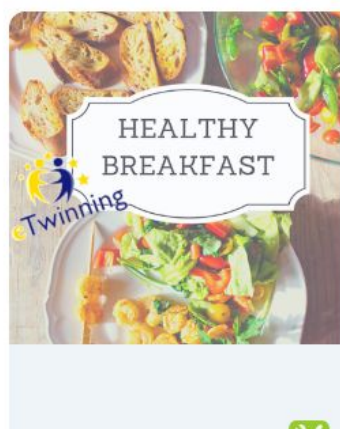




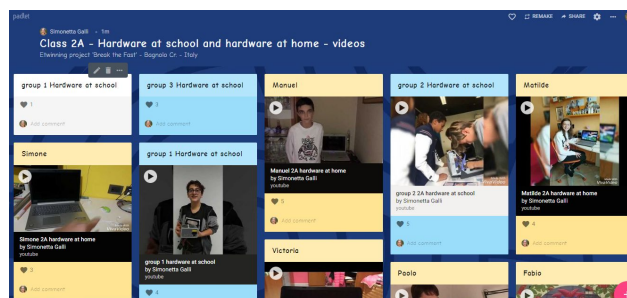
## Break the fast



The general goal is to help students become aware of the importance breakfast has in our healthy life. By using digital tools to communicate and work cooperatively, students will compare the ways they have breakfast every day. Following the ICT and science syllabus and using suitable tools in each unit, students will create and share final coding games to self-assess their science knowledges related to nutrients, food and healthy breakfast as well as their digital and English skills. The project will be inclusive because it aims to involve all pupils in cooperative tasks according to their mixed abilities.

Le classi 2A e 2B della scuola secondaria di Bagnolo hanno aderito al progetto eTwinning **'Break the Fast'** in lingua inglese durato tutto l'anno e che ha avuto come obiettivo principale quello di sensibilizzare gli alunni rispetto all'importanza della colazione come pasto più importante della giornata. I partner del progetto, oltre a IC Querini di Venezia, sono state altre scuole di stati europei come Spagna, promotrice insieme all'altro istituto italiano, Turchia, Romania e Albania.

Questo progetto si è perfettamente inserito in altri più ampi già consolidati: la EUROPE CODE WEEK e CODING (con l'UDA 'Scopriamo l'Hardware' e gamification con scratch), progetti che coinvolgono tutto l'istituto, e il percorso interdisciplinare sull'Alimentazione che le classi seconde affrontano sempre ogni anno, da vari punti di vista e nella varie discipline. E' importante sottolineare la valenza inclusiva delle varie attività che hanno visto lavorare insieme tutti gli alunni per portare a termine compiti cooperativi.





Gli step del progetto sono stati molti e articolati e hanno richiesto l'uso costante di strumenti digitali e App per la didattica, e la comunicazione in lingua inglese con i partner attraverso i forum.

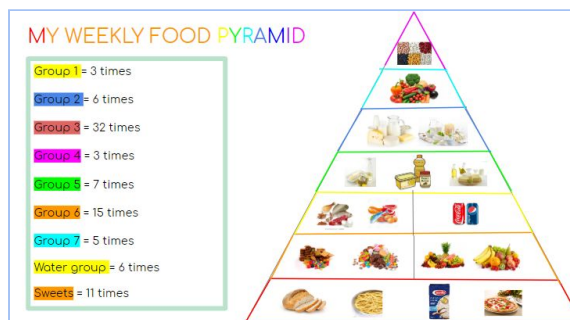
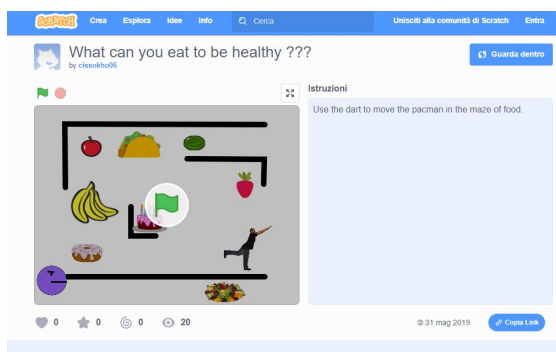
## 2. Activities

- 2.1. Warm up activity: Update your profile
  - 2.1.1. Introduce yourself!
- 2.2. Hardware
  - 2.2.1. HUMAN BODY as hardware
- 2.3. Software
  - 2.3.1. FOOD as software
- 2.3. The Internet
- 2.4. Digital imaging
  - 2.4.1. Logo competition
- 2.5. Coding

Molto importante è stato nella fase finale il coinvolgimento degli alunni nella creazione del logo e nella votazione, oltre che ovviamente nell'attività di autovalutazione e feedback sul progetto.



scienze apprese. I ragazzi hanno mostrato molta creatività e competenza oltre che senso di responsabilità rispetto alla esafety.



**I.C. 'Rita Levi-Montalcini'** - Bagnolo Cr. Italy: 2A and 2B with English and Technology Teachers

### Scratch

<https://scratch.mit.edu/projects/305655521> by Baidy 2A

<https://scratch.mit.edu/projects/287974176> by Fatma 2A

<https://scratch.mit.edu/projects/295108618> by Giorgia L. 2A

### Learning Apps

#### Match the couples

<https://learningapps.org/watch?v=pjhib6xrt19> by Simone 2A

<https://learningapps.org/watch?v=pjunb8ujj19> by Naresh 2B

<https://learningapps.org/watch?v=p9dzhe9wk19> by Fatma 2A

#### The Millionaire

<https://learningapps.org/watch?v=p0j8ww52319> by Fatma 2A

### Crosswords

<https://learningapps.org/watch?v=pk4zzxggc19> by Fatma 2A

<https://learningapps.org/watch?v=pdmjp2kkc19> by Fabio 2A

<https://learningapps.org/view7443044> by Martina 2A

<https://learningapps.org/watch?v=pzfuvbc0c19> by Victoria 2A

<https://learningapps.org/watch?v=pmmocm7sa19> by Edoardo and Renato 2A

## Crucipuzzle

<https://learningapps.org/watch?v=pgruiqdh219> by Fatma 2A

<https://learningapps.org/watch?v=p5njriuz319> by Matilde and Melissa 2A

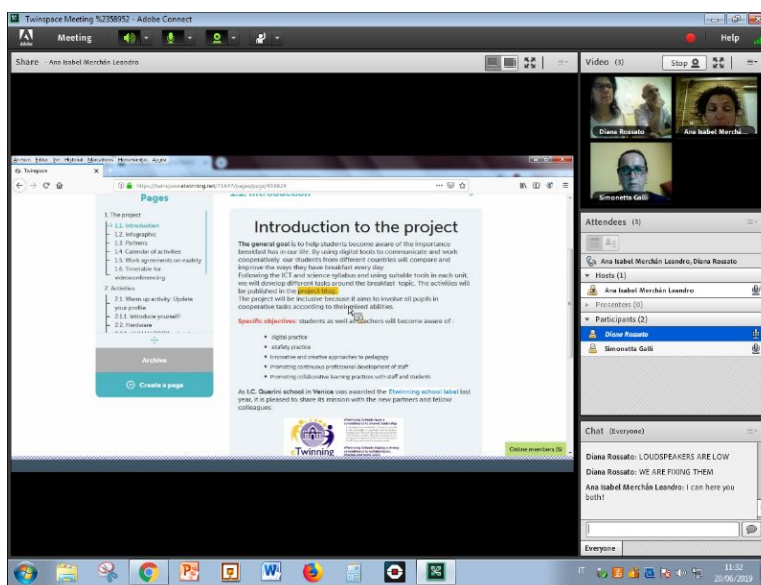
## Memory

<https://learningapps.org/watch?v=pqvsbjeu319> by Filippo and Manuel 2A

## Puzzle

<https://learningapps.org/watch?v=phj8x67s219> by Fatma 2A

Il progetto è stato anche un momento importante per gli insegnanti della stessa scuola che hanno collaborato alla realizzazione delle varie fasi, ma anche per il scambio e confronto continuo con i docenti partner e Twinning durante incontri online sulla piattaforma.



The screenshot displays a Zoom meeting window. The main content area shows a shared document titled "Introduction to the project". The document text includes:

**Introduction to the project**

The general goal is to help students become aware of the most used breakfast food in our life. By using digital tools to communicate and work cooperatively our students from different countries will compare and improve the ways they have breakfast every day.

Following the ICT and science subject and using suitable tools in each unit, we will develop different tasks around the breakfast topic. The activities will be published in the **PROJECT BLOG**.

The project will be inclusive because it aims to involve all pupils in cooperative tasks according to their special abilities.

**Specific objectives:** students as well as teachers will become aware of:

- digital practice
- creative practice
- inclusive and creative approaches to pedagogy
- promoting continuous professional development of staff
- promoting collaborative learning practices with staff and outsiders.

At I.C. Quarta school in Venice was awarded the Twinning school label last year, it is pleased to share its mission with the new partners and fellow colleagues:

**Twinning**

The meeting interface includes a video gallery on the right with participants: Diana Rossato, Ana Isabel Merchán Leandra, and Simona Galli. Below the video gallery is an "Attendees" list showing the same three participants. A chat window at the bottom right shows messages from Diana Rossato and Ana Isabel Merchán Leandra.