

Open minds, open borders

3-9 November Skövde 2019



Introductions

Rydskolan is a secondary school and it is located in a multi-cultural area in the suburb of Skövde. The school has a great experience of integration work and teaching swedish to newly arrived students. The school also has experience from computer programming.

In Skövde the students and teachers experienced programming with specific focus on computer software programming. During the week we had input from Skövde University, one software company and the Volvo high school.

The students were taught to program in a game making program. It all ended up in short games where the students had made a digital pet which could ove, eat, sleep and so on. The students proگرامing skills, coming into this, was very various as well as the results. The last day of the project an exhibition at the school's entrance hall was orginazed. At the exhibition the students got a chance to show their games and what their digital pet could do.



Participants

The open minds, open borders includes schools from six countries. In Skövde we welcomed 4 students and one teacher from each country. The age of the students were between 14-20.

The week was mainly organized by the co-ordinator of the project but all the staff at upper secondary school was involved and participated more or less during the week. Even staff at the lower secondary school had the opportunity to show their work with the younger students and share experience with the visiting teachers. Both students and teachers visited lessons at the school during the week and the younger students came to the exhibition the last day of the project.

In order to spread the project to people outside of our school, we took advantage of the municipality's communication unit who helped us with a press release and postings on social medias. The local news paper wrote an article about our project. We also invited the superintendent of local schools and local politicians to the exhibition.



Timetabel

Monday Breakfast 7.45-8.15 8.30-15.00	Tuesday Breakfast 7.45-8.15 8.15-15.00	Wednesday Breakfast 7.45-8.15 8.15-15.30	Thursday Breakfast 7.45-8.15 8.15-15.30	Friday Breakfast 7.45-8.15 8.15-14.30
Welcome Presentation Games Tour around the school Start with the programming task.	8.15 Students presentation 9.30 Bus to Varnhem Tourist visit to Kata farm	Programming	8.15-9.15 History lesson with Staffan 9.30 Teachers lesson Programming	Exhibition in the entrance hall
12.00 Lunch at school	12.00 Lunch at school	12.00 Lunch at school	12.00 Lunch at school	12.00 Lunch at school
Programming 14.00 Presentation AI, Paul Hemeren	13.00 Coffee Stain	13.00-15.30 Visit to Volvogymnasiet	Programming	Exhibition in the entrance hall Sum up
	18-19.30 Bowling at Oleary's	Free afternoon in Skövde City	15.30-17.30 After school activity (at the school)	17.30 Farewell dinner (at the school)

Inputs

During the week we had a visit by Johannes Aspeby, founder of the gaming company CoffeStain. He talked about game development and how computer games can be designed. The aim was to give the students inspiration for their own games. The presentation was very popular as the company was well known among the students.

The first day we listened to a presentation about Artificial Intelligence by Paul Hemeren from Skövde University. He focused on the border between man and robot.

The students got to see programming in real life when we visited the Volvo high school.



Volvo high school



Paul Hemeren from Skövde University

From the evaluation:

"They were really good and very interesting. They gave a unique look into each topic"

"it was very interesting to see how programming and computers are used in thr daily life"

"The presentations about Artificiell Intelligence and the Coffee Stain were both very nice. I learnt some new things that I did not know and I was surprised with the social robot. The presentation of Coffee Stain was also very nice because I love to know facts of game companies, that I play games"

Cooperative lesson

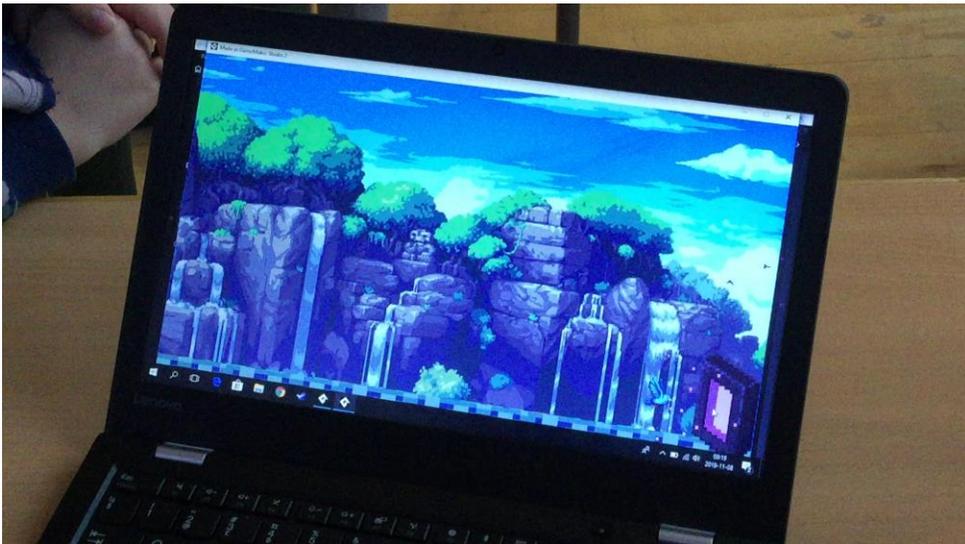
One of the intentions with this project was to give teachers from different countries and teaching cultures the opportunity to share their experiences of teaching and get input from each other.

In Skövde six teachers, one from each country, planned and held a lesson together. This gave the teachers the opportunity to discuss educational issues and share their experiences from different school systems. The lesson was about digital development and the teachers gave the students an insight into life before smart phones.



Programming

With help from the school's programming teacher, the students programmed a game during the week using a program called Game maker. The task was to program a digital pet.

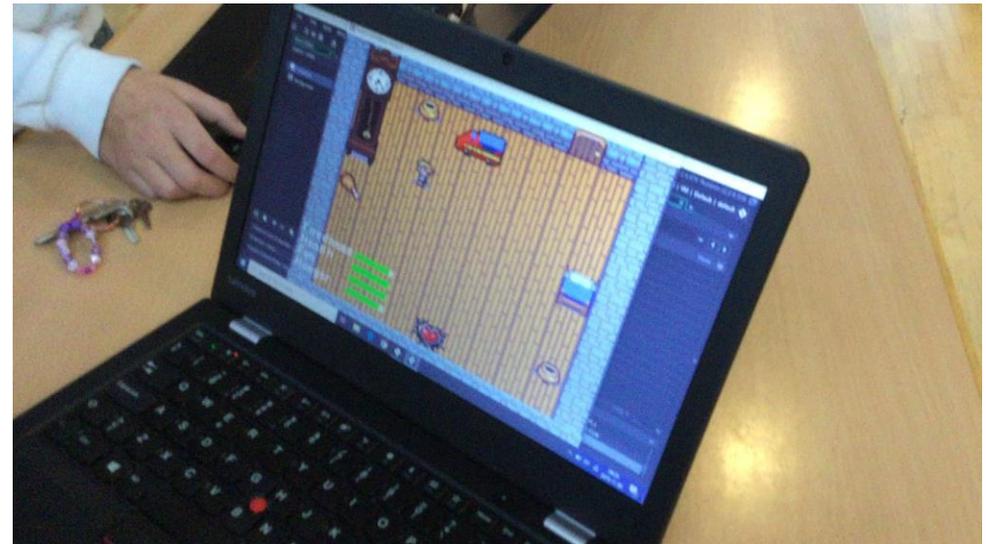


From the evaluation:

"Its fun to work with the program and see how the game loks like"

"first i thought that it would be impossible but layer i understood it and it became very fun"

"I had never done this before, that is, I created games and programmed machines for the first time and I liked it so much that I think that I will definitely continue to do programming in the future. But I think that given too little time in two weeks I would be able to improve my game"



Visit to MME

The teachers visited MME, MME is a centre for reception, testing and preparation of newly-arrived school age pupils as well as coordination of mother tongue teaching and learning. When you arrive to Sweden and Skövde you start your first eight weeks in MME, learning Swedish and are introduced into the Swedish school system. After eight weeks the pupil go to a regular school in Skövde but MME is coordinating and implementing mother tongue teaching and study guidance in the mother tongue for the pupil.

During the week in Skövde the teachers in the open minds, open borders project visited MME to hear about their work and meet some of the pupils and teachers. The aim was to share our work with new arrivals and exchange experiences from each other on how it differs in our respective countries and hopefully bring some good ideas back home.

The Final

At the end of the week, an exhibition was organized in the school's entrance hall. The students who participated in the project presented their games for grades 5 to 9 at the school. The Swedish students were given the opportunity to try the games and it also gave them an opportunity to speak English.

The local newspaper also came and did a report on the whole Erasmus week.



SKÖVDE. Temat var programmering



FOKUS. Matteo Poli programmerade ett spel inspirerat av filmer och riktiga karaktärer. FOTO: JONATHAN STRÖM

The article from the news paper
SLA 9th of november



Sadi från Tyskland vill jobba med spelprogrammering.



Utställning var populär och många ville testa spelen.



Alicia och Ezo programmerade sitt spel "the running cat".

Erasmus på Rydskolan

SAMARBETE. Under den senaste veckan har Rydskolan haft besök av elever och lärare från flera länder. Eleverna har tillsammans lärt sig om programmering och hade under fredagen utställning i skolans entréhall.

Erasmus är EU:s program för internationellt samarbete och utbyte inom utbildning, ungdom och idrott. Rydskolan bedriver två Erasmus-projekt och har ett samarbete med skolor i flera olika länder.

- Det har varit väldigt uppskattat och eleverna får lära sig mycket av varandra, säger Sofie Nystedt, arbetslagsledare för högstadiet i Ryd.
Skolan har ett samarbete med länder som England,

Holland, Tyskland, Italien och Finland. Både elever och lärare från Rydskolan har tidigare besökt de olika länderna men nu var det skolans tur att stå för värdskapet.
- Varje skola får bestämma ett tema till den vecka då man står för värdskapet. På de andra skolorna har man haft teman som drama och gränser mellan länder, säger Nystedt.

HÖLLI föreläsningar

Under veckan gästade 19 elever och 5 lärare Rydsko-

lan och temat var programmering. Man samarbetade med Högskolan i Skövde, Volvogymsnasiet och spel-företaget Cofee Stain Studios.
Eleverna fick gå på föreläsningar med bland annat Paul Hemeren från Högskolan i Skövde samt en föreläsning som hölls av Cofee Stain studios. Besöket avslutades med en utställning i skolans entré där eleverna i projektet fick visa sina spel för de yngre på skolan.

Sadi Kontosoglu kommer från Tyskland och han var

en av eleverna som var på besök. Sadi är själv väldigt intresserad av spelprogrammering och visade stolt upp sitt spel.

- Det har varit väldigt roligt att få lära sig mer om programmering för jag vill jobba med det när jag blir äldre. Jag har själv utvecklat ett spel som jag kommer att utveckla vidare när jag kommer hem, säger han.

Gjorde eget spel

Matteo Poli kommer från Italien och han hade också programmerat sitt eget spel.

- Jag har gjort flera olika nivåer i mitt spel där man kan besöka olika rum. Rummen är inspirerade av riktiga karaktärer och filmer som Matrix.

Tyckte det var kallt

På frågan om Matteo tyckte om besöket i Sverige hade han ett något oväntat svar.
- Det har varit roligt men väldigt kallt. Sen går solen inte upp så långt så man får den i ögonen hela tiden.

Jonathan Ström

Impact, dissemination and succes

- The teachers have got the oppertunity to see how Skövde is testing and preparing newly-arrived students into the Swedish school system. They also got to know about how the newly-arrived students are introduced to the swedish language and how they keep on working with a study guidance in the mother tongue after they have moved on to a regular Swedish school.
- The teachers also had the experience on working together with colleagues from different countries to design a lesson.
- The student was abel to experience not only the original Swedish culture but also the mixture of the Swedish culture and another culture as many of our hosts were first or second generation immigrants.
- The students had the opportunity to learn a new language, the programming language as they designed their own computer games.
- Many students brought their computer games back home and continued to programming

Evaluation

It was fun, I'm a bit shy so a few things were a little scary but everyone was nice and the programming was fun even if it was a bit hard sometimes

It was the best week of my life, it was a lot of fun, I met a lot of new friends and I already miss them. I think that the week is too short.

"The presentations about Artificial Intelligence and the Coffee Stain were both very nice. I learnt some new things that I did not know, and I was surprised with the social robot. The presentation of Coffee Stain was also very nice because I love to know facts of game companies, that I play games"