



Project Set I: Happy Students for Happy Schools

Regional PDW for eTwinning ambassadors, Sarajevo, December 2023

Authors, eTwinning ambassadors:

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Name of the project	Happy Students for Happy Schools			
School Subject(s)	Cross-curricular			
Age of the students	Students of the 8th and 9th grades of primary schools, and students of the 1st and 2nd grades of secondary schools			
Recommended duration of the project	6 months			
Short description	Through this project, students will learn about different aspects of health preservation and the importance of preserving mental health above all. They will also learn about healthy lifestyles through joint activities.			
Goals	 Promotion of mental health preservation Getting to know each other and networking Promotion of healthy lifestyles 			
Activities	 Conducting a survey on mental health (introduction of external partners (NGOs) to conduct a survey among students). Analysing the results and organizing lectures based on them. Getting to know students - via Padlet or another ICT tool, and video conferences. Joint celebration of e.g. International Day of Happiness/ International Day of Mental Health/ International Day of Hugs and creation of promotional materials Making exercises - 8 activities for well-being, making different videos (e.g. How to calm down, Different perspectives, etc.), Tik-tok challenge Creation of the final joint video Project evaluation and dissemination 			
Evaluation	Evaluation of the project through the creation of surveys for students and teachers, participants in the project.			
Dissemination (inclusion of other pupils, teachers, parents, etc.)	Dissemination of the project will be done through webinars, at teachers' council sessions and teachers' seminars.			







Project Set II: Zen Garden

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Name of the project	Zen Garden
Short description The "Zen Garden" project establishes a connection between good feelings and a green environment by creating mini-gardens in schools/kindergartens. It promotes environmental awareness and emphasizes the importance of contact with nature for well-being. The project brings together different age groups of children and young people. Through various, interesting and relaxing activities adapted to the age groups of the participants, the project explores the importance of coexistence with nature, getting to know it and its impact on mental health. By carrying out activities, we build mutual connection, encourage environmental awareness and educate generations about the necessity of respecting nature and taking care of mental health. The final result of the activity will be the establishment of a Zen garden in each school.	Age Range of pupils: For all levels of education Key Competences addressed: You can have more than one competence Digital Language, entrepreneurship, personal, social and learning how to learn Civic Literacy Pedagogical objectives Enhance and promote knowledge on wellbeing Foster social-emotional development in pupils Subject areas Citizenship Cross-curricular Ethics Health Studies Language and Literature Science Philosophy/Logic Psychology Social Science / Sociology

Goals

- Through research, participants will understand how contact with nature contributes to overall well-being, with an emphasis on raising awareness of the connection between nature, gardening and mental health and encouraging positive experiences.
- Participants will gain knowledge about the effect of natural sounds on well-being, stimulating the balance of stones and arranging their Zen garden.
- They will strengthen their knowledge of using digital tools by writing code for robots, learning the basics of programming, moving robots along a path, and creating a Zen garden e-book and stop-motion animation "How to build a Zen garden".







 They will create their own Zen garden and a Zen garden at school with a special emphasis on sensory experience.

Activities

- 1. Introducing Activities:
 - 1. "Let's get to know each other" (Padlet presentation)
 - 2. "Show your partners where you're coming from" (Google Earth)
 - 3. Online meeting: "Let's get to know each other"
- 2. Activities to present the topic "Well Green Path":
 - 1. Online meeting: "Zen garden" (external collaborator)
 - 2. TwinSpace Chat: talking about taking care of your own well-being.
- 3. Designing a logo
- 4. Activities for planning gardens and getting to know Zen gardens:
 - 1. Creation of an e-book with garden plans
 - 2. Group activity: sharing plans between schools and sending pebbles to encourage balance in the Zen garden.
- 5. Internet Security Activities:
 - 1. Internet security activities
 - 2. "A Zen Path": Basics of programming with various robots (KUBO, Bee-Bot, Ozobot) or without robots with CodyRoby (DIY Card Game)
- 6. Activities on the occasion of World Earth Day:
 - 1. Setting up Zen gardens

Methods

- Tools for online collaboration: Padlet for "Let's get to know each other", Google Earth for "Show partners where you come from".
- Digital creation: Canva for logo design, StoryJumper for e-book creation.
- Learning to program: Using different robots or CodyRoby to program without a computer for "A Zen Path".
- Planning and making a garden: A sense of well-being as you plan and make your own garden.

Evaluation

Before and after project implementation.

Dissemination

On the school's website, on social networks and in local media during the implementation of the project.







A Package of Suggestions for Activities Related to Well-being

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The group created a package of proposals for activities that contribute to well-being in the school, which can be implemented as part of any eTwinning project in the year dedicated to well-being. Each of the activities can be realized through collaboration, documented in a shared eBook, video, etc., and thus become one of the documented collaborative activities.

Name of the activity	Description of the activity	Objective of the activity	Age of students	Duration of the activity
Rhythmic exercise	 Students sit in a circle, on chairs. The teacher plays classical music and determines the way to beat the rhythm (clapping, hands clapping, kicking the floor). At the end of the exercise, the students repeat the rhythmic beats without music. https://www.youtube.com/shorts/YRYAHp SJmcE?reload=9&si=90gM2yRhK94G-2z 	Development of concentration , attention and fine motor skills	All ages	3'-10'
An experiment	 The student plants 2 plants of the same species, but in different pots. The student keeps them under the same external conditions, taking care of them equally. The only difference is that the student talks kindly to one plant every day, playing pleasant music, but not to the other. At the end of the experiment, the student draws a conclusion about the importance of treating plants and all living things with kindness. 	Learning about the importance of wellbeing, and learning about plants	Up to 10 years	During the entire implement ation of the project
Mandala colouring	 Students colour mandalas. The shape of the mandala can be adapted to the theme of an individual eTwinning project. 	Development of	All ages	20'-40'





	https://kreativna.org/crtanje-mandala-za-	concentration		
	pocetnike-video-radionica/	and attention		
Op-Art	1. Students create a character in the Op-	Development		
technique	Art technique.	of	From 12	45'- 60'
teemique	2. The shape of the character can be	concentration	to 19	00
	adapted to the theme of the individual	and attention	years	
	eTwinning project.		jours	
	https://www.eduino.gov.mk/randetskirazvo			
	j/game/7273/			
Musical	1. Draw a circle of emotions on the floor	Learning		
circle of	and write one emotion in each field.	about	All ages	20'-30'
emotions	2. Students stand in that circle.	emotions	8	
	3. The teacher plays music while the			
	students start walking around the fields			
	of the circle of emotions.			
	4. When the music stops, the students			
	stop walking.			
	5. The students should describe the field			
	they find themselves in and act out or			
	tell how to overcome the given			
	emotion they are in.			
	https://drive.google.com/file/d/1XkeMNtTi			
	hn-			
	PbPYm442ub0Fyx9xL5S8L/view?usp=sha			
	ring			
In someone	1. The teacher tells a story as a "hook".	Development		
else's shoes	2. Students are then given the task of	of empathy	From 10	30'-60'
	telling the story from the point of view		to 19	
	of one of story's characters.		years	
	In the event of a conflict situation, students			
Mediation	are invited to mediate, with the presence of	Conflict	From 12	30'-60'
with masks	a teacher-mediator	resolution	to 19	
	1. Ensure that only students who are		years	
	direct participants in the conflict attend			
	the mediation, with the presence of the			
	teacher-mediator.			
	2. Each of the students gets a mask and			
	the opportunity to tell another student			
	under the mask, with the presence of a			
	teacher-mediator, everything that			
	bothers him/her			
	3. The conversation under masks			
	continues, with the present teacher-			
	mediator, until the conflict is resolved			
	and the students apologize to each			
	other realizing what they did wrong.			

