



**eTwinning Thematic Conference:
"Learning to think in a digital society"
Athens, 28-30 September 2017**

Programme

DAY 1 Thursday 28 September 2017

14:00 – 15:30 Registration
15:30 – 17:30 Plenary session

Welcome addresses (European Commission DG EAC, Greek Ministry of Education, other)
About eTwinning (CSS/EUN)s
Keynote speech (about computational thinking in relation with eTwinning)

DAY 2 Friday 29 September 2017

9:00 Orientation for workshops at registration desk
9:30 – 11:00 4-5 thematic parallel sessions (ie. Computational thinking and social sciences, computational thinking and digital competences, etc)
11:00 – 11:30 Coffee break
11:30 – 13:00 parallel workshops 2
13:00 – 14:30 Lunch buffet
14:30 – 16:00 parallel workshops 3
20:00 Dinner

DAY 3 Saturday 30 September 2017

9:00 Orientation for workshops at registration desk
9:30 – 11:00 parallel workshops 4
11:00 – 11:30 Coffee break
11:30 – 12:30 Panel Session
12:30 – 13:00 Closing session (European Commission DG EAC)
13:00 Lunch / departure

Workshop Sessions
TO BE CONFIRMED!

Recording and studying earthquakes in the school

In the first part we will present how it is possible to record earthquakes using the sensor of quake-catcher network of Stanford University, as well as other ICT tools (applications of smartphones). In

the second part of the workshop we will investigate several different ways in order to study data from earthquakes (sac programming from IRIS, SeisGram2K, jAmaSeis). Additionally we will present educational scenarios that can be used in the class a) Phet simulation with plate tectonics, b) Simulation of seismic stations around the world (www.qcnexplorer.org).

Organiser/s (Names, Titles): Maria Eleftheriou (Science Teacher)

The basics of Communication Protocols

The aim of this workshop is to present a full functional model of a Digital Communication System. The message that must be transmitted from the one spot to the other through a physical channel, is a picture. The picture will be transformed to a digital sequence of bits, it will be restored to a computer system and after that the sequence of bits will be transmitted to the Receiver. The Decoding phase and the physical representation of the transmitted message are well defined and both of them are presented in our educational scenario. All these will be done with a simple implementation process, using Scratch language and Lego Wedo Collection kit

Organiser/s (Names, Titles): George Papadopoulos

Mission to Mars

The aim of the workshop is to introduce teachers in the use of storytelling tools combined with advanced augmentations to design projects related to space exploration. Participants will develop their own STEM projects related to space exploration and they will have the chance to present their work through interactive storytelling

Organiser/s (Names, Titles): Dr. Sofoklis Sotiriou

ICARUS

The aim of the workshop is to introduce participants to the design and construction of a drone. We will discuss the different parameters that one has to take into account in order to design a fully operational model of a drone.

Organiser/s (Names, Titles): Dr. George Mavromanolakis

Understanding Nature, studying Science subjects through Programming

The aim of the workshop is to introduce the way that basic analog concepts of real world like temperature, humidity, sound, light and several others can be perceived by modern digital devices and give useful results after further processing. Various “Internet of Things” platforms will be used in order to demonstrate the necessary scenarios. The cross-curricular approach will be followed, combining concepts of Science and Programming.

Organiser/s (Names, Titles): George Kalemis (Science Teacher) and Michael Vamvakaris (ICT Teacher)