



ACTIVITY REPORT

Activity:	41.	44
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Title: Quiz game with terminology and content about the project Citizenship Present to Future

Teachers Responsible	Participating Teachers	Number of participating students	Duration of the activities		Method of work
		15	1 month	In the classroom,	In pairs and individually

Materials	Laptop WIFI connection Internet , CDE (Centro di Documentazione Europea)
Final product	Kahoot Quiz
Aims of the activity	- Promoting students' knowledge about: the history of european integration, the european Treaties; The European programmes for education; European instituions Getting the students aware of their rights and duties as european citizens; Let the students understand the european challenges and opportunities for the present and future generations Increasing students' digital skills; Improve students' communicative skills:





The teacher asked students to reflect on the meaning of citizenship in terms f italian and euopean citizenship; The students were provided with a sitography and were asked to work in groups after having chosen a a topic among the one given in a list.

Each group was in charge of searching information on the chosen topic on their own and prepare presentations to share their information with the classa t a specified time.

Procedure

After having collected and shared as much information as possible among the other groups n the class , so that everyone in the class knew what the other groups had found out there was a debate to enhance students express their feed back and reactions to what they had learned about European Union. Then , each group had to prepare two questions for the final quiz, The questions were based on the other group's reasearches and materials.

Finally , when all the questions were ready and corrected by the teacher , the students prepared the Kahoot quiz which was played during the mobility in Italy (C4).

EVALUATION SHEET

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

7. Students have shown original thought, initiative and inventiveness.

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

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

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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 a non traditional -curricular activity.	X			
3. To learn to co-operate with my peers.	X			
4. To get to know what an European Projelife situationct is like.	X			
5. To get to know peers from 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

In spite of the difficulty of the topic the students got very interested in learning about it which is not studied in the conventional curricula.

Students liked the topic so much that some of them did more specific researches because they got curious to know issues which indeed, impact everyone's life as well as the young.

Finally, they enjoyed to create the quiz; they prepared the questions with multiple choices, they selected videos and pictures to insert in the quiz.

When the quiz was palyed with our partners, the students were happy to realize that they had created a game which was only apparently easy; actually some question were challenging even for teachers, yet, it was enjoyble because Kahoot is in the form of a competition, therefore in the end there is a winner.