



Erasmus+

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# GOOD PRACTICES

MOVIES AND IMAGE EDUCATION

2017 - 2021





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2017 -2021

GOOD PRACTICES - MOVIES AND IMAGE EDUCATION



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Partners

Organisations:



Bash Art Creative



Centro  
Educazione  
Media



ANDRAGOŠKI ZAVOD  
LJUDSKA UNIVERZA VELENJE

TV ALMADA





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2017-2021

GOOD PRACTICES - MOVIES AND IMAGE EDUCATION



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GOOD PRACTICES - MOVIES AND IMAGE EDUCATION



The background is a solid light orange color, overlaid with a pattern of white line-art icons. These icons include a film strip, a clapperboard with the word 'MOVIE' on it, a heart, a camera, a ticket labeled 'TICKET', a megaphone, a film reel, a paint palette, a cup with a straw, a bucket of popcorn, a star, a play button in a circle, a pause button in a circle, and a pair of 3D glasses.

# **4<sup>th</sup> exhibition of video on Educational Context**

—  
**PORTUGAL**



# OBJECTIVES

In this fourth video showcase in Educational Context 60 years educating Almada : Courses ..., we want to “show” what we did and do in the latter decades long Esen . We will share the culture with former students and Teachers, now artistic professionals and valuing their Routes show ... from the output of ESEN, a gathering of generations.



# METHODS HOW TO...

- Face to face learning,
- Social interaction,
- Group work,

## Human Resources:

Students

Teachers

## Required Instruments:

tablet, smart phone, pictures, videos



# PROJECT DESCRIPTION

We will share the culture with former students and Teachers, now artistic professionals and valuing their Routes show ... from the output of ESEN, a gathering of generations.

his show is not closed; there is a space for schools and groups in the municipality of Almada and the national level, such as the EPAOE School of Arts and crafts from CHAPITÔ show or PNC national plan of Cinema that we “Show” as the use of video is an instrument and middle education facilitator in this century.

As we like to share our knowledge, we will have a team of students in permanent operation in the workshop of culture to “Teach edit video” the whole community of Almada



# SWOT

## The project allows the students to:

- Improving social skills.
- New knowledge will increase seniors' self esteem
- Improve their communication skills.

## Weaknesses:

Need to create a wider and stronger network among schools to guarantee a better circulation of the information related to this initiative.

## Opportunities:

With new knowledge participant will be able to use tablet/smart phone for taking pictures, recording videos, editing them and put them in the short story from their trip or everyday activities.





# SWOT

## Threats

- Poor knowledge of the participants regarding ICT use (tablet, smart phone), not having smart phone or phones that are not good enough for taking the pictures, recording videos and editing them.



# **AHEAD**

**TrAining High tEch seniors for Discovery**

—

**SLOVENIA**



# OBJECTIVES

- Improvement of ICT skills for seniors
- Using ICT (tablet, smart phones) for telling the story
- Improving social skills by knowing the new people





# METHODS HOW TO...

- Face to face learning,
- Social interaction,
- Group work,
- Improving ICT skills

## Human Resources:

Students

Teachers

## Required Instruments:

tablet, smart phone, pictures, videos



# PROJECT DESCRIPTION

Combination of indoor and outdoor learning. It means that at first participants in class learn how they can use ICT (tablet, smart phones) for other purpose, not just calling or sending the message.

That's way they attend in short model which is focus on using the camera of the phone or tablet. After they learn theoretical knowledge, they go outside and start taking the pictures and making short story through video.

The aim was to share their story via video which they create after a trip, during the trio they focus on observing surroundings and memorizing experience.

After the trip they put recorded materials together, add music and create a story, which they can share with family and friends via platform or social media.



# SWOT

## The project allows the students to:

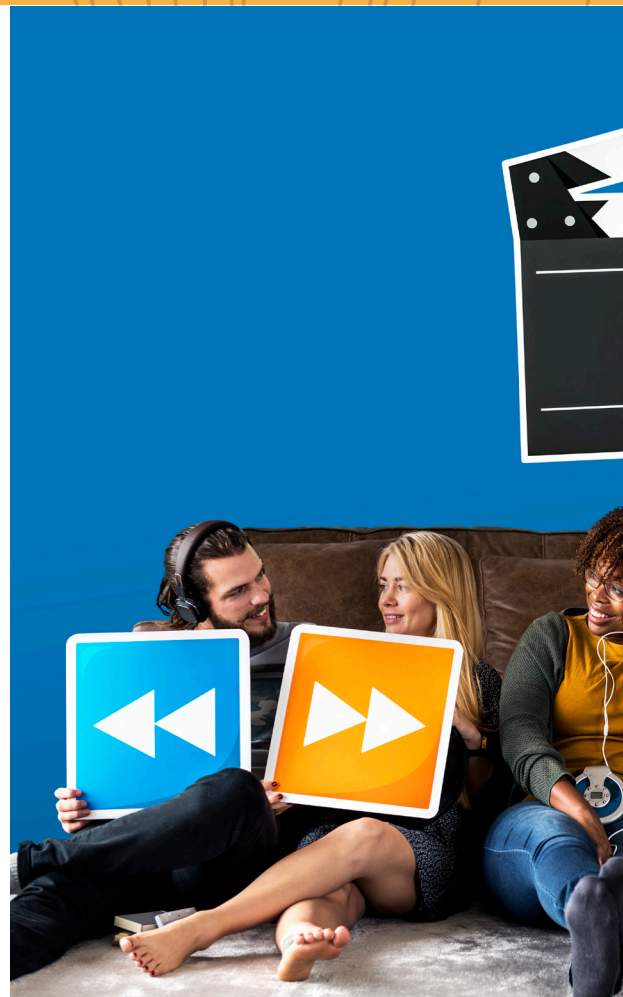
- Improving of ICT and social skills.
- New knowledge will increase seniors' self esteem
- Improve their communication skills.

## Weaknesses:

Not enough knowledge or fear of learners to use tablet/smart phones.

## Opportunities:

With new knowledge participant will be able to use tablet/smart phone for taking pictures, recording videos, editing them and put them in the short story from their trip or everyday activities.





# SWOT

## Threats

- Poor knowledge of the participants regarding ICT use (tablet, smart phone), not having smart phone or phones that are not good enough for taking the pictures, recording videos and editing them.



# **MOVIE TRAIN**

**ongoing project**

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**SLOVENIA**



# OBJECTIVES

- Improving digital skills of using ICT equipment
- Upgrade knowledge of how to make video/short movie
- Improving social skills and sharing knowledge



# METHODS HOW TO...

**Instead of classical lectures, they use knowledge in the following ways:**

- Film projections with professional interpretation,
- Training workshops,
- Professional materials for school mentors for
- Learning within the framework of the curriculum.

## Human Resources:

1000 young people

Professionals

Schools and experts from smaller centres

## Required Instruments:

ICT equipment



# PROJECT DESCRIPTION

The aim of the project is to develop flexible forms of learning and innovative learning environments in the field of film education. It includes the students of the last triad of elementary school and students of the first and second year of secondary school.

Students, professionals, schools and experts from smaller centers, from the eastern and western cohesion regions, were also involved.

The film train provides a comprehensive approach to film education and other audio visual genres on the web, cable and satellite systems, TV, compact discs, classic films and other distribution models.

The emphasis is on online platforms that allow individual distribution, such as You Tube and Vimeo





1000 involved learners will get acquainted with the basics, get an insight into audio visual production. They can choose a profession or complementary activity to observe/ undertake and gain knowledge for better employability chances.

The project is designed for 1000 young people who will get acquainted with quality film production and its elements: script, play, direction, photography, special effects, editing. They will also get to know various genres such as documentary / animated film, reportage, the basis for a musical video and a promotional film.





# SWOT

## The project allows the students to:

- Getting to know young filmmakers and the whole process of creating a film, video, television contribution from the development of the script, production, post production, as well as distribution and promotion;
- to present diverse film and audio visual productions and the role of technical development a simple and comprehensible way;
- to present innovative learning models by involving creators and professionals and promote creative use of ICT.

## Weaknesses:

Not enough participants with sufficient knowledge on use of equipment for making movie;

Differences in level of knowledge of the participants regarding making movie.





# SWOT

## Opportunities:

Providing additional professional training for participating young professionals and creators from various fields of film and student programs including audio visual activities. Differences in level of knowledge of the participants regarding making movie.

## Threats:

- Not enough participants.

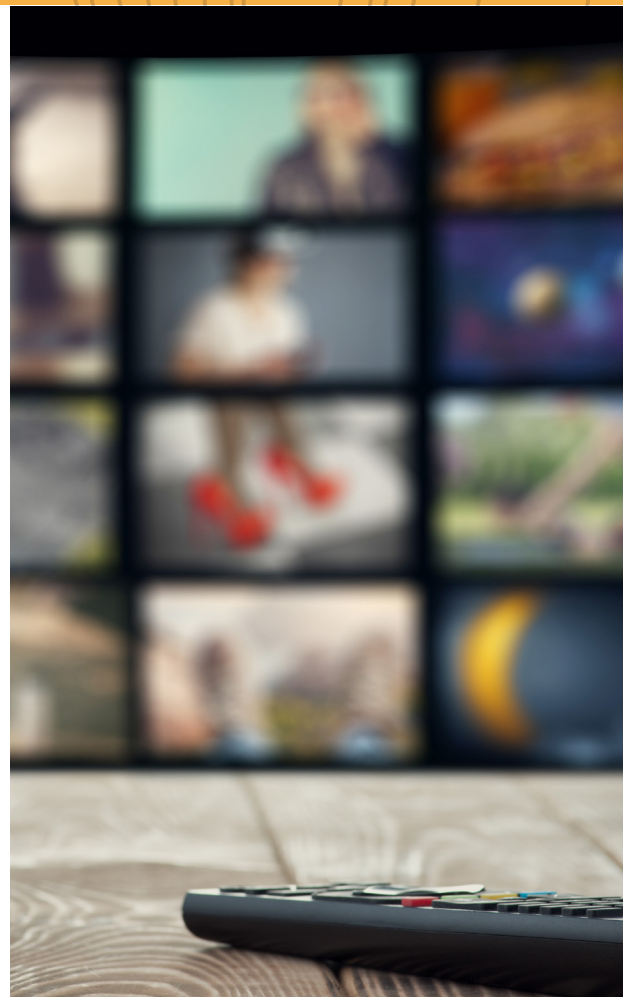


# ITALY



# OBJECTIVES

- Sensitize students to the use of technical instruments to learn, create and communicate;
- Provide know how about technologies, particularly „visual” technologies: children themselves can create a multimedia product by using the learning by doing methodology, even if guided by their teachers.
- Motivate communication and relationship skills through cooperative learning, able to promote initiative and leadership





# METHODS HOW TO...

- Short film production, particularly advertisements, directly created with the primary school children (aged 6-11), through the technique of the participated video.
- The participated video is a methodology of work with the classes that allows the creation of video, through students' collective and cooperative work.

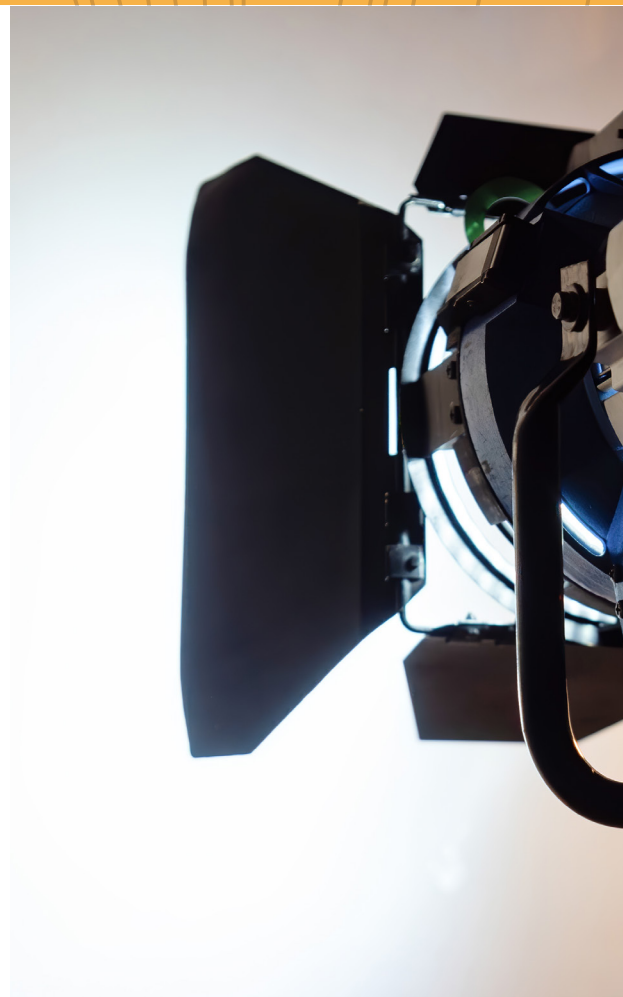
## Human Resources:

Screen players	Scenographers , costumes designers	Coordination: film director, film director assistant, production assistant
Filming: cameramen	Actors	
Editing	A video making expert who works with the teachers of	



# INSTRUMENTS:

- Foto camera
- Video camera
- PC with editing programs. We do not usually use professional editing programs but traditional standard applications already included in the standard package. This is to help students learn to use their new learnt skills in many different contexts.





# TRAINING OF TRAINERS/TEACHERS: 2 SESSIONS (5 HOURS):

Visual Digital Storytelling methodology, to integrate traditional didactic activity with new technologies Shared projecting of the class workshops

The workshops with the students follow a preparatory work, agreed during the training sessions, carried out by the teachers directly with their students in the class, this in order to

- choose the subject of the spot
- discussion on the chosen subject
- storyboard editing: first scratch of the plot of the
- advertisement, dialogues, characters



# WORKSHOPS IN THE CLASS:

## 3 sessions of 2 hours per class:

Spot starting from the preparatory work done in the classes by the teachers, in this session the aim is to give a final structure to it:

- Complete the storyboard
- Roles
- Evaluation of slogans and jingles
- Detect the necessary instruments, scenography , costumes and so on...
- Final rehearsal if necessary





# SHOOTING:

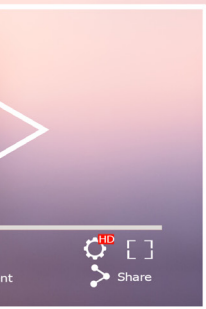
the session focuses on the video shooting of the spot

## Spot editing

The session is to finalize the editing of the spot:

- Choose the images and scenes
- Choose the editing theme
- Realization of the first draft of the video

After this first phase, led by the experts, children together with their teacher work on the final editing of the video.





# PRESENTATION TO THE SCHOOL COMMUNITY:

the project includes a final meeting for the presentation of the videos to the school community, so to guarantee both the sharing and the evaluation of the outputs

LET'S  
FILM





# SWOT

## The project allows the students to:

- Experiment themselves both in an individual and group work so to improve team working skills, goals oriented work attitude, communication and cooperation
- Acquire skills in written and oral communication though the use of technical instruments

S

M





# WEAKNESSES:

## A higher number of hours per class is advisable to:

Smaller children, 6-9 years, as they need more directing for the group work

For the editing as it is the most delicate implying the knowledge not only of the technologies and how to use them but also a good level of analysis skills to discuss and think about the „message we want to deliver” and the best means and ways on how to make it understandable by the public

# OPPORTUNITIES:

This project can be used as an annual project in and for the class and, consequently, for the whole school, using the videos to tell about the main themes of the annual single classes curricula





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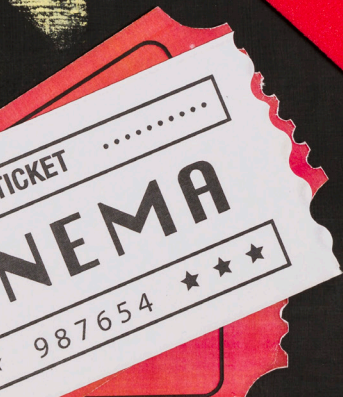


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# THREATS:

- The school must be very well organized to allow the work in groups and the filming in the appointed convenient spaces
- A good team work within the teachers is also necessary





# VIDEO CONTEST

—  
ITALY



# OBJECTIVES

- Motivate students to use visual language as means of communication;
- Sensitize students and young people to think and discuss about subjects such as discrimination and violence;
- Invite Pavia local communities to dialogue on subjects such as discrimination and violence, through the use of the video;





# TRAINING OF TRAINERS/TEACHERS:

- Active methodology of learning by doing for all the 3 phases of video production: preproduction, production and post production

## Human Resources:

The whole contest, workshop and prize giving, is sponsored by local associations.



# Each year a contest notice is published

**Video contest live freely away from violence** The competition is open to students and young people up to 25 years who wish to send their short films on the following topics

- Gender related violence
- Violence within young people
- Discrimination
- Bullying and Cyber bullying
- The winner gets 500 Euros cash
- The members of the jury are chosen among audiovisual language experts and experts in the given topics for the competition

**Before the contest those who want can participate to a video making workshop, led by an expert. This way students and young people can practice some video making before entering the contest or implement their skills in this field.**



**An open to the public convention is organized to facilitate a discussion on these subjects and the dissemination of the contest with experts in violence and discrimination related topics. In this occasion the winner of the contest is rewarded with his/her prize.**

**Phase 1:**

Release of the contest notice

**Phase 2:**

Video making workshop (not compulsory)

**Phase 3:**

Evaluation of the video

**Phase 4:**

Presentation of the video to the community and prize giving.





# The project allows the students to:

- Use of ICT to sensitize about social issues
- Young people's storytelling skills improvement, also with the use of ICT

## Weaknesses:

- Difficulty in advertising the contest notice
- Huge gap in the quality of the different video submitted to the jury, that depending on the participants' different backgrounds. This creates problems in the evaluation phase.



# Opportunities:

Opportunity to think and discuss about subjects of great social impact at each grade and every level of schooling.

# Threats:

Need to create a wider and stronger network among schools and university to guarantee a better circulation of the information related to the contest notice and the initiative



# GREECE



# OBJECTIVES

- to develop their collaboration skills since they are asked to work in pairs.
- Practice Ss' comprehension skills through the text reading and the activities.
- help Ss express their creativity by putting them in a real life experience
- to practice writing skills in English via writing an article





# METHODS HOW TO...

- Communicative group work
- Prediction video viewing planning





# Human Resources:

- Setting: Public/state school, in urban area
- Students /Age : 24 students in class, age 15 16 second grade, senior high
- Level: upper intermediate, L1 Greek
- Subject : EFL teacher meets the class twice a week for 45 minutes

# Required Instruments:

- PC or laptop, Internet, Facebook page with photos, videos and thank you letters or any other type of messages concerning the local disable people's club or charity and verifying it is not a hoax. Samples of plastic bottle cups that can be recycled in different colours !

<https://www.facebook.com/agapigiazwi/>





- Students have already got a previous knowledge of reading and writing letters, both formal and informal, and articles for their teen school magazine
- They have read an article on the necessity of recycling and have watched a video on a local charity for disabled with a Facebook page asking for support by sending them bottle cups
- This is a further practice of writing an article urging teenage students to take part in a campaign of recycling bottle plastic cups, in order to raise money for a local disabled club in need for funds to buy wheelchairs for teens their age who cannot afford them



# Step I

- Contest: Group writing: article for a teens' magazine title about 200 words in groups of 4 for the schools magazine.
- Aim to urge teens to campaign for the disable club we have talked about
- The best article in terms of title and subtitle, content information about the special needs' club, vocabulary, syntax and good register in English, photo will be selected to be published

# Step II

- The teacher has a bag of plastic cups, in 4s the same color.
- T: You'll work in groups draw one plastic cup from the bag and form a group of the same colour After you sit down decide who will be the organizer, who gives turns to all to speak, the writer, who writes the groups ideas on e article and the spokesman and the editor/ICT expert, who will type it in digital form ..(roles on bb/ wb)





## Step III

Teacher keeps notes on the ss' roles and gives each group an A 4 colored paper to plan and write the article collaboratively

T says Please, make sure you speak in English You have 20 min to finish your article

## Step IV

Teacher goes around, offering help, making sure they all work, using English, explaining and setting time limits before asking them to report briefly the end of writing

Students put their ideas into sentences on the colored paper, raise hands for clarifications and write the article all togetherall together



# Step V

Teacher says s/he will be expecting the typed article from each group to be sent in order to have peer correction in the next session and the judgment of the best article

## SWOT

The project allows the students to:

- the use of authentic materials and social media triggers Ss' interest.
- peer or group work boosts collaboration.

## WEAKNESSES:

- the students not being familiar with the subject in English
- the collaboration may not be successful unless roles are given





# OPPORTUNITIES:

- 15 16 year old teenagers will be able to practice communication and writing skills in English
- planning solidarity activities and sharing roles in groups

# THREATS

- the students in group work may not collaborate well and be focused on the objective
- the writing may not be finished on time
- In order to face the weaknesses and threats we need to
- give clear instruction and assistance by moving around
- while Ss are collaborating and be prepared to be flexible
- with time and output



The background is a solid orange color with various white line-art icons scattered across it. These icons include film strips, a clapperboard with the word 'MOVIE' on it, a movie camera, a bucket of popcorn, a ticket labeled 'TICKET', a film reel, a megaphone, a heart, a play button in a circle, a star, a film canister, a palette with paint dots, a cup with a straw, and another bucket of popcorn. The text 'A SCHOOL MOVIE FESTIVAL' is centered in a large, bold, black sans-serif font.

# A SCHOOL MOVIE FESTIVAL

—  
ROMANIA



# OBJECTIVES

- Obtaining the possibility of step by step learning of creating teaching situations depending on the difficulty range of subject
- Motivate students to use visual language as means of communication
- Development of learner autonomy.
- Facilitating course explanations and obtaining the ability to see strengths and weaknesses of a presentation as well as the ability to add new ideas on how to get done.
- Being involved in generating and searching for new ideas.
- Enhanced team working and communication skills.
- Development of learner autonomy.
- Retain easier information by using words, sound, and images simultaneously.
- Combine several aspects of the curriculum.



- The aim of the activity is for students to get inside the mind of a character, and have the character respond accordingly to a situation. It's great for practicing dialogue, stress patterns and intonation.





# METHODS HOW TO...

- The participants have to elaborate short movie production in recreating fairytales on nowadays, using video capture technique on student owned mobile devices to facilitate psychomotor skills acquisition.
- Besides encouraging the practice of story writing technique, the participants will be focused on the decentralization of the oral language, and of course this implies the use of music, dialogues, effective sound, moving or static images, and the visual sequence of transitions.
- Primary school children will produce all the sequences of the media content, being supervised by the teachers along with the experts of the project.
- The creative challenge of using moving images and sound to communicate a topic indeed engaging and insightful, but it also enables students to acquire a range of transferable skills in addition to filmmaking itself. These include research skills, collaborative working, problem solving, technology and organizational skills.



### **Human Resources:**

A video guide expert to advise the class teacher throughout with the production and the process that implies.

### **Required Instruments:**

- Mobile phones both for the photos and videos footage.
- Editing video programs.



## The session of training teachers: 2 sessions of 3 hours each.

- These sessions imply presenting video content of projects elaborated with mobile phones and get familiar with all the video technology options that they can use.
- Teacher training during the familiarization and guidance sessions is completed with the students' explanatory workshops. In these workshops, students together with the class teacher will set out all the elements needed for this project as follows:
- The theme is established
- Talking on the subject and making decisions about characters, costumes, shooting locations, production team
- All the tasks and deadlines are to be drawn up, and also a team will take care of the poster of the project and another will deal with advertising



## The class training session: 3 sessions of 2 hours each

- In this workshop session, students will actually work under the guidance of the teacher to make the film following the steps indicated:
- In the first phase they will determine:
  - Roles and team members;
  - Soundtracks;
  - Place and date of the short movie projection;
  - The scenario.





- In the second phase students will
  - play and shoot the necessary sequences.
  - will focus on all details that have been accomplished related to the public presentation of the project (poster, trailer and advertising).
- The last session will be effectively reserved for video editing, audio and visual editing and draft finalization
- the final version and possible adjustments will be achieved under the guidance of experts and the class teacher
- in the final stage of the project the students will present the material in the school movie festival.



## The project allows the students to:

- Get inside the mind of a character, and have the character respond accordingly to a situation. It's great for practicing dialogue, stress patterns and intonation.
- Retain easier information by using words, sound, and images simultaneously.
- Enhanced team working and communication skills
- Video projects are a great way to engage younger students for longer stints. If a video is produced by their peers, interest will skyrocket.
- Facilitating thinking and problem solving





## Weaknesses:

It is recommended a greater number of hours outside school hours for extracurricular activities, due to overloaded curriculum.

## Opportunities:

This project can be used for any type of cultural activity in school, but it can also be successfully used in learning and documenting for any type of studied subject.

## Threats

- School leaders and parents would be advised to support these activities and facilitate access to the project
- Teacher student coordination and teamwork is the key to success in this activity
- The implementation of multimedia enabled teaching and learning has to be integrated into an already existing system and practice



<https://movieproject.org/>



<https://www.facebook.com/Movies.and.Image.Education>



[www.youtube.com/movieproject](http://www.youtube.com/movieproject)



[movieprojecterasmus@gmail.com](mailto:movieprojecterasmus@gmail.com)