

**Innovative Agile
Project Based
Learning**



Agile2Learn Exploitation Guide Annex III Other project ideas

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The list of topics:

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Title: Escape-Room Game		
1.	Author:	Helliwood
2.	Subject:	Mathematics
3.	Description of the project idea:	<p>The escape room game can be designed to challenge students to solve math problems and puzzles to escape the room.</p> <p>The game can be played in a physical location, such as a classroom or a school library, or it can be played virtually using online escape room platforms.</p>
4.	Steps to carry out the project:	<p>1. Define the storyline: Develop a storyline for the game that involves a math-related mystery or puzzle. Students might be tasked with solving a series of math problems to discover a hidden treasure or to stop a villain from carrying out an evil plan.</p> <p>2. Design the puzzles: Create a series of puzzles and challenges that require students to use their math skills to solve. These can include riddles, word problems, and logic puzzles.</p> <p>3. Set up the room: If the game is played in a physical location, set up the room to match the storyline of the game. This can include decorating the room with math-related props and clues, and hiding puzzles and challenges throughout the room.</p> <p>4. Create the game materials: Create the game materials, such as the puzzles, clues, and instructions. These can be printed out or distributed electronically.</p> <p>5. Playtest the game: Playtest the game with a group of students to make sure that the puzzles and challenges are appropriately challenging and engaging.</p>
5.	Tools supporting the implementation of the project:	<p>Puzzle creation software: There are several software tools available that allow you to create custom puzzles and challenges, such as crossword puzzles, logic puzzles, and word scrambles.</p> <p>Some popular options include Crossword Compiler, PuzzleMaker, and EclipseCrossword.</p> <p>Escape room software: If you are creating a virtual escape room game, there are several online platforms available that allow you to design and host your own escape room games.</p> <p>Some popular options include BreakoutEDU, Escape Room Creator, and Lock Paper Scissors.</p>

		<p>Collaboration tools: To facilitate teamwork and communication between team members, you can use collaboration tools such as Google Drive, Trello, Miro, Jira or Asana.</p> <p>These tools allow you to share files and documents, assign tasks, and track progress on the project.</p>
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Title: Language Learning Podcast		
1.	Author:	Helliwood
2.	Subject:	Languages
3.	Description of the project idea:	<p>A podcast series that helps students improve their language skills in a fun and engaging way.</p> <p>The Language Learning Podcast project involves creating a series of podcast episodes that focus on different aspects of language learning, such as grammar, vocabulary, pronunciation, and listening comprehension.</p> <p>Each episode should be around 15-20 minutes long, and should include a mix of instructional content, interactive activities, and engaging storytelling.</p> <p>The podcast can be created by the language teacher, or by a team of students who are interested in podcasting and language learning. To ensure that the podcast is effective and engaging, it's important to use agile methods and tools throughout the development process.</p>
4.	Steps to carry out the project:	<ol style="list-style-type: none"> 1. Define the project goals: Start by defining the objectives of your podcast project, such as what language you want to focus on, the target audience, and what you want to achieve with the podcast. 2. Identify the key stakeholders: Identify the people who will be involved in the project, such as your students, other teachers, and any guest speakers you might bring in to contribute to the podcast. 3. Plan your podcast episodes: Using Agile methodology, create a backlog of podcast topics and prioritize them according to their importance or relevance. Then, break down each topic into smaller tasks, estimate the time needed for each task, and plan your podcast episodes accordingly. 4. Review the progress made so far, discuss any challenges or roadblocks, and adjust the project plan as needed. 5. Hold daily stand-up meetings: These brief meetings are an opportunity for the team to discuss progress, obstacles, and plans for the day. It also helps to keep everyone on the same page.

		<p>6. Conduct sprint retrospectives: At the end of each sprint, gather your team and review what went well and what didn't. Use this information to make improvements in the next sprint.</p> <p>7. Release and repeat: After completing several sprints, you will have produced episodes for your podcast. Publish the episodes and continue working through the backlog in subsequent sprints.</p>
<p>5.</p>	<p>Tools supporting the implementation of the project:</p>	<p>Recording software: To record your podcast, you will need a recording software. Some popular options include Audacity, GarageBand, and Adobe Audition.</p> <p>Microphone: A good microphone is essential for recording clear audio. You can use a USB microphone, a dynamic microphone, or a condenser microphone depending on your budget and recording environment.</p> <p>Headphones: Headphones are important to monitor the audio quality during recording and editing. You can use over-ear headphones or in-ear earbuds depending on your preference.</p> <p>Editing software: After recording your podcast, you will need editing software to make any necessary adjustments. Some popular options include Audacity, GarageBand, and Adobe Audition.</p> <p>Royalty-free music and sound effects: To add background music or sound effects to your podcast, you can use royalty-free music websites such as YouTube Audio Library, AudioJungle, or Epidemic Sound.</p> <p>Transcription software: To create transcripts of your podcast, you can use transcription software such as Temi or Otter.ai.</p> <p>Hosting platform: To publish and distribute your podcast, you will need a hosting platform. Some popular options include Buzzsprout, Libsyn, and Podbean.</p>

Title: The Day of Europe		
1.	Author:	EPMA
2.	Subject:	<ul style="list-style-type: none"> • Geography • Language classes • Social science • History – in case it will be seen from the historical perspective
3.	Description of the project idea:	<p>The Day of Europe is a one whole day is dedicated to present one European country per class, which is randomly selected at the beginning of the competition.</p> <p>Students are asked to transform their classroom into the environment of that country and at the same time prepare a 10-minute programme for the evaluators, presenting the most famous customs, buildings, people, clothes, etc. of that country.</p> <p>Evaluators consists of teachers and a few students.</p> <p>The preparation starts a month or two before the Day and the whole class is responsible.</p> <p>At the end, there is a price for winners.</p>
4.	Steps to carry out the project:	<ol style="list-style-type: none"> 1. Selection a European country for each classroom. 2. Creation of an idea, how the presentation of the country can look and preparation of everything needed for the Day. 3. Presentation of the selected country by the class and evaluation of the judges 4. Points counting, winner announcement and prize awarding <p>Use Agile methods to:</p> <ul style="list-style-type: none"> • Define project goals (to define the objectives of the Day); • Identify the key stakeholders (such as your students, other teachers, the members of the jury that will evaluate the presentation) with support of user stories; • Plan the organisation of the Day - create a backlog of features/topics of country presentation and prioritize them according to their importance or relevance. Then, break down each feature/topic into smaller parts, estimate the time needed for designing them, and create the implementation plan of their creation accordingly (division of them into sprints) • Review the progress made so far, discuss any challenges or roadblocks, and adjust the project plan as needed by: <ul style="list-style-type: none"> ○ Organising daily stand-up meetings; ○ Encouraging open communication among the organizing team and involve students in decision-making;

		<ul style="list-style-type: none"> ○ Embracing change and adapting plans based on feedback from students and teachers; ○ Adjusting plans based on ongoing feedback to ensure the event aligns with participants' interests; ○ Using kanban board to visualize tasks and track their status; ○ Conducting sprint retrospectives to improve the next sprints. <p>DO NOT FORGET TO:</p> <ul style="list-style-type: none"> ● Acknowledge and celebrate both small and large achievements throughout the planning and execution phases. ● Recognize the efforts of the organizing team and participants to foster a positive and collaborative environment.
5.	Tools supporting the implementation of the project:	<p>The tools are left to the creativity of the class, the students come up with their own ideas of what they want to present in their classroom and get the necessary tools accordingly.</p> <p>Example tools:</p> <ul style="list-style-type: none"> ● Mind mapping tools for defining the project goals – Miro, Coggle ● Collaboration tools (for planning and organisation of the work flow): Google Drive, Trello, Miro, Jira or Asana. ● Graphic design tools to produce the promotional material – Canva, Padlet. ● Audiovisual tools – if audiovisual presentation will be part of the country presentation (smartphones to upload or create the content with supporting editing tools, interactive blackboards for the presentation). <p>The needed tools are awards, that will be given to the winner classes.</p>

Title: The Olympic games		
1.	Author:	EPMA
2.	Subject:	Multiple Subjects
3.	Description of the project idea:	<p>Olympic games are an annual 2–3-month event at the beginning of the school year. The aim of the Olympic game is to encourage team building, competition, intellectual and physical development of the student body, and most importantly, fun!</p> <p>The Olympics is a student activity and is organized by students from third grade classes (mostly 2 classes and class before the one that is just ending).</p> <p>Each Olympics has a name or mascot, which often forms the whole story of the Games. The name is made up by the organising team (just checked by the school management).</p> <p>Competitions are held in sports (individual and team sports), arts (from karaoke to drama), science (all subjects), non-traditional (e.g., pedal toss) and special (randomly created) events.</p> <p>The Olympic Games are officially opened during the Opening Ceremony, which is usually held on the second Friday of the school year in the schoolyard. The Olympic flame is lit, the name of the Olympics is introduced, and the Games can begin.</p> <p>The culmination of the Olympic Games is the gala programme at the beginning of December, during which the best performances from the artistic disciplines are performed and the results for the individual disciplines as well as the overall standings are announced.</p>
4.	Steps to carry out the project:	<ol style="list-style-type: none"> 1. Creation of the name and preparation for the opening ceremonial. 2. Opening ceremonial. 3. The course of the competition and individual disciplines in sport, science, non-traditional, arts, and special. 4. The closing Ceremony with the presentation of the best performances, winner announcement and prize awarding. <p>Use Agile methods to:</p> <ul style="list-style-type: none"> • Define user stories for the project idea; • Identify the key stakeholders (such as your students, the members of the jury that will evaluate the best results) with support of user stories;

		<ul style="list-style-type: none"> • Plan the implementation of the project - create a backlog the steps to carry out the project and prioritize them according to their importance or relevance. Then, break down each step, estimate the time needed for their development, and create the implementation plan of their creation accordingly (division of them into sprints); • Review the progress made so far, discuss any challenges or roadblocks, and adjust the project plan as needed by: <ul style="list-style-type: none"> ○ Organising daily stand-up meetings; ○ Encouraging open communication among the organizing team and involve students in decision-making; ○ Embracing change and adapting plans based on feedback from students and teachers; ○ Adjusting plans based on ongoing feedback to ensure the event aligns with participants' interests; ○ Using kanban board to visualize tasks and track their status; ○ Conducting sprint retrospectives to improve the next sprints. <p>DO NOT FORGET TO:</p> <ul style="list-style-type: none"> • Acknowledge and celebrate both small and large achievements throughout the planning and execution phases. <p>Recognize the efforts of the organizing team and participants to foster a positive and collaborative environment.</p>
5.	Tools supporting the implementation of the project:	<p>The needed tools are within the competence of the class's organisers.</p> <p>Collaboration tools: To facilitate teamwork and communication between team members, you can use collaboration tools such as Google Drive, Trello, Miro, Jira or Asana. To oversee the implementation of tasks, Kanban boards are very helpful tools to use.</p> <p>To develop the project structure, mind-mapping tools can be used: Miro, Coggle or Lucidparks.</p> <p>For promotion and graphic design of promotional material: Canva graphic design tool.</p>

Title: Interdisciplinary Café		
1.	Author:	Consorzio Ro.Ma
2.	Subject:	Multiple Subjects
3.	Description of the project idea:	<p>Interdisciplinary Cafés are informal events in which students have the possibility to debate about different topics of interest. The general purpose of the Interdisciplinary Café is to stimulate students' reflection and thoughts on different important and contemporary themes.</p> <p>Thus, many skills will be addressed: core agile skills, communication, creative thinking, critical thinking, decision making and active listening. The interdisciplinary café is a moment where students can create and share common knowledge with regards topics they choose by their own.</p> <p>Usually, a café can be made up 6 students, 1 as moderator and 5 as representatives of different points of view concerning the topics. The moderator is responsible for the management of debate, ensuring that the communication is smooth and the debate peaceful.</p> <p>The debaters should keep in mind that the main goal is to share knowledge and increase the awareness of up-to-date topics. Also, audience can intervene during the last phase of the debate, and this interaction should be managed by the moderator. These cafés could take place each 2 weeks, lasting more or less 2 hours.</p> <p>A variant of this interdisciplinary café, could be the recording of the debates and the creation of a spin-off video to be uploaded in the school social platform or YT, FB...</p>
4.	Steps to carry out the project:	<ol style="list-style-type: none"> 1. Define the topics: divided in groups, students choose topics and define roles, tools, information they expect to use during the debates. 2. Prepare information campaign: prepare leaflets, posts, and invitation for each session of Interdisciplinary Cafés. 3: Develop the debates: each group develop the main thesis they want to address during the debates, making sure that these respects: other's POVs, race, ethnicity, gender... Each student should develop the speech according to others, so that each can address different subtopics. Plan following debates. 4. Define the setting: Select the place, time, and tools. 5. Implement the debates: Once defined place and time, implement the debates.

		<p>6. (optional) Assign to another group of students the activity of debate recoding and video editing, summarising the focal points of the debates. This video can then be shared in social platform.</p> <p>7. Engage the students: After each Interdisciplinary café, give other students the possibility to interact with debaters through social platforms.</p>
5.	Tools supporting the implementation of the project:	<p>The needed tools are those free to use provided within the training course.</p> <p>For video recording and editing: a smartphone can be used to record the debates (not for all the duration, only focal points) a video edit tool is necessary.</p>



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