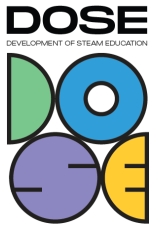


Youth-friendly school environment



1. Name of the learning scenario: Youth-friendly school environment (Taking back the streets project description)
2. Which subjects are integrated into the action: humanities, science, mathematics, movement, informatics / digital competences
3. Target group (age and group size): 10-12 years, 20 students
4. Duration of the activity: 6x 45 min
5. Keywords: teamwork, healthy lifestyles, outdoor activities, facts and opinions, digital competences, project learning.
6. Summary of the activity (-200 words): The students' task was to map the areas in their home-school journey and around the school building that are dangerous for young people to move / stay and where there is a lack of healthy leisure opportunities for young people. The students had to find solutions and make suggestions to eliminate the respective shortcomings.
7. List of materials, environments and tools:
 - Human Studies - 5th Grade Textbook - Chapter Health and Environment
 - Nature education - Water circulation: groundwater, Environmental protection and waste sorting, recycling;
 - Smartphones with GPS and photo capability;
 - Computers with internet access
 - Google G-Suite - to save pictures, create an explanation, make a presentation
 - Genial.ly environment - for creating a common interactive poster
 - A3 papers and drawing tools to create your own design.
8. Detailed description of the activity, covering both teaching and learning activities:

Teacher pre-work: Adds a work guide to a place available to students (eg Google Classroom, Studio, eSchool, etc.). Create an account in Genial.ly and create a poster base with a cropped image from Google Maps.

Lesson 1: The teacher explains the task and purpose to the students and then sends the students to look for suitable places in the yard (it is good if the students have the last lesson so they can go their own way home).

Aim of the project: To make the school route of the school students safe and to develop health-promoting solutions for young people to spend their free time (preferably in the open air, but do not have to).

Youth-friendly school environment

Task for the students:

- 1) Move around the school (your school route) and find potentially dangerous places for children at the moment. Take a picture of them and mark this location on the map for yourself.
- 2) Take a picture of various acute solutions for young people that do not yet exist near the school or your home. Find a suitable place for this object on the map - where it could be located and mark it for yourself. It would be good if each team could find 2-3 places.
- 3) Prepare a proposal to the local government for the development of healthy leisure opportunities for school students (min 3 proposals). The explanatory memorandum must be prepared jointly with the team in the form of a Google Document and must include the following sub-items:
 - List potentially dangerous places for students at the moment. For each site, explain why it is dangerous and suggest ways to make it safe. Insert a picture of the location described in the text.
 - List suggestions for leisure opportunities for young people that are not currently around the school or in your home, but could be. It is important to keep in mind health (bringing it to screens and various digital activities is certainly not the case), to point it out and describe it. Consider all aspects of health: social, emotional and physical health. Add photos.
- 4) Design and draw a sketch in the A3 forum of an important leisure facility for young people that is currently lacking in the surroundings.

Division into class teams

Teams have 3 to 4 members and you can form teams yourself. I recommend placing students in the same team who live close to each other and have the same school path.

Teams can go.

Find 2-3 dangerous places and make at least 3 suggestions for suitable leisure opportunities for young people.

Lessons 2 and 3: The teacher books a computer class.

The aim of the lesson is for each team to create their own document for the explanatory memorandum and to start compiling the explanatory memorandum.

Task for the students:

- 1) Create a new Google Docs and share it with your team.
- 2) Make a note of the route you took (such as street names or a picture of the route on a map) in the document.
- 3) List the places where you noticed something dangerous for young people. Add a description of why this place is dangerous. Add a picture taken with your phone.
- 4) Describe how this place could be made safe for young people. If you can find an explanation or justification on the internet why
- 4) List suggestions for important leisure opportunities for young people that may still exist in the vicinity of the school and which young people currently miss the most. Each proposal should be accompanied by an explanation and justification of how it supports

Youth-friendly school environment

health (for each aspect of health). If possible, add pictures of a similar object in another location, what it could be.

5) Genial.ly keskkonna tutvustus ja sealsete töövahendite kasutamise selgitus. Näidata õpilastele, kuidas kaardile lisada interaktiivseid nuppe ning nendesse teksti, linkide ja piltide lisamist (võimalusel teha õpilastele videojuhend, mis laadida Google Classroomi vms, et oleks õpilastele kogu aeg ligipääsetav).

Teamwork: Each team needs access to at least one computer and the Internet. Better than each student's own.

Teacher Preliminary: Cut a portion of the map from a suitable size around the school in Google Maps and add a new poster as a background image in Genial.ly. Invite students to add / edit project information using email addresses.

The aim of the homework is to add all the proposals to a common map in the Genial.ly environment.

1) Students add all team suggestions to the card with explanations and pictures.

Lessons 4-5: Required tools: A3 format paper, drawing tools.

The aim of the teams is to create a poster from one of the ideas for a leisure opportunity for young people.

- 1) Students draw up a concept in teams.
- 2) Each team will have the opportunity to present their design and show on a poster where their proposed object could be located.

9. Learning objectives:

I describe what outdoor activities support my mental, physical and social health.

I notice dangerous places for young people around me and I make meaningful suggestions for solving these problems.

I keep the natural environment clean around me and value being in a clean environment.

I use the various features of my smart device to collect and store data and collaborate.

I can find information related to the research topic on the Internet using suitable search terms.

I create a joint document and supplement it with my peers.

I will prepare a polite address with clearly stated facts, opinions and recommendations, together with a statement of reasons.

I plan the conceptual design and draw it on the A3 poster with the chosen tools.

I plan time and tasks to complete the task in a high quality and on time.

10. Assessment:

Learning goals achieved	An explicit (based on facts and sources) proposal has been made to improve the environment. There are clear views on how innovation would improve the situation and support the health of the local population (including students).
-------------------------	--

Youth-friendly school environment

	<p>The co-created poster includes a location marker, an explanatory note, and a picture with suggestions for improving the situation.</p> <p>Companions have been given a clear and understandable introduction to the work done.</p> <p>A3 draft concept, on the basis of which the results of the work are presented.</p>
Learning goals mainly achieved	<p>Pictures have been taken of both the dangerous places and the missing objects, but there are fewer of them than the teacher asked for.</p> <p>The explanatory memorandum is drafted in general terms and the proposals are not supported by sufficiently explicit justifications.</p> <p>The concept design in A3 format is well thought out and the implementation is sufficient. The presentation and introduction to peers was also conducted correctly.</p>
Some learning goals achieved	<p>A few pictures have been taken and 1-2 proposals have been submitted without explanations or justifications. The poster is sloppy and thoughtless.</p> <p>The contribution of the team members is very uneven and cooperation was not achieved throughout the project.</p>
Learning goals not achieved	<p>No hazards or proposals have been identified. The team does not work as a whole and does not contribute to the achievement of learning outcomes.</p>

11. Reflection and recommendations for the operator:

Students must be explained the work manual in detail and given access so that they can read it again and again during the project.

It is important to help students come up with the exact steps and activities needed to achieve the project's goals. Support them in allocating roles and responsibilities within the project team. Explain the importance of setting deadlines and responsibilities.

It is important to encourage students to look for information on the Internet that supports their suggestions - to emphasize the health aspect and the positive consequences.

NB! Important Note: In the Genial.ly environment, it is not possible to make changes to one image at a time. Allows only one student to complete the poster. Therefore, adding the collected information to the poster made the homework for the students.

12. Why did you choose this particular task?

Rapid construction and residential development are taking place around our school. We want to be a community school and raise our students to be responsible citizens who can notice and notice aspects of their own health, environmental sustainability and sustainability. We would also like to develop their entrepreneurial spirit and courage to speak out on issues that are important to them. We want our students to notice and care for the environment around them.

Youth-friendly school environment

Author and contact:

Kaire Kivi

kaire.kivi@gmail.com

Kindluse Kool, üldõpetuse õpetaja

