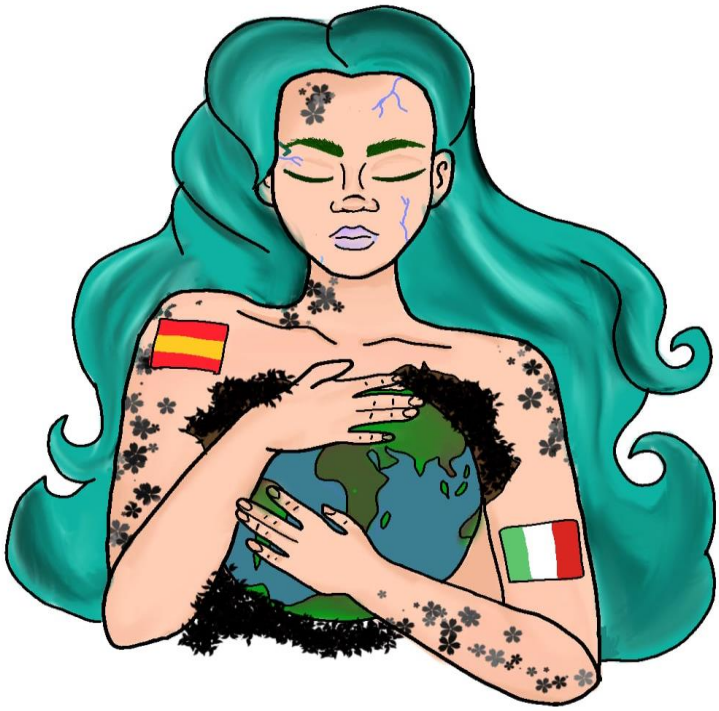

eTwinning international project - A.S. 2022/2023

MOTHER EARTH. APPLICATION

Description:

There is no doubt that the Earth is a special planet. Not only because we live here but also because it is the only known planet in our galaxy that can support life. It is a beautiful planet filled with an enormous diversity of life, has amazing oceans, and provides all we need. So even if we, (as humans) feel separate from nature, we should care for it, we have nowhere else to live.

In Mother Earth we intend to learn about the planet Earth, but also to consider our relationship to the natural world. As biologist Thomas Lewis wrote in *The Lives of a Cell*: "don't think that Mother Earth is outside of you. Looking deeply, you can find Mother Earth within you, just as your biological mother who gave birth to you is also within you. She is in each of your cells".

Aims:

- Experience and enjoy our relationship with nature to be able to appreciate it.
- Explore different cultural perspectives about the Earth, that is, how different cultures view the relationship between people, animals and the Earth.
- Learn about legends and traditional stories about the origin of the Earth and their meaning/importance for these cultures.
- Research on human impact on ecosystems.

- Practical experiences to strengthen the bonds between humans and our environment.
- Explore sustainable practices to protect and care for the Earth.
- Explore concepts like peace, community and nature.
- Develop empathy, curiosity and creativity.
- Raise awareness about the need to protect our planet.

Most key competences will be implemented in the project: Linguistic, understand different types of written texts (legends, scientific texts, postcards) interact orally in different formats, show interest in interacting with others in transnational groups.

Scientific competence: solve problems, interpret different phenomena in context (beach litter gathering, planting a tree), research on plants and animals and take decisions based on proof.

Digital competence: creative, critical and safe use of IT, create content, search, select and process information (infographics, comics, videos, games), respect the ethical principles of the use of IT (eSafety rules, copyright).

Learning to learn: knowledge of strategies to face tasks, strategies to evaluate processes and results, feel protagonist of the process and the results (practical activities, participants in videos, etc).

Social and civic competences: interpret social problems in diverse contexts (contact with organizations), take decisions and solve conflicts, interact with mutual respect and democratic convictions.

Cultural awareness and expression. appreciate and value different cultural and artistic demonstrations (legends, biological diversity) , develop initiative, imagination and creativity (videos, comics, posters), using different materials and techniques.

Work process:

First term: after reviewing the project rules and the initial evaluation, students will introduce themselves and their schools. In the first activity we will analyze legends about the origin of the world in different cultures, and students will show their findings in different products made in international groups.

Second term: we will focus on our present-day world, studying plants and animals, threats to the Earth, make fun-facts infographics about them, and learn about ways to help the planet through the knowledge of associations and organizations. Students will also create games based on the information gathered.

Third term: we take action with activities like visits to places of interest (recovery centre, talks and interviews to relevant people working to protect the planet, making and sending postcards to each other, making seed balls and/or parachutes for the planet (project MEP), planting a tree or a beach litter-gathering activity. We will finish the project by joining the activities in an online magazine and taking the final evaluation.

Results expected:

Some tangible products like: a collection of games, a series of postcards with natural elements, infographics or, comics, videos, other products about traditional legends, seedballs, planting a tree, a series of interviews, posters for green practices and a collection of recycled objects.

However, the benefits go beyond these products, since we expect our students not only to get a wide natural and cultural perspective of our mother Earth but also to appreciate their relationship with nature, to enjoy it (our main goal) as well as to protect our planet.