



# ASEF Classroom Network #ASEFClassNet Online Collaboration 2017

## Proposal

The [ASEF Classroom Network](#) provides opportunities for online collaborative learning and intercultural exchanges between students and teachers of secondary, high and vocational schools across Asia and Europe.

Since 2001, the Online Collaborations have been a core part of the ASEF Classroom Network's activities, which seek to enhance:

- intercultural understanding
- knowledge-sharing between students and teachers in Asia and Europe
- teamwork
- use of ICT

This is a template for teachers who wish to propose an Online Collaboration, and invite other teachers from schools across Asia and Europe to join their activity. The closing date for the submission of the new proposals is **31 December 2016**.

Based on the four goals of the ASEF Classroom Network, the 6 most outstanding Online Collaborations will receive an Award at next year's annual ASEF ClassNet Conference.

Thank you for your interest, and ASEF looks forward to learning more about your proposal.

### 1. Title of the Online Collaboration (Max. 8 words)

Guess The Code

### 2. Name and contact details of project co-ordinator(s)

Mrs Zsuzsanna SZALAYNÉ TAHY  
Teacher  
Budapest XIV. Kerületi Szent István Gimnázium  
Ajtósi Dürer sor 15.  
H-1146 Budapest  
Hungary  
E: sztzs@szigbp.hu  
W: <http://szigbp.hu>

### 3. School description (Max. 30 words)

SzIG is one of the top 10 school in Hungary. Many students have outstanding results in maths, informatics and science subjects as well as in arts.

#### 4. Description (Max. 200 words)

Applications are programs. Programs were written by programmers. Programmers write codes, and implement algorithms. It is not magic; it is rational ... and even guessable. If you have some problem with an application you have to think how it works. You have to guess the code behind the surface. There are hundreds and thousands of questions that participants could ask and try to answer by exploring applications. Through this exercise, students will meet several problems and will practice to solve them.

This year we are focusing on efficiency and national specialities:

1. What is the fastest method of solving a problem? How reusable is that solution? How much memory and processor time is needed for it? Participant will test solutions and measure the efficiency. (For example: What is the minimum number of operations you should do to depict a flag? How many random numbers should you generate to get 1 minute break while your spreadsheet is counting?)

2. What kind of problems are described in national exams? Can we prepare each other's IT exams? What are the cultural and language specialities? What is global in IT curriculums?

#### 5. Please provide 3 hashtags for your Online Collaboration

#EfficiencyInITApplication  
#ComputationalThinking  
#InternationalITKnowledge

#### 6. The Online Collaboration falls under the main theme of: Please tick (✓) one main theme

- |  |  |
|--|--|
| <input type="checkbox"/> Culture                               | <input type="checkbox"/> Education                       |
| <input type="checkbox"/> Environment & Sustainable Development | <input type="checkbox"/> Health                          |
| <input type="checkbox"/> History                               | <input type="checkbox"/> Media                           |
| <input type="checkbox"/> Others. Please specify below:         | <input checked="" type="checkbox"/> Science & Technology |

#### 7. Duration of the Online Collaboration (Please state start and end date):

Start Date : 01/03/2017

End Date : 30/06/2017

Duration : 4 months

## 8. Expected no. of schools/students involved and level of language and ICT skills

No. of Schools in total	:	6 or more
No. of Students in total	:	20 or more
Students Age Group	:	16–20
Level of English	:	Advanced
Level of ICT Skills	:	Intermediate

## 9. ICT tools/software required

Please tick (✓) as appropriate)

<u>Word processing software</u>	<u>Video conference tools</u>	<u>Storage tools</u>
<input type="checkbox"/> Adobe Acrobat Reader	<input type="checkbox"/> Skype	<input checked="" type="checkbox"/> Dropbox
<input checked="" type="checkbox"/> Google Docs/Sheets	<input type="checkbox"/> Viber	<input checked="" type="checkbox"/> Google Drive
<input checked="" type="checkbox"/> Microsoft Word/Excel	<input type="checkbox"/> Vyew	<input checked="" type="checkbox"/> iCloud
<input type="checkbox"/> Scribd	<input type="checkbox"/> Wechat	
<input type="checkbox"/> Wordpress		
<u>Social media</u>	<u>Image editing software</u>	<u>Online collaboration</u>
<input type="checkbox"/> Ask.fm	<input type="checkbox"/> Adobe Illustrator	<input type="checkbox"/> Mindmeister
<input checked="" type="checkbox"/> Facebook	<input type="checkbox"/> Adobe Lightroom	<input type="checkbox"/> Slack
<input type="checkbox"/> Flickr	<input type="checkbox"/> Adobe Photoshop	<input type="checkbox"/> Telegram
<input type="checkbox"/> Instagram	<input type="checkbox"/> BeFunky (online)	<input type="checkbox"/> Trello
<input type="checkbox"/> Pinterest	<input type="checkbox"/> Sketch (Mac only)	
<input type="checkbox"/> Tumblr		
<input type="checkbox"/> Twitter		
<input type="checkbox"/> Weibo		
<u>Video/audio editing software</u>	<u>Presentation</u>	<u>App development</u>
<input type="checkbox"/> Adobe Premiere	<input checked="" type="checkbox"/> Google slides	<input type="checkbox"/> Adobe Flash builder
<input checked="" type="checkbox"/> Audcity	<input checked="" type="checkbox"/> Microsoft Powerpoint	<input type="checkbox"/> Alpha Software
<input type="checkbox"/> Garageband (Mac only)	<input checked="" type="checkbox"/> Prezi	<input type="checkbox"/> Appy Pie
<input type="checkbox"/> Soundcloud		
<input checked="" type="checkbox"/> Windows Movie Maker		

Youtube

Others, please specify:

Any software used or learnt by participant

**10. Other resources needed:**  
(Please tick (✓) as appropriate)

Camera                       E-reader                       OHP

Desktop Computer/Laptop    GoPro                       Phones

Digital Projector               Interactive Whiteboard       Tablet

Voice Recording Devices    NA

Others (please specify)

Any resources used by students in school

**11. Learning objectives and outcomes for teachers and students**  
(Please list at least 3 learning objectives and outcomes for teachers and students respectively.)

Learning Objectives	Outcomes
<b>Teachers should join to:</b>	<b>For Teachers:</b>
1. Organize local group and keep contact with partners	1. Completed local group work as part of project
2. Organize efficiency tests	2. Improved collaboration for effective testing
3. Organize exams and their evaluation	3. Improved cognition of other countries' curricula
<b>Students will learn to:</b>	<b>For Students:</b>
1. Plan and implement research	1. Improved understanding of why it is important to know and use different methods when searching for the solution to a typical problem.
2. Plan and implement effective solutions to definite problems	2. Higher level in problem solving and computational thinking
3. Understand the requirements of IT knowledge in other countries	3. Improved understanding of the international and national aspects of exams.

## 12. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
<b><u>Phase 1 (March 2017)</u></b>			
▪ Set-up Facebook group and invite members to the group	✓		
▪ Self-introduction by all participating members		✓	✓
▪ Define problems and suggest exams for testing	✓	✓	✓
▪ Match the Group works between Asian and European Schools	✓		
<b><u>Phase 2 (April to May 2017)</u></b>			
▪ Research and share information found in local groups		✓	✓
▪ Prepare others exams		✓	✓
▪ Upload information on an online platform		✓	✓
<b><u>Phase 3 (May to June 2017)</u></b>			
▪ Collect experience	✓	✓	✓
<b><u>Phase 4 (End June 2017)</u></b>			
▪ Feedback and evaluation	✓	✓	✓

For further details about this online collaboration, please contact the coordinator.

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