



ASEF Classroom Network #ASEFClassNet Online Collaboration 2017

Proposal

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

Guess The Code

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

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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)

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

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

<input 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"/> Smart Phones
<input type="checkbox"/> Digital Projector	<input type="checkbox"/> Interactive Whiteboard	<input checked="" type="checkbox"/> Tablet
<input type="checkbox"/> Voice Recording Devices	<input type="checkbox"/> NA	
<input checked="" type="checkbox"/> 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
Teachers should join to:	For Teachers:
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
Students will learn to:	For Students:
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>
<i>Phase 1 (March 2017)</i>			
▪ 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	✓		
<i>Phase 2 (April to May 2017)</i>			
▪ Research and share information found in local groups		✓	✓
▪ Prepare others exams		✓	✓
▪ Upload information on an online platform		✓	✓
<i>Phase 3 (May to June 2017)</i>			
▪ Collect experience	✓	✓	✓
<i>Phase 4 (End June 2017)</i>			
▪ Feedback and evaluation	✓	✓	✓

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

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