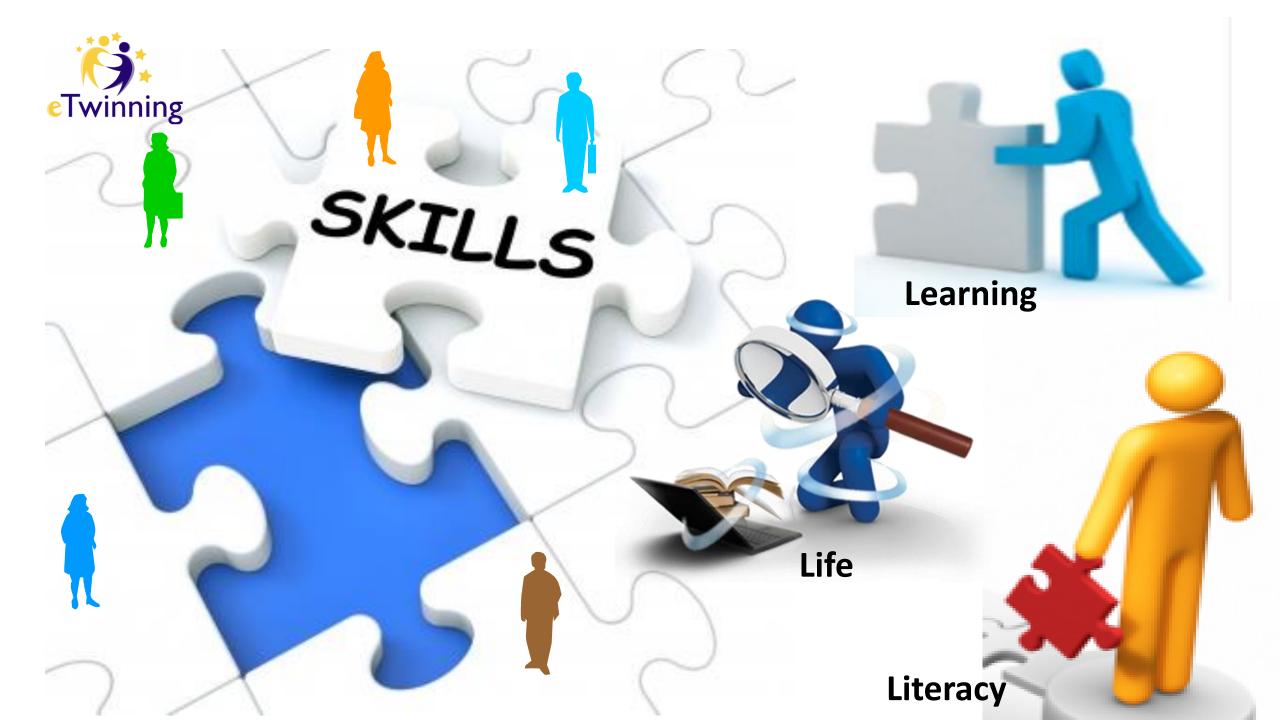
for teachers, students

winning project?

Twinning







## 2016 eTwinning Online Learning - Monthly Statistics

	http://etwinning.meb.go	ov.tr/cevrimici_egitim	End of 2015	After	End of											
		ONLINE EDUCATION	(30 Dec)	Antalya Workshop	Jan	Feb	March	April	May	Jun	July	August	Sep	Oct	Nov	Dec
		Number of total user	2777	3807	4100	4374	4694									
		Number of active user	2039	2699	2854	3051	3264									
	Number of courses			26	26	26	26									
		Number of completion (All courses)	969	1050	1123	1187	1275									
CN	Kurs isimleri	Courses names														
1	Temel eTwinning Bilgileri	Introduction to eTwinning	1549	1936	2103	2146	2258									
2	eTwinning Desktop / Twinspace	eTwinning Desktop / Twinspace	928	1105	1119	1208	1251									
3	Zihin Haritaları ve Yaratıcı Yazı	Mind Maps and Creative Writing	407	642	705	777	833									
4	code.org ile kodlamaya ilk adım	The first step in coding with code.org	247	349	396	459	508									
5	eTwinning Takımlarının Kurulması	Establishment of eTwinning Team	77	90	98	113	114									
6	İnternet Güvenliği ve eTwinning Etiği	Internet Safety and Ethics in eTwinning	152	188	199	221	234									
7	Bir eTwinning Projesi Planlama	Planning an eTwinning project	314	491	547	592	639									
8	Scratch ile Kodlama Eğitimi	Coding Training with Scratch	173	241	283	307	338									
9	eTwinning ile mesleki gelişim	Professional development with eTwinning	105	151	178	193	202									
10	Proje tabanlı öğrenme	Project-based learning	94	123	142	164	178									
11	Dijital bağlamda ölçme ve değerlendirme	In the context of digital measurement and	90	102	117	129	130									
12	eTwinning Projelerinin Müfredat ile Entegra	Integration with curriculum eTwinning proje	77	88	99	117	119									
13	eTwinning Avrupa Ödülüne Giden Yol	eTwinning European Award Way	123	152	175	192	196									
14	Web 2.0 Araçları ile Yaratıcı Yazma Çalış	Creative Writing Studies with Web 2.0 Tool	163	209	235	251	269									
15	"CodeCombat" Oyunu ile Kodlama Saati:	"Codecombat": Introduction to Python Pro	86	96	104	123	131									
16	Eğitimde Mobil uygulamalar	Mobil aplications in educations	99	140	185	204	233									
17	Arttırılmış gerçeklik	Augmented reality	102	126	145	173	191									
18	Project Documentation – How to present p	Project Documentation - How to present p	40	50	62	75	79									
19	Flipped Classromm	Flipped Classromm	25	29	33	52	52									
20	e-Twinning Projelerinde Özgür Yazılım / A	Open source training tools in eTwinning Pr	37	49	75	113	107									
21	eTwinning Okul Ekipleri Kurma	eTwinning School Teams	53	75	86	105	107									
22	Okullarda Dijital Oyunlar	Digital games in schools	58	93	129	139	158									
23	eTwinning ve Web 2.0 Araçları	eTwinning and Web 2.0 tools	196	316	385	405	430									
24	İşbirlikçi web araçları	collaborative web tools	111	189	246	266	282									
25	CLIL-İçerik ve Dil entegreli öğrenme	CLIL - Content and Language Integrated Le	11	93	128	137	147									
26	Project Planninig	Project Planninig	-	26	45	66	76									

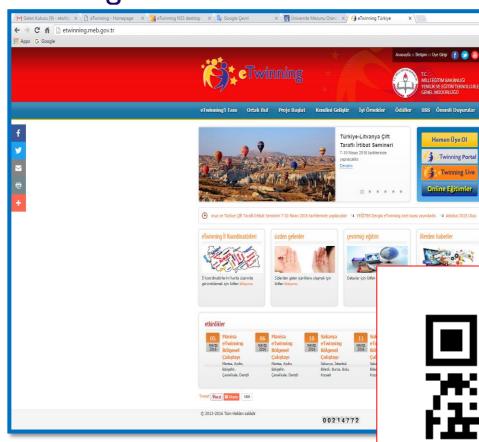


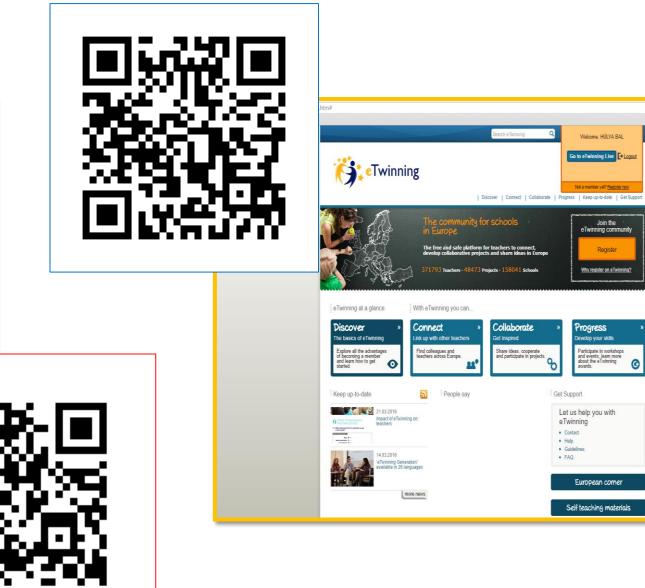






# **QR CODE**





Welcome, HÜLYA BAL

Go to eTwinning Live + Logout

Not a member yet? Register now

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eTwinning community

Register

Why register on eTwinning?

Progress

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Self teaching materials

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Guidelines

Help

FAQ

Develop your skills

Participate in workshops and events: learn more about the eTwinning awards.

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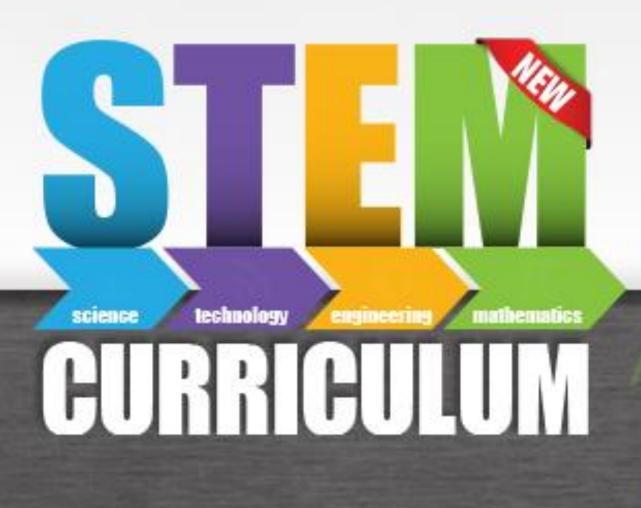


Twinning Learn New Technologies

In order to be able to offer students choices, having one's own hands-on experience and expertise will be useful. Since technology keeps developing, learning a tool once and for all is not a option.

The good news is that new technologies are new for the novice and and experienced teachers alike, so everyone can jump in at any time! I used a short-term subscription to <u>www.lynda.com</u>, which has many resources for learning new technologies.





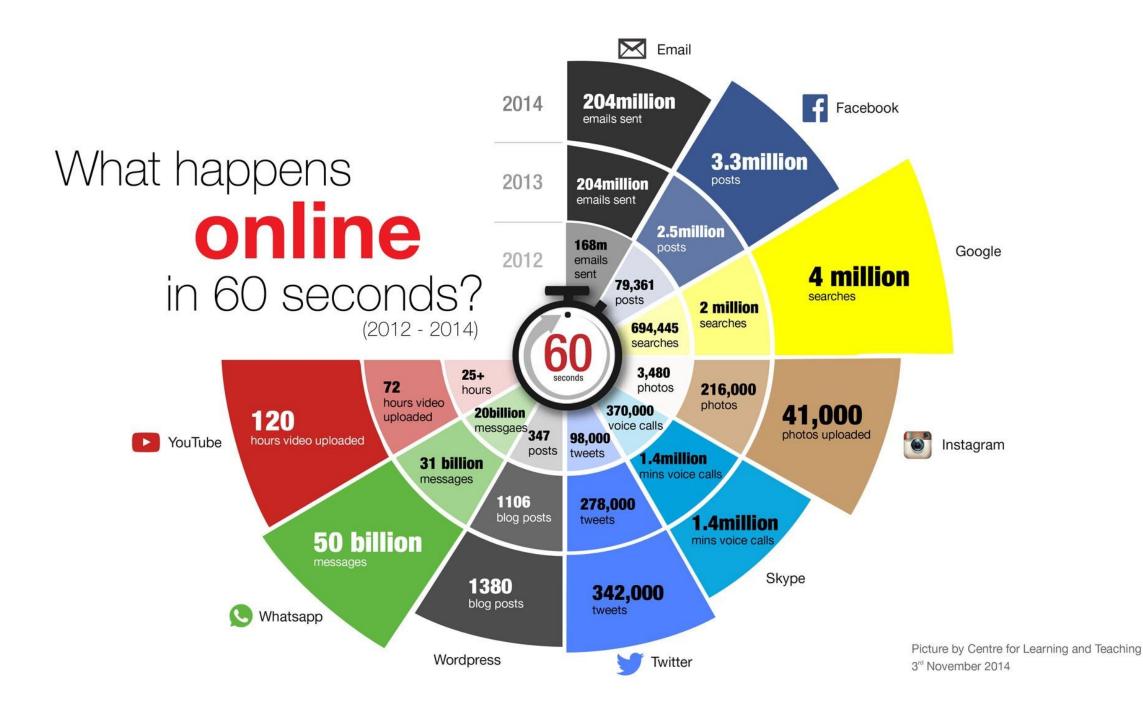














#### Log in / Register

eTwinning

#### **SchoolEducationGateway**

NEWS & EVENTS PRACTICES RESOURCES EXPERTS POLICY TOOLS DISCUSSIONS



# School Education Gateway

eTwinning Erasm

World Teachers' Day 5 October 2015

Thank you teachers!

Picture: 2xSamara.com



#### School and communities work together for pupils' life-skills

Practice 21.03.2016 💭 0 🔍 0 < 29

This month, we are highlighting three projects that have successfully linked schools to local communities, with the aim of providing quality content and learning opportunities to their pupils.

Read



New publication on youth work and non-formal

learning





New Working Group on Schools begins

ANEWS 21.03.2016

#### **Upcoming events**

25th Session of the Council of Europe Standing Conference of Ministers of Education Prussels, Belgium 11.04.2016 - 12.04.2016

**European Teacher Education Network** (ETEN) Annual Conference 2016 Setúbal, Portugal 14.04.2016 - 16.04.2016

**RETAIN** final conference - School management and retention of teachers Srussels, Belgium 21.04.2016

See all

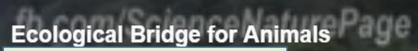






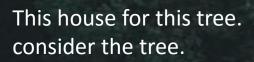
What awaits these crabs? consider the crabs

we will prepare our Project for live on. This bridge for crabs



mail a los in a los









This house made a kid who wants to show that the engineer to his father.



## **Data-Based and Personalized Training**



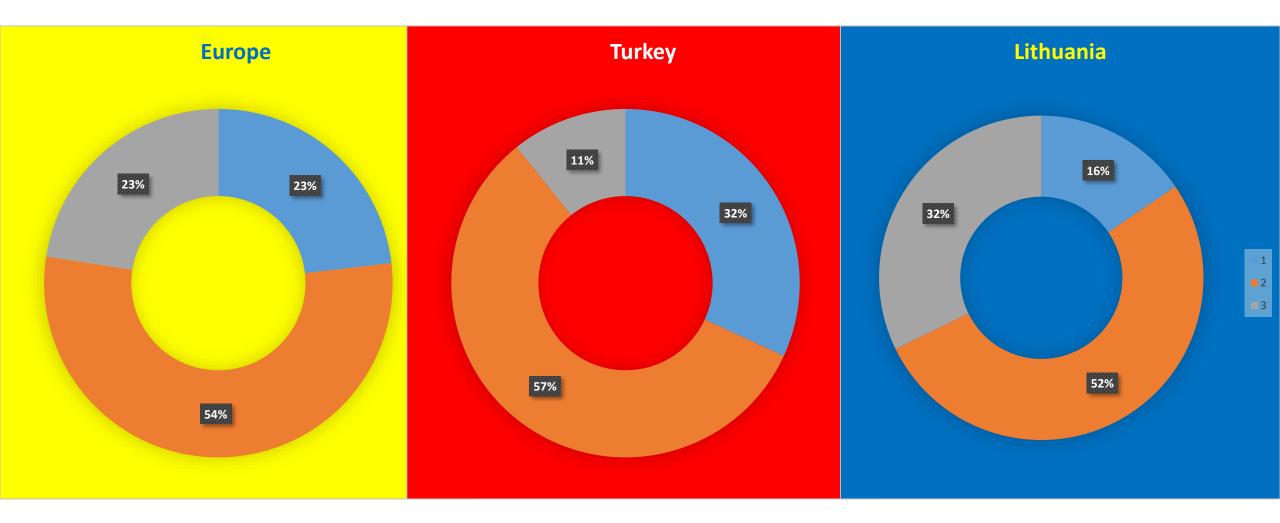


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W Problem solving	
<u> </u>	
i Team work	
<u> </u>	
n Use of computer	
n Information sharing	
Cross-curricular skills	











#### 60000 -----**Grafic: The population** 4% 35207 63411 30000 Turkey Lithuania 11879 96% 3169 1523 5143 0 Lithuania Turkey Turkey Lithuania

78.741.53

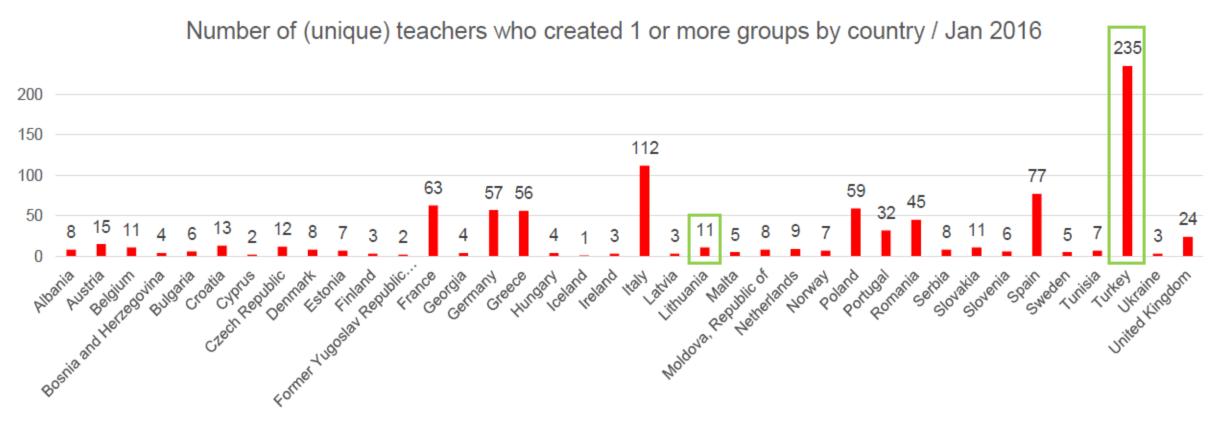
Graphic: Comparison of eTwinning information



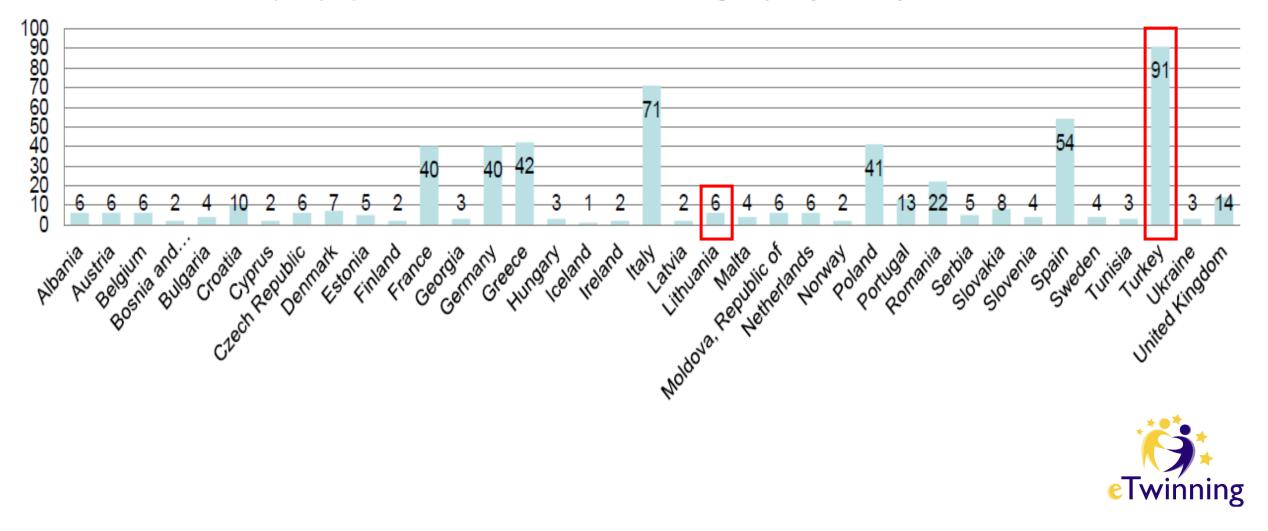
3.182.755

school teacher project





### Number of (unique) teachers who created 1 or more groups by country / Nov 2015





# Game-based Classroom

-Exploring the learning potential in good games- Today that games consist a common language crossing the borders, the question is not if games are appropriate for learning, but how to take advantage of young people's passion and integrate games

into our teaching/learning procedure. This group aims at focusing on the above question and helpfully distinguishing between Commercial and Educational Games and how the latter may promote learning, collaboration and critical thinking.



# eTwinning Turkey Online Learning Team

This group for the eTwinning Turkey insturucter teacher. twinningonline.eba.gov.tr is a web portal for online learning and member of this grups who constructor online learning content.



STEM

Science, Technology, Engineering and Mathematics (STEM) teachers from all levels be welcome! This group pretends to be a meeting point, a place to share and learn from each other. Nanotechnologies, ICT, Astronomy, Inquiry Based Learning,

Multiple Inteligences, Promoting Scientific Vocations, Collaborative Working, Science Fairs... Like them? Join!

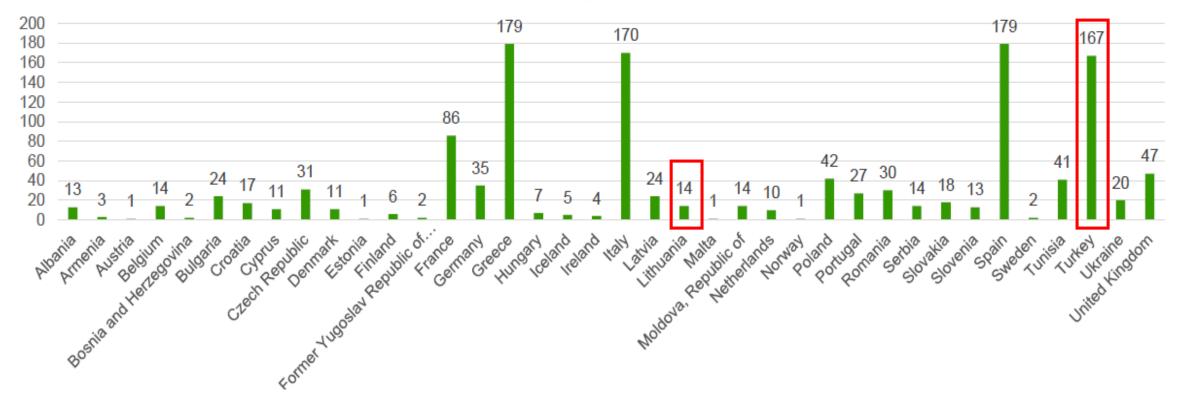


# European Network of eTwinning Ambassadors

New ambassadors group



#### Online events organised by country





eTwinning, PNSD e AD - il valore aggiunto della coprogettazione digitale nell'innovazione della scuola italiana 07.04.2016 - 18.04.2016 • Learning Event

Expert: Marilina Lonigro, Laura Maffei, Elena Pezzi, Paola Arduini Audience: all eTwinners (beginners more than welcome)This learning event will be on the 'Piano Nazionale Scuola Digitale' framework, recently introduced by the Italian Ministry of Education to support and develop digital innovation in Italian schools.

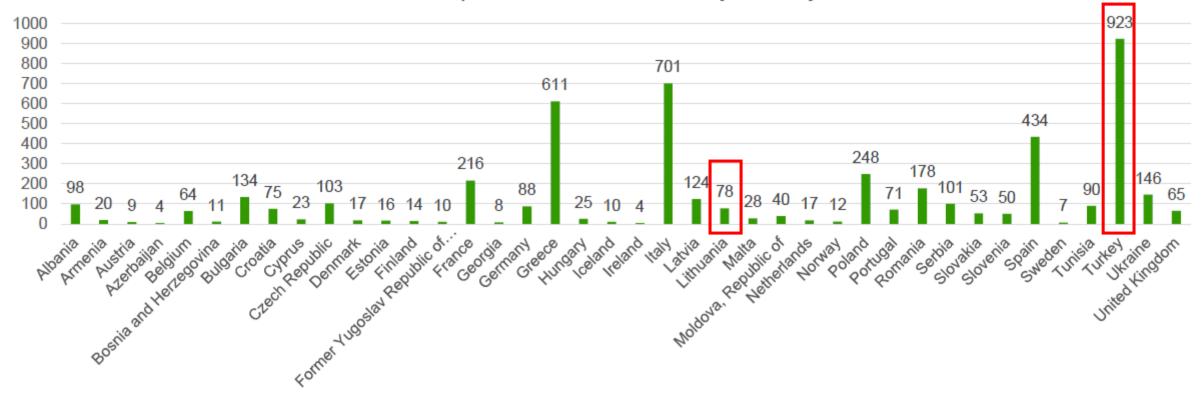


Digital Competences in the Classroom 07.04.2016, 17:00 - 18:30 (CET) • Online Seminar

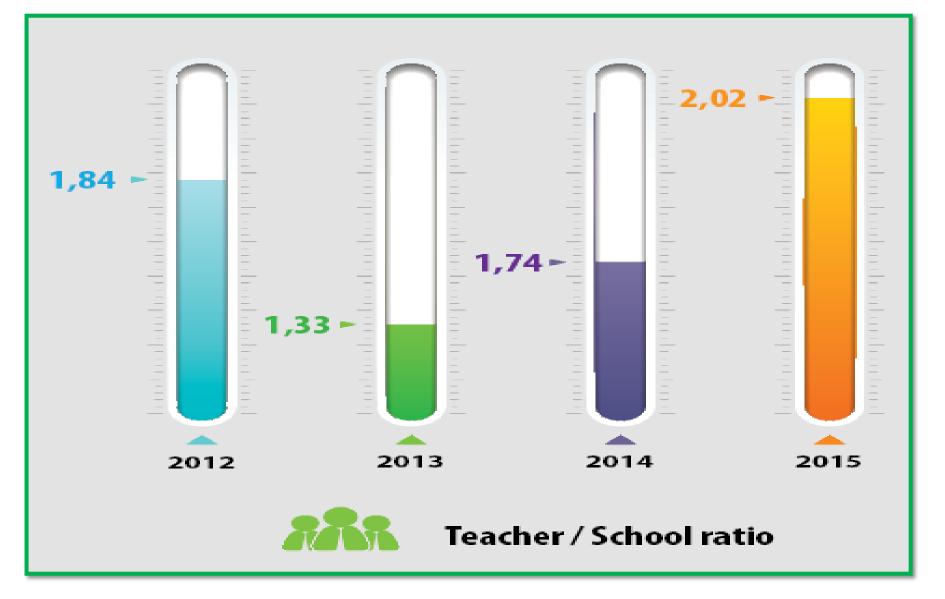
Expert: Fernando TrujilloDigital competences are essential in social, professional and civic life. In an educational context, digital competences may help promote active and life-long learning. This seminar will consider four levels concerning digital competences: students, teachers, teaching & learning and, finally, the school as an ecosystem in which competences may...

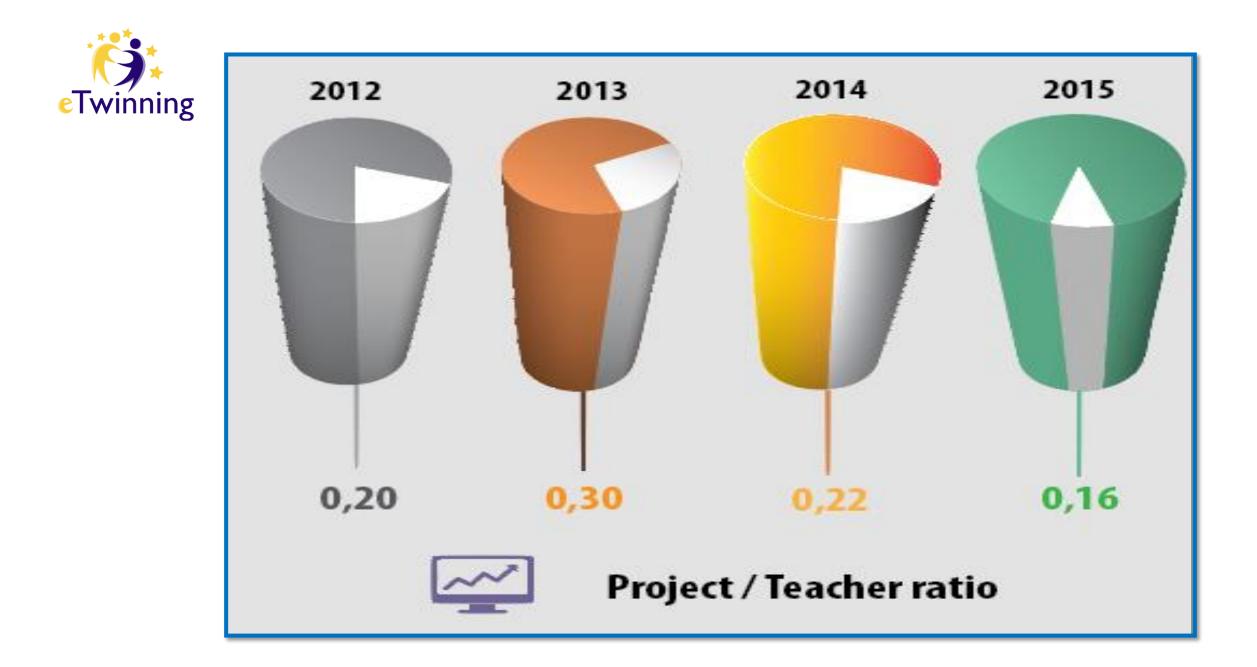


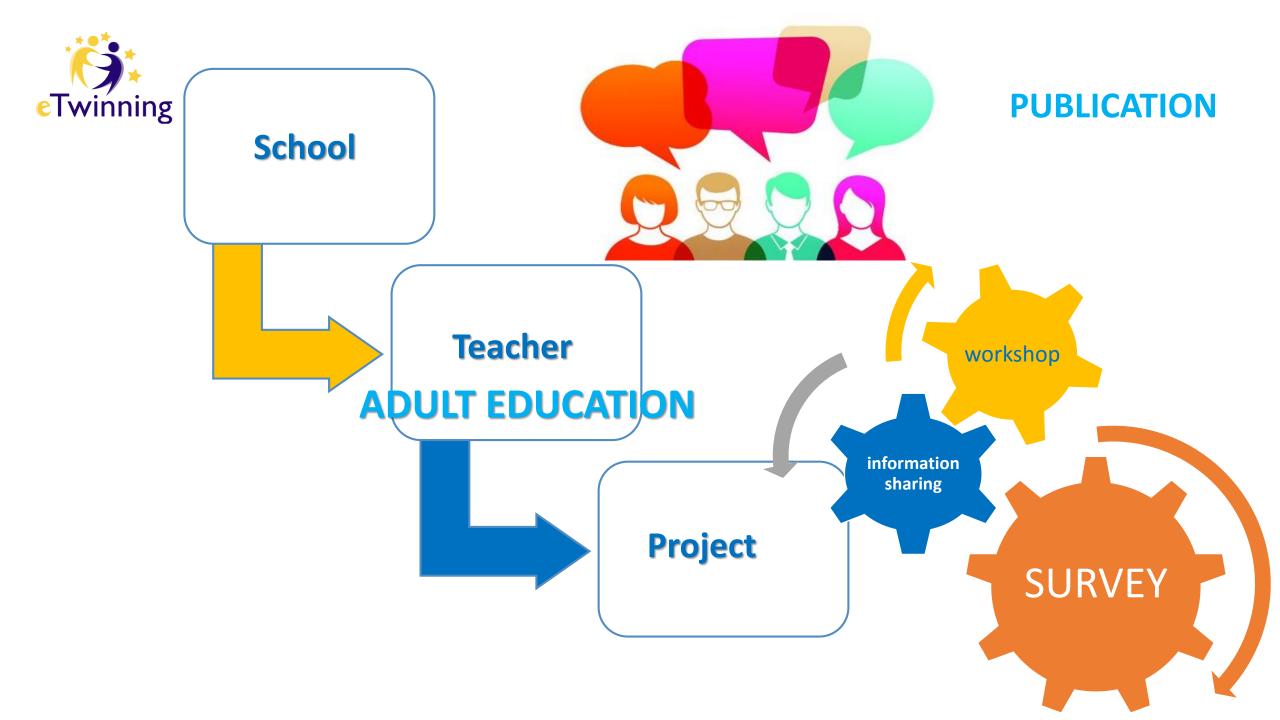
#### Participants in online events by country













# Thank you for your attention!



# Dr. Hülya BAL

National Support Service, TR Ambassador mail: <u>etwhlybl06@gmail.com</u> phone: 0 541 419 42 19 www.etwinning.net
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