

eTwinning

Think like a Leader -

Introducing the Sustainable Development Goals



What is eTwinning?

eTwinning is an online platform that supports teachers and educators to work on collaborative projects together in any curricular area.

Why take part in eTwinning?

- We have a dedicated website where teachers can create a profile, search for partners, develop and deliver their own eTwinning projects.
- Teachers also have access to 'TwinSpace'. This is a private and secure online workspace where you and your partner(s) administer the project and where pupils can be invited to contribute to the TwinSpace as members.
- eTwinning facilitates online and face-to-face learning opportunities for teachers to enhance their skills, competencies and pedagogical approaches
- The collaborative nature of eTwinning enhances pupils' confidence and communication skills
- eTwinning gives pupils an international perspective to their learning and education

What is the 'Think Like a Leader - Introducing the Sustainable Development Goals' eTwinning project?

This eTwinning project aims to introduce the Sustainable Development Goals using a project-based learning approach and by connecting schools from different countries and enabling pupils to engage in both independent and collaborative activities.

It also aims to encourage pupils to identify their own strengths as agents of change and to encourage them to use their skills to effect real actionable change in their community. Pupils will create tangible outputs such as interactive games and eBooks which will benefit their whole school community. The project tasks can be used standalone to kick start Global Goals week in September or integrated over the whole year.

Key Information:

Difficulty level:	<ul style="list-style-type: none"> • Beginner – Advanced eTwinner
Key Competencies:	<ul style="list-style-type: none"> • Digital Skills • Language Skills • Creative skills • Communication Skills • Collaboration skills
Subjects:	<ul style="list-style-type: none"> • SESE • English • Art • SPHE
Level	<ul style="list-style-type: none"> • Primary (2nd Class to 6th Class)
Suggested Time Frame	<ul style="list-style-type: none"> • 1 month – 1 school year

How to register:

- Set up a profile first on ESEP here: [ESEP](#)
- Select your role as 'teacher'.
- Once you confirm your profile by email, you should get a prompt to join eTwinning.
- In the organisations search bar, enter the name of your school.
- Your profile will then be validated on the platform.

How can my school take part in this project?

Follow these steps to start connecting and collaborating with schools in other countries:

Step 1: Connect - Find partner schools through the **Partner Search** function on the eTwinning platform.

Step 2: Create – Partner schools choose their areas of interest and complete the tasks based on that area. Then create content to show what you have learned.

Step 3: Collaborate - Collaborate with your partner school/s to share what you have learned.

Step 1: Connect

- Find your partner school/s through [the Partner Search](#) function on the eTwinning platform here.
- Use the Online Meetings function of the TwinSpace to introduce your school in our virtual space.
- Agree and share a work plan and time schedule with your partner/s and develop topic ideas. Publish the work plan in your TwinSpace and modify as necessary.
- Check out some task suggestions below for introducing your school and connecting with your partner school/s.

Note: Language - it is recommended to consider the languages of all partners and to try teach and learn some basic phrases, sayings, or words in the partner's language or dialect. Pupils can use a vocabulary journal, or project scrapbook.

CONNECT Project Task Suggestions

INTRODUCTIONS		
TASK	ACTIVITY	TOOL USED
Task 1	Pupils create avatars to introduce themselves	Voki or Chatterkid app
	Share on Padlet and embed into TwinSpace	Padlet – a row for each country
Advanced eTwinner Option: Intro school	Alternatively, pupils could create a 'podcast' in Canva to showcase their school. Give 5 clues to their location/ school building, weather etc.	Record directly into Canva (It's useful to apply for free educator account)
	Use Canva to put together 5 images linking to the clues	
	Upload both separately to TwinSpace	
Task 2	Each class creates a jigsaw puzzle of their class photo to be shared on TwinSpace. More options here: <ul style="list-style-type: none"> • Class jigsaw • Country map jigsaw • School image jigsaw 	Jigsaw Planet Partner schools each solve the jigsaws
Task 3	Teachers create Kahoot quiz about partner schools based on 5-10 common questions arranged beforehand with the partners. (e.g. location, currency, language, food, capital city, etc.)	Padlet – Teachers can arrange questions and answers in Padlet prior to creating the quiz Kahoot - interactive
	Teachers create a quiz on Plickers and pupils can play without devices.	Plickers if 1 to 1 devices are not available (sign up for free account on plickers.com)
INTRODUCING THE TOPIC		
Task 4 Pre-project \ surveys could be completed with teachers also.	Pre-project Question: Questions for pupils: <ul style="list-style-type: none"> • What is a goal? • What does the word goal mean? • Have you ever heard of the Sustainable Development Goals? Questions for teacher <ul style="list-style-type: none"> • How confident are you to teach the SDGs to pupils? • Have you taught them before? Share word clouds on TwinSpace Pre-project survey for teachers You may choose to survey parents	Create a Mentimeter with the question and select word cloud option TwinSpace Mentimeter
Task 5	Pupils create a logo for their project and vote across partner schools	Vote using voting tool in TwinSpace
	Discuss the aims of the project, as well as symbols or links to SDG which pupils would like to use for the project	Logo could be drawn or created in digital form

Task 6
Problems in our country: think like a leader!

Discuss 'What are the biggest problems facing our country at the moment?'

Show the SDGs image on the IWB.

Reveal each goal one by one, asking the children to stand up as the goal links to a problem they mentioned.

Link back to the word goal. Explain to the children that these are the Sustainable Development Goals. It is the aim of 193 countries around the world that signed an agreement to reach these by 2030!

Video

Show this introduction video to further introduce the goals to the children.

Art Activity

Optional follow up: Children can draw the goals and create an art piece around each. This can link to the project logo creation

Mentimeter (word cloud option) or AnswerGarden

(Alternative: Post-it notes to display their ideas)

Share results in TwinSpace

Create a Canva book or Book Creator of all the word clouds from the partner countries

(Canva allow free access to educators for life when you apply with valid documentation)

IWB

[World's largest lesson-Serena Williams](#)

Display in online art gallery (e.g. Emaze)

Step 2: Create

- Partner schools choose particular tasks per week to complete over a month-long period. Then create content to show what has been learned.
- Pupils work together to present their results and ideas to their partner schools using Book Creator, Emaze and Padlet. **All will be embedded onto TwinSpace.**
- Check out some task suggestions below in the **CREATE and COLLABORATE Project Task Suggestions** section.

Step 3: Collaborate

- Pupils share what they have learned to date.
- Partner schools create a comic book together.
- Partner schools then create a book together with ideas from all partner schools, sharing with other schools within their local community to inspire. (Max of four partner schools collaborating, to ensure real collaborative connections)
- Check out some task suggestions below in the **CREATE and COLLABORATE Project Task Suggestions** section.

Note: Tasks can be chosen as required and adapted to suit the needs of the pupils. Project length can be decided by the partner schools. It may be useful to do one task per week or reduce the number of tasks to allow the pupils more time to complete them. Partners could choose 1-4 tasks over a month-long period to allow for better quality of output.

CREATE and COLLABORATE Project Task Suggestions

TOPIC TASKS		
TASK	ACTIVITY	TOOL USED
Task 1	<p>Ask the children to draw themselves as a superhero, including a speech bubble about which SDG they would like to address</p> <p>Display as a class comic</p> <p>Share comics with partner school</p>	<p>Use Book Creator to create a collaborative comic with partner schools</p> <p>Put links into Padlet and embed the Padlet into TwinSpace</p>
Task 2	<p>Think, pair, share</p> <p>What personal skills do pupils have to help address the SDG?</p> <p>Pupils spend some time thinking about their answers to the following questions:</p> <ul style="list-style-type: none"> • What is special about you that makes you unique? • What skills or characteristics do you already have that you could develop further to help address the goals now or in the future? • What kind of person do you want to be when you are older? <p>Activity</p> <p>Pupils draw their hand, writing words around it in various colours to show what makes them unique and what skills they have.</p> <p>Focus on words which describe for example, characteristics, skills and knowledge</p>	<p>Record answers/thoughts using e-portfolio or journal (e.g. SeeSaw)</p> <p><i>Use Emaze art gallery to share and show the children's artwork relating to this activity</i></p>
EXPANDING THE TOPIC:		
Task 3	<p>My community</p> <p>Print a map of the local community, or show in Google Maps</p> <p>Ask pupils to discuss and mark in areas that are actively helping to address the global goals, for example: parks, recycling centres, community centres, inclusive schools, etc.</p>	<p>Use ZeeMaps tool or Google Maps to share with partners where your local community is and pinpoint your school</p>
Task 4	<p>Make a field trip to take photos of some of the areas marked. (Alternatively, teachers can do this.)</p> <p>Share with partner schools in a collaborative Padlet</p>	<p>Create a padlet to show the photos of the area and what goal they are focusing on</p>

CHOOSING A FOCUS GOAL TO FINISH:

Task 5

Choose a main goal as focus, for example:

- Goal 14: Life Below Water
- Goal 15: Life on Land

Show an image of the goals on the screen, or print out for the children

Ask children to survey how many bags of rubbish they dispose of over a period of time at home e.g. 1 day/1 week (This could be a whole school homework activity to link in with parents)

Create a graph tool from [NCES](#)

Share the results using TwinSpace

Share the results from all partner schools in a graph

Task 6

Idea Mapping

- Create an idea map with the children exploring ways to help reduce rubbish at home and in school based on the survey results in Task 5, e.g. reduce waste, recycle, compost, reduce food waste with cooking tips, etc.

AnswerGarden

Children design a 'Tips' Sheet

Teachers photograph the children's design and put together in an eBook which can be shared with all partner schools and the wider school community

Book Creator or Canva collaborative product

POST PROJECT ASSESSMENT

Task 7

Fun assessment for pupils

Teachers use Wordwall interactive games to reinforce the message of the goals and the solutions which they have devised to help address them

Wordwall to create games (free version allows creation of 5 games)

- This can also be used to assess the pupils' understanding of the topics

There are also many free games available in the community section which can be customised for use.

Post project Teacher survey

Q1. How confident do you feel now in approaching the topic of the SDGs with your pupils?
Q2. How has your approach to teaching this topic changed?

(Plickers can be used if you or partner school have no 1 to 1 devices)

Mentimeter

Learning Outcomes

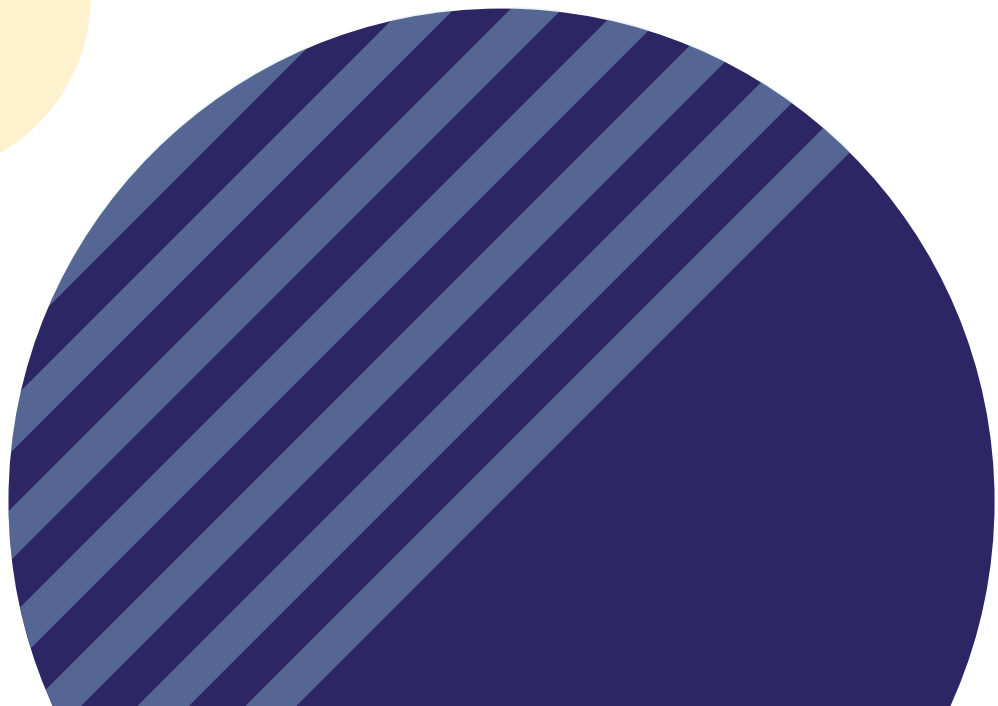
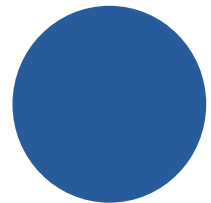
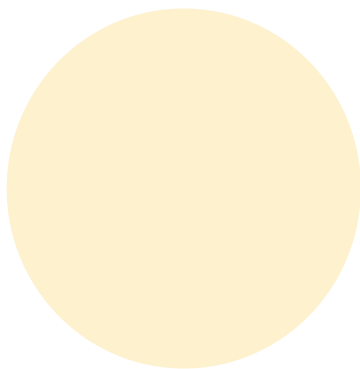
Pupils will be enabled to:

- Engage in an online cultural exchange with pupils from different countries, to foster mutual awareness and understanding of the Sustainable Development Goals (SDGs)
- Enhance their knowledge of the sustainable development goals
- Identify their skills as agents of change in relation to the SDGs
- Develop scientific, artistic, digital and literacy skills
- Develop skills in project-based learning
- Engage in collaborative learning by working together on projects and activities which promote shared responsibility and teamwork, fostering a sense of community and connectedness between partners
- Develop their digital literacy skills by utilising various online platforms and digital tools for communication, research and collaboration, in the context of an eTwinning project
- Enhance their communication skills, including written and verbal communication, through the exchange of ideas, sharing of information and presentation of their projects

Curricular Links

Primary School: 2nd to 6th Class

SUBJECT	STRAND
Geography	<ul style="list-style-type: none"> • Human Environments • Environmental Awareness and Care
Science	<ul style="list-style-type: none"> • Environmental Awareness and Care
SPHE	<ul style="list-style-type: none"> • Myself • Myself and the Wider World
English	<ul style="list-style-type: none"> • Receptiveness to language • Competence and confidence in using language • Developing cognitive abilities through language • Emotional and imaginative development through language
Cross-curricular opportunities	<ul style="list-style-type: none"> • Digital Skills



Evaluation and Assessment

- Evaluations can be carried out throughout the project after each activity by gathering pupils' reflections in a project journal or through learning logs.
- A survey for partner teachers can be given at both the beginning and end of the project.
- A survey can be given at the beginning and end of the project to assess pupils' understanding of the SDGs and how they can be addressed.
- Pupils can also be assessed at the end of the project through games, to assess their understanding of the SDGs.
- Pupils can be assessed in groups/individually based on their presentations to classmates, other classes, or parents.
- Evaluations can be carried out on pupils' participation in online discussions, forums and collaborative platforms. Consider the quality of contributions, engagement with peers and the ability to communicate ideas effectively.
- Evaluations can be carried out on pupils' digital literacy skills by assessing their ability to navigate and use online platforms, collaborate effectively using digital tools and to present information in a visually appealing and coherent manner.
- Peer and self-assessment tools for the project could include reflection sheets, learning logs, online polls and discussions in eTwinning forums.
- Online quizzes and assignments can be used to assess pupils' understanding.

Dissemination/follow-up

- A **school website or dedicated blog** can be used to showcase the project's objectives, activities and outcomes. It can be regularly updated with articles, photos and reflections from participating schools.
- **Presentations** can be created for other classes to show the pupils' games/puzzles etc. Senior classes could work with junior classes.
- **Pre-Project surveys** about the SDGs can include parents.
- **Parent workshops** based on practical tips to help tackle the SDGs can be facilitated by pupils.
- **Launch the eBook** for parents. This could link in with the local library and other local schools.
- **Book Creator Library** can be shared with local schools to inspire.
- **Display for Local Library** can be created to demonstrate the pupils' learning.
- An **Information Hour (Session)** could be hosted by teachers from the partner schools for colleagues within their own schools, discussing the project and demonstrating the tools used. This could be helpful for the continuous professional development of the teachers within their school.
- **Social media platforms** can be used to share project updates, achievements and key learnings.
- **Reflection sessions** can be conducted with participants, to discuss the long-term impact of the project on their schools.



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