



# 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)

Trivial Pursuit: World War 2 Edition

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

Dr Eline WESTERHOUT  
Teacher  
Christelijk College Nassau-Veluwe  
Stationslaan 26  
3842 LA Harderwijk  
The Netherlands  
E: e.westerhout@ccnv.nl  
W: <http://www.ccnv.nl>

Ms Sarah KOOPMANS  
Teacher  
Christelijk College Nassau-Veluwe  
Stationslaan 26  
3842 LA Harderwijk  
The Netherlands  
E: s.koopmans@ccnv.nl  
W: <http://www.ccnv.nl>

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

Christelijk College Nassau-Veluwe (CCNV) is a secondary school with a long history. As a UNESCO school we have been involved in projects and exchanges that are mainly stemmed from the ASEF network.

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

Though the focus of this project remains on the Second World War, it is very different from the ones on which we collaborated back in 2013 and 2016. By utilizing movies/films, a source that every country has, students will explore the Second World War history of other countries, as well as their own country. Students will watch and review the top 5 movies/films about the Second World War as recommended by their peers.

This initial phase of this project will then be used as a basis for creating the final product - the infamous board game: Trivial Pursuit. Throughout this project students are encouraged to use movies/films as well as an existing database called iWitness to collect information needed before they could produce a variety of questions and answers that will eventually make up the collaborative Trivial Pursuit board game based on the Second World War. It is our aim to test the usability of this board game by organising at least a round of Trivial Pursuit via Skype with the participants of this project.

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

#ww2movies  
#learnww2asiaeurope  
#usingtrivialpursuitineducation

#### 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 checked="" type="checkbox"/> History                    | <input type="checkbox"/> Media                |
| <input type="checkbox"/> Others. Please specify below:         | <input type="checkbox"/> Science & Technology |

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

Start Date : 01/03/2017  
End Date : 30/07/2017  
Duration : 4 months

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

No. of Schools in total : 6  
No. of Students in total : 60  
Students Age Group : 13-18

Level of English : Intermediate

Level of ICT Skills : Intermediate

**9. ICT tools/software required**  
Please tick (✓) as appropriate)

Word processing software

- Adobe Acrobat Reader
- Google Docs/Sheets
- Microsoft Word/Excel
- Scribd
- Wordpress

Video conference tools

- Skype
- Viber
- Vyew
- Wechat

Storage tools

- Dropbox
- Google Drive
- iCloud

Social media

- Ask.fm
- Facebook
- Flickr
- Instagram
- Pinterest
- Tumblr
- Twitter
- Weibo

Image editing software

- Adobe Illustrator
- Adobe Lightroom
- Adobe Photoshop
- BeFunky (online)
- Sketch (Mac only)

Online collaboration

- Mindmeister
- Slack
- Telegram
- Trello

Video/audio editing software

- Adobe Premiere
- Audacity
- Garageband (Mac only)
- Soundcloud
- Windows Movie Maker
- Youtube
- Others, please specify:

Presentation

- Google slides
- Microsoft Powerpoint
- Prezi

App development

- Adobe Flash builder
- Alpha Software
- Appy Pie

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

<input checked="" type="checkbox"/> Camera	<input type="checkbox"/> E-reader	<input type="checkbox"/> OHP
<input checked="" type="checkbox"/> Desktop Computer/Laptop	<input type="checkbox"/> GoPro	<input checked="" type="checkbox"/> Phones
<input type="checkbox"/> Digital Projector	<input type="checkbox"/> Interactive Whiteboard	<input checked="" type="checkbox"/> Tablet
<input checked="" type="checkbox"/> Voice Recording Devices	<input type="checkbox"/> NA	
<input type="checkbox"/> Others (please specify)		

**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. Utilize video reviews made by students in their lessons (flipping the classroom method)	1. A collection of WW2 movies/films that can be used for subjects such as History, Language and the Arts, Media, etc. as well as video reviews of students
2. Encourage learner autonomy in a task-based learning	2. Take upon the role of a facilitator instead of a teacher, whilst guiding students through the tasks in the project
3. Motivate students to learn about WW2 through exploration	3. Trivial Pursuit is a fun way of learning about WW2 and thus the learning process will be more engaging and livelier
<b>Students will learn to:</b>	<b>For Students:</b>
1. Create video reviews	1. Video reviews of movies/films that are recommended by their peers
2. Pre-select top 5 WW2 movies/films of their country that they would like to recommend to their peers	2. Weigh the pros and cons of each movie and make a good judgment before a top 5 list is shared with all members of the project group
3. Filter and assess the information gained by watching the movies/films and the database (iWitness) before proceeding to the creation of questions for the Trivial Pursuit board game	3. A workable Trivial Pursuit board game that can be played with their own school participants as well as the participants from other countries. A Skype session should be done at least once to assess the usability of the game

## 12. Timeline and activities of the Online Collaboration

	<u>Main Coordinator</u>	<u>Teachers</u>	<u>Students</u>
<b><i>Phase 1 (March 2017)</i></b>			
▪ Set-up Facebook group and invite members to the group	✓		
▪ Self-introduction by all participating members		✓	✓
▪ Share a top 5 WW2 movies/films lists on Facebook group and watch the movies/films recommended			✓
<b><i>Phase 2 (March to April 2017)</i></b>			
▪ Create video reviews based on their watched movies/films and upload the links to <a href="http://www.ohie.eu">http://www.ohie.eu</a>	✓		✓
▪ Explore the iWitness database to gain more insight into the real stories of eyewitnesses across the world	✓	✓	✓
▪ Create questions in preparation of the Trivial Pursuit board game			✓
<b><i>Phase 3 (May to June 2017)</i></b>			
▪ Create a collaborative Trivial Pursuit board game		✓	✓
▪ Share the finished product online using a suitable platform, as well as play the game online via Skype	✓	✓	✓
<b><i>Phase 4 (July 2017)</i></b>			
▪ Feedback and evaluation	✓	✓	✓

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

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