

ASIA-EUROPE CLASSROOM NETWORK (AEC-NET) PROJECTS FOR 2011/2012



PROJECT FACTSHEET

NAME AND CONTACT DETAILS OF PROJECT CO-ORDINATOR(S)

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COUNTRY:

Singapore

PROPOSED PROJECT NAME:

Cosmopolitan's Passport

PROJECT DESCRIPTION / SUMMARY

A cosmopolitan is one who shows interests in the places of attractions, festivals and events and culture. In this project, participants will take up the role of a cosmopolitan who will explore their cultural heritage and traditions and places of interest. They will look into the characteristics of their neighbourhood/region/country.

Participating schools will organize groups of students from their school to collaborate with other participants from other schools.

- A.** Participants will research the following areas:
- Places of attraction (E.g. protected sites, World Heritage Sites, National Parks, nature reserves)
 - Festivities and events (E.g. Thaipusam, Chingay Parade, Vesak Day)
 - Culture: Focusing on the lifestyles and common things people of the country do
- B.** Participants will come up with on site reporting articles or video for each of the area of focus, reviewing on the history and beauty of destinations, the local culture as well as festivities and events. Participants are encouraged to express their articles in at least two languages, one in

English and another of their own choice.

- C.** With the information, participants will design and create a board/card game to introduce the neighbourhood/region/country on their specific interest on places of attraction, festivities and events and culture.

Product should include:

- Instructions on how to play the game
- Scoring system

Throughout the project, participants will engage in conversations with one another via the project platform. Explore in their areas of interests by relating to one another about their cultures and lifestyles they would like to report on. Reflect upon their own experiences and challenges of being a cosmopolitan, their thoughts and process of the writing the articles. Participate in online live chats to know one another better. View the work of other groups and experience the tours created for them. Participants will reflect upon the works of other teams.

RATIONALE FOR THE PROJECT:

The project aims to have the following outcomes:

- Allow participants to share and exchange knowledge and experiences in a personal setting with others from different cultures and geographical regions, thereby promoting global awareness among participants.
- Foster deeper understanding and greater appreciation for cultural diversity between participants of different countries and building friendships.
- Enable participants to gain ownership of their learning process, strengthen the collaborative skills through research and exchange of ideas on the ICT platform and working effectively as a team.
- Development of self-directed inquiry by applying creative and critical thinking skills in the interpretation of information.
- Enhance the level of awareness in participants of their own country as a tourist destination and the importance of the tourism industry.

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:

Participants have to contribute in the following areas:

- Participants will write a self-portrait of and familiarize themselves with the project portal and project members from other schools.
- Research on areas of interest: Places of attractions, festivals and events, culture and lifestyles.
- Compare and contrast between countries' festivals and events and lifestyles.
- Design and create a board/card game to promote global awareness.
- Participants will come up with on site reporting articles or video for each of the following areas:
 - Places of attraction (E.g. protected sites, World Heritage Sites, National Parks, nature reserves)
 - Festivities and events (E.g. Thaipusam, Chingay Parade, Vesak Day)
 - Culture: Focusing on the lifestyles and common things people of the country do
- Participants will visit at least one of the destinations in the designed itinerary to come up with one on site reporting video covering one of the above three areas.
- Present the information on the ICT project platform.
- View each others' work and reflect upon the games created for them through the on site reporting articles or video.
- Create and contribute to discussions on "Festivities and Events", "Places of attractions" or "Culture".
- Attend online discussions / live chats and interact with other participants through the use of communication tools available on the ICT platform.
- Participate in online feedback session.

EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:

Same as above.

MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students : 6 – 10 schools / any number of students from each school will be good (200 students)
Students Age Group : 12-19
Level of English : Basic

PROPOSED DURATION OF PROJECT (PLEASE STATE TENTATIVE START AND END DATE):

Duration : 6 months
Start Date : 1 January 2012
End Date : 29 June 2012

ICT TOOLS / SOFTWARE REQUIRED:

- Word processing tools
- Internet access
- Photoshop
- Video and audio recording and editing softwares
- Cameras
- Video cameras

ADDITIONAL RESOURCES NEEDED:

- Optional:
- IT resources for making video clip (Window Movie Maker)
 - PowerPoint for presentation
 - Video Camera
 - Sound recording devices
 - Street directories and map.

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