

Template for sharing of ideas, activities, and materials between European teachers



EDUCATION  
OUT OF THE BOX

<b>Title</b>	Out of the box game
<b>Learners' age</b>	<b>From 3</b>
<b>Approximate duration</b>	<b>30 minutes</b>

<b>Subject</b> (please check X)				
<input type="checkbox"/> mother language	<input type="checkbox"/> art and culture	<input type="checkbox"/> mathematics	<input type="checkbox"/> sciences	<input checked="" type="checkbox"/> technology
<input type="checkbox"/> philosophy/religions	<input type="checkbox"/> history	<input type="checkbox"/> geography	<input type="checkbox"/> music	<input type="checkbox"/> physical education
<input type="checkbox"/> ICT :	<input checked="" type="checkbox"/> other : Creativity			

<b>Learning objectives</b>	<b>Development of critical thinking for creativity</b> <b>Encourage creativity</b> <b>Development of internet use</b>
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<b>21<sup>st</sup> century skills that activity will improve</b>	
<i>Life competence</i>	<i>Digital competence</i>
<input type="checkbox"/> Personal self-regulation flexibility wellbeing	<input type="checkbox"/> Information and media literacy understand the content in digital environment create and adapt a search access to digital information and navigate between them
<input type="checkbox"/> Social empathy communication collaboration	<input type="checkbox"/> Communication and collaborative learning interact through a variety of digital technologies be aware of behavioural norms share digital content with others protect one's own reputation
<input type="checkbox"/> Learning to learn growth mindset critical thinking managing learning	<input checked="" type="checkbox"/> Digital content use and creation use digital technologies to visualize and understand concepts create, modify or edit digital content in different formats plan and develop a sequence of understandable instructions (code)
<input checked="" type="checkbox"/> Creativity curiosity open-Mindedness imagination problem solving	<input type="checkbox"/> Responsible use protect devices and understand risks and threats understand safety and security measures

<b>What would you like to share?</b>		
<input type="checkbox"/> classroom activity	<input type="checkbox"/> online activity	<input type="checkbox"/> outdoor activity
<input checked="" type="checkbox"/> in-school activity <input type="checkbox"/> teacher guidance <input type="checkbox"/> autonomous	<input checked="" type="checkbox"/> at home activity <input type="checkbox"/> parental guidance <input type="checkbox"/> autonomous	
<input type="checkbox"/> video	<input type="checkbox"/> information document	
<input type="checkbox"/> digital game for children	<input type="checkbox"/> powerpoint presentation	
other :		

<b>Resources required</b>	
Human	no
Material	Computer - mail account
Digital	yes

**If you are sharing an activity, please also complete the following:**

**Description/instructions of the activity/activities**

*Please describe here the activity/activities you want to share, in as much detail as possible.*

For this activity, you will need to present them with an ordinary object. As this is an online game, the child will receive the object by mail and will have to answer by mail. Then you will ask them how this could be used for something other than its first purpose. Imagine you present them with a glass. Students will think creatively about other ways a glass can be used. Examples might include a jar, a piggy bank, a drink, and so on. The child can also attach the mail with a picture of the other object.

**Evaluation of the activity/activities**

*If an activity evaluation is planned in your process, please add it here. This evaluation can relate to the achievements of the activity or the experience of the activity.*