Educational flexible and creative environments

FORM TO DESCRIBE EFELCREN ELEARNING MATERIAL
filled in by the teacher who realized it
(aim of this information is to help other teachers to re-use your product)

Title of the product:	A virtual cruise in the Italian seas
Proposing teacher(s) and country/ies:	Carla Di Lauro and Francesca Schenone - Italy
Original language/translations available:	Italian
Type of material (more than one category can be selected):	☐ Conceptual Map ☐ Webquest or Treasure hunt ☐ Interactive activity (game, quiz, test, simulation, etc) ☐ Creative use of Media (video, graphics, animation, etc.) ☒ Hypermedia document (presentations of various kinds, like web sites, powerpoint etc., and with different aims) ☐ Other: _____
Making reference to the above categories, please specify what kind of product it is:	Hypertext: a virtual cruise along the coasts of Italy
Concise Description of the content:	The pupils imagined taking a cruise in the Italian seas, touching all regions and illustrating the main characteristics of all of them, as concerns the natural environment, monuments, historical events and typical dishes of the local cuisine.
Educational aims:	An alternative way to study Italian geography, by using all possible sources of information: books, magazines, personal experiences internet) to make the pupils know better their home country and acquire skills in the use of ICT. This hypertext has been used also by other classes to study Italian geography.
Students are expected to learn	☒ by using the product ☒ by developing the product
School level and grade:	Primary school – 4th grade
Topic(s) addressed:	geography – computer use
Work mode (e.g. individual, in small groups or what else)	The work was articulated in two parallel phases: the class was divided in two groups that were taking turns to carry out two kinds of task: one, working with the geography

	teacher, was collecting textual information and images; the other, with the computer lab teacher, was imputing the texts, scanning the images, colouring the drawings with a graphical software (see Creative Images, in the Use of media section), assembling the hypertext
Context in/for which the product was realized:	Study of Italian regions (geography) and computer use.
Time required:	4 months of work with 2 hours a week of work in the lab and in the classroom in parallel.
Technological tools used for the product realization:	Microsoft Word Macromedia Fireworks-2 Macromedia Dreamweaver-2
Technological tools that can be used in alternative (general features or functions):	any program for text editing, graphics and creation of web pages.
Software necessary for its fruition:	any browser
Format and total size of files (Mb)	3 Mb
Realization phases (with teacher's role and reference files if necessary):	• Search and collection of information (with teacher's guidance) • Text editing and images preparation • Creation of html pages (with teacher's guidance)
Considerations at the end of the experience:	The pupils took great interest in this activity: all contributed with materials and experiences and actively participated in the work.
Characteristics on which the educational potential relies, to be preserved when transferring the product to a different school context:	This activity made it more pleasant to study geography, which is a topic that pupils usually do not like much: here there were no abstract pages to study…
Further considerations, if any:	Due to lack of time, some regions could not be deepened like the first that were studied.