ACTIVITY REPORT

Activity 25, 26, 27
Title of the activity:
A 25: Learning how to use new Technology in hiking (GPS, mobile telephone, heart rate)
A 26: Presentations on how to use Updated Technology related to hiking and outdoor activities: GPS, mobile phone, ipod ...
A 27: Geocaching: urban games based on a GPS is used to find hidden treasures and reveal parts of the history stories and legends about our countries

Teachers Responsible	Participating Teachers	Number of participating students	Duration of the activities	Location	Method of work
		45 students. All students involved in the project are linked to social media	All academic course	In classroom, in ICT laboratory	Groups, pairs or individually

Materials	Mobile phone, ipod, GPS
Final product	Multimedal presentation about the devices used during hiking
Aims of the activity	The students have learnt which new devises and apps can be useful for a trekking/hiking activity or any outdoor activity
Procedure	First the students have searched on the Net about the new technology , devises and apps and how they work; then they have prepared a presentationabout it; they also have practiced some of these devises and apps during the urban game to find hidden treasures

EVALUATION SHEET

Activity 25, 26, 27

Teacher's Assessment (From the teacher to the students)

Students'Attitude	Yes	No	Sometimes
1. Students were interested in the activity.	x		
2. Students were co-operative with the teacher and their peers.	x		

Students'Co-operativeness	Yes	No	Sometimes
3. Students were able to work in groups or pairs.	x		
4. Students were able to share ideas and knowledge.	x		

Students'Autonomy	Yes	No	Sometimes
5. Students were able to plan and organise their own work.	x		
6. Students were able to use different sources of information.			x

Students'creativity	Yes	No	Sometimes
7. Students have shown original thought, initiative and inventiveness.	x		

Concepts learnt by students	Yes	No	Sometimes
8. Students have learnt different concepts related to the Topic.	x		

Presentation	Yes	No	Sometimes
9. Students have presented their work neatly and in an ordered manner.	x		

Students'Assessment (*From the student to the activity*)

Evaluate the activity: The activity has been useful…	Yes	No	Sometimes
1. To learn things which I didn't know about the task.	x		
2. To enjoy with an extra-curricular activity.	x		
3. To learn to co-operate with my peers.	x		
4. To get to know what an European Project is like.	x		
5. To get to know other countries much better.	x		
6. To learn what things are called in other languages.	x		
7. Did you like the activity/task?	x		

Final Evaluation of the activity/task

The students showed very interested and motivated in this activity just because they learnt about new technology, devises and apps they like a lot and how they could be used in outdoor activities.They had the opportunity to practise some of them in the urban game and it was a real fun. Moreover the game made them know more about the history of their town: Learning by playing resulted a very good experience for them, especially because they can use all the information they got for tourists who in our town are many in all seasons.