



ASEF Classroom Network (ClassNet) ASEF ClassNet Online Collaboration 2016

Factsheet

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

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NAME AND MAILING ADDRESS OF HIGH SCHOOL OR SECONDARY SCHOOL:

Al Azhar 1 Islamic Junior High School
Sisingamangaraja Street, Kebayoran Baru
South Jakarta
Indonesia

COUNTRY:

Indonesia

PROPOSED PROJECT NAME:

My Country, Your Country

PROJECT DESCRIPTION / SUMMARY

In “My Country, Your Country”, students will create their country geographically through Minecraft and Kodu. This provides for an interactive, engaging and fun way to study the geography of all ASEM member countries, as well as a fun way to learn coding. Students will be able to communicate over the platforms themselves, where they can also engage in each other’s worlds. Almost as if they were to visit their peers. Furthermore, the students can post screenshots of their masterpieces on Facebook.

OBJECTIVES AND EXPECTED OUTCOME OF THE PROJECT:

The objectives of the project are to:

- Know the landscape of ASEM countries
- Allow students to learn and experience coding
- Foster collaboration among the students
- Exchange and share information on technology through various discussions

Expected Outcome

Tangible

- Creation of a digital landscape map and images
- Spatial
- Landscape image

Intangible

- Landscape potential

TIMELINE AND PHASES OF THE PROJECT

Phase 1 (January 2016)

- Set-up Facebook group and invite members to the group
- Self-introduction by all participating members
- Match the Group works between Asian and European Schools

Phase 2 (February to March 2016)

- Research and share landscape in their country
- Exchange information about country
- Upload information on online platform

Phase 3 (April to May 2016)

- Showcase of the landscape their countries through an exhibition

Phase 4 (May – June 2016)

- Feedback and evaluation

EXPECTED CONTRIBUTION FROM ASIAN SCHOOLS/STUDENTS:

Actively engage in the project so to build understanding among the participants and minimise stereotypes.

EXPECTED CONTRIBUTION FROM EUROPEAN SCHOOLS/STUDENTS:

As above.

THE PROJECT FALLS UNDER THE MAIN THEME FOR:

Please tick (✓) only one main theme

<input type="checkbox"/> Culture	<input type="checkbox"/> Governance
<input type="checkbox"/> Economy	<input type="checkbox"/> Public Health
<input type="checkbox"/> Education	<input type="checkbox"/> Sustainable Development
<input checked="" type="checkbox"/> Others. Please specify below: <u>Science & Technology</u>	

MINIMUM NUMBER OF SCHOOLS/STUDENTS INVOLVED:

No. of Schools / Students	:	2 schools / 4 students from each school
Students Age Group	:	13 – 15 years
Level of English	:	Basic

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

Duration	:	6 months
Start Date	:	15 January 2015
End Date	:	30 June 2015

ICT TOOLS / SOFTWARE REQUIRED:

<ul style="list-style-type: none">▪ Computer▪ Internet Access▪ Skype▪ Video call▪ Minecraft/Kodu
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ADDITIONAL RESOURCES NEEDED:

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