



# Global Junior Challenge

Projects to share the future

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## Join Me on a VR Expedition!

**Nome dell'ente che lo ha realizzato /ORGANIZATION/INSTITUTE PRESENTING THE PROJECT: \*:** Pärnu Koidula

**Regione/Region:** Pärnumaa

**Paese/ Country:** Estonia

**Città/ City:** Pärnu

**Descrizione del progetto/Describe the project :** In this eTwinning project, the students will use Virtual Reality to explore their own and other countries, getting know differences and similarities. Students from Norway and Estonia collaborate using Virtual Reality. The project aims: Undertake online collaboration Develop digital skills English with students who study English as a second language Explore different aspects of European culture Interaction among students who do not the first language and they lack basic and natural language skills. In the project the students from Estonia and Norway explore their own country, videos for introducing their country, school etc (project aims: <https://twinspace.etwinning.net/45713/pages/page/39> about themselves using webwall - Padlet.com (Rinda <https://twinspace.etwinning.net/45713/pages/page/34> <https://twinspace.etwinning.net/45713/pages/page/33> <https://twinspace.etwinning.net/45713/pages/page/39> <https://twinspace.etwinning.net/45713/pages/page/28> and to knowing how manage with them. In collaboration with students from Norway photos and videos and discussing about positive and negative aspects of (Virtual Reality) in learning process. The final products uploaded on TwinSpace (<https://twinspace.etwinning.net/45713/pa>

**Categoria del progetto/Project category :** Educazione fino ai 18 anni/Up to 18 years

**Link al video di presentazione/Link to the presentation video:** <https://padlet.com/tiule07/VRExpedition>  
<https://padlet.com/tiule07/VRreflection>  
<https://twinspace.etwinning.net/45713/pa>  
<https://kuula.co/share/7l8Fy?fs=1&vr=1>  
<https://twinspace.etwinning.net/45713/pa>  
<https://twinspace.etwinning.net/45713/pa>

**In che modo il progetto usa le tecnologie in modo innovativo/Use of technologies ...:** In our project we use Virtual Reality (VR) and Gear camera.

camera, how take photos using application to leading the camera, how to edit pictures and knew different new sites where hold the 360 pictures. The students discussed and reflected VR possibilities to use it in learning process. What the good and what bad sides it brings with (tizzy etc).

**Indicare gli elementi di innovazione del progetto:/ What are the technological aspects of the project?:** Innovation  
2. the student  
horizons in  
degree pho

**Quali sono gli aspetti tecnologici del progetto?/What are the technological aspects of the project?:** 1. aspect - T  
using applic  
websites wh  
the students  
good and w

**Con quanti utenti interagisce il progetto?/How many users does the project interact with? :** In project coll  
Norway

**Di quali mezzi o canali si avvale il progetto?/Which media or channels does the project use?:** This is eT  
etc) - http

**Il progetto è già stato replicato? /Has the project already been replicated? :** This project have natio

**Quali sono le aspettative future?/What are future expectations?:** The idea is to continue creating VR

**Durata progetto/project duration:**

2 years

**Tipologia dell'ente/Kind of organization:**

Gymnasium

Fondazione Mondo Digitale

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del 26/04/2007.

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