



AQUATIC LIFE LAB

Project n. 2017-1-IT02-KA201-036817



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MANUAL

updated edit

SEPT2018



TEACHERS & TUTORS



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7. **eBook** editing and contest



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1. THE BLUE HUNT

ACTIVITIES ARE NOW ON LOCATION

In October and November, the students will be engaged in the **BlueHunt**, or the special “treasure-hunt” organized in marine museums of **Cyprus, Gela, Ravenna and Zagreb**.

HOW IT WORKS

The class will check-in in the museum and thanks to a **dedicated mobile App instructions**, the students will have to find **hidden objects** inside the museum and at the same time they will have to **avoid trap objects**: all in a compelling **challenge against time**.

The total duration of the activity will cover **30 minutes**: adding a visit to the museum will cover a **50/60 minutes** time-span.



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1. THE BLUE HUNT

FIRST THE APP!

REMEMBER A SPECIFIC MOBILE APP IS NECESSARY



The tutors will have to **tell the students to download the App** before heading to the museums: we will see this memo will be part of a **specific meeting** with the classes.



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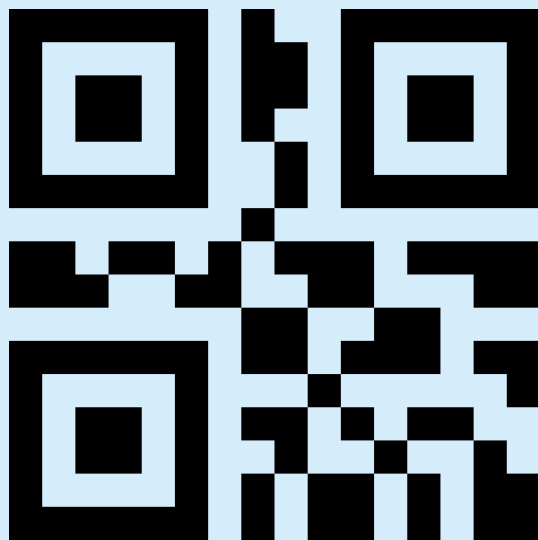


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1. THE BLUE HUNT

QR-codes delivery

PLEASE TRACK THE PROCESS



The tutors will be asked to provide the **correct shipping addresses**, but also to check in advance the material they will receive: for each museum there will be **1 QR-code for check-in**, **6 QR-codes for hidden objects** and **5 QR -codes for the traps**.



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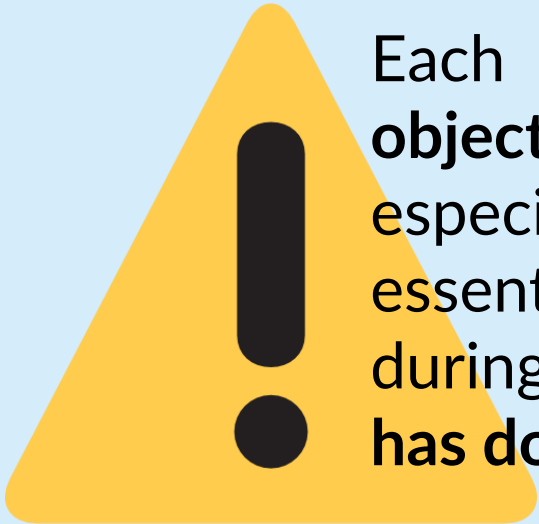
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1. THE BLUE HUNT

CHECK IN IN THE MUSEUM

A yellow triangular warning sign with a black exclamation mark inside.

Each museum is associated with specific **objects and clues** in the mobile App, but especially with **specific participants**: it is essential that the tutor follows the students during check-in and makes sure that **everyone has done it correctly**.



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1. THE BLUE HUNT

HOW TO CHECK IN?!

AS SIMPLE AS A WITH A LOW COST FLY

A plastic **QR-code plate** will be located at the entrance of each selected museum: the tutor has just to **guide the student** through the App and control that everyone of them has **scanned the code**: once the check-in code has been scanned the App gives the participant **5 minutes to start**.





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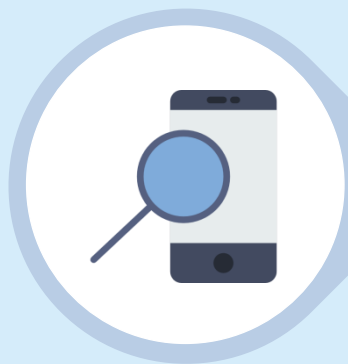


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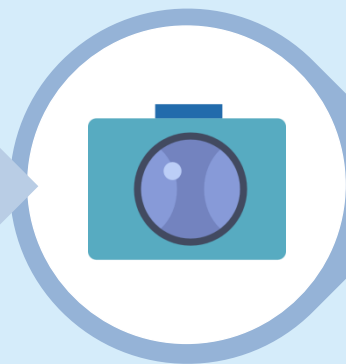
1. THE BLUE HUNT

THE KEY STEPS

AFTER CHECKING-IN



**FIND IT
QUICK!**



**SNAP IT
FAST!**



**SCAN ITS
QR!**



**ON TO THE
NEXT ONE**



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1. THE BLUE HUNT

FIND IT QUICK!

Once the waiting time of 5 minutes has elapsed, each student has **20 minutes to find two hidden objects**: for each object the mobile App will give a **fundamental clue** to find the correct object avoiding the traps.

SNAP IT FAST & SCAN ITS QR-code!

Once the object has been identified, the student must **photograph it** and **scan the QR-code** that has been placed right next to it: **the App stops the countdown** and tells the student if the object found is the correct one or if it is one of the objects trap disseminated in the museum.



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1. THE BLUE HUNT

ON TO THE NEXT ONE

If the object is a trap, the App **returns to the first clue** and displays the **error** message, if instead the object is correct, the countdown starts again and a **second search advice** is given.

When also the second and final hidden object has been discovered, there won't be nothing best to do than **capture the moment...**

THE FINAL USIE

What do you call a **group selfie**? An **usie**, of course!

As in "us." Pronounced **uss-ee**

The App asks the student to stop in front of the last object, gather with the other that shared the same targets (a group of 7-9 classmates) and wait for the group leader to shoot a **final group selfie**.



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1. THE BLUE HUNT

THE STUDY ASSIGNMENT

The **most important mission** of BlueHunt comes at the end. When photos, QR-codes and the group selfies, have been uploaded on the ALL web platform by the App, this shows a last screen: this **final assignment** invites the student to visit the platform and log-in with his data to find out the individual study mandate.

ON THE PLATFORM

Once logged in the student can clearly **read what kind of research** has been entrusted to him and **which additional unit** of the platform will be his task to complete. On the platform the student will also find the editor to insert their **final text output (1500 letters including spaces)**.



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ANY QUESTIONS?



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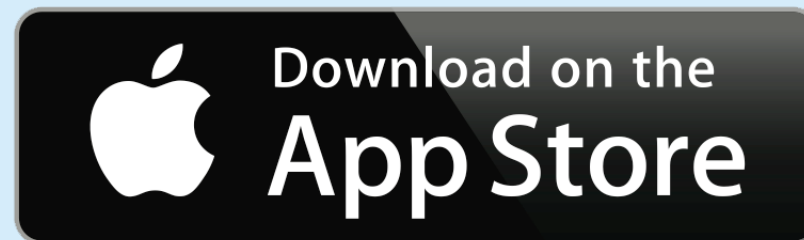
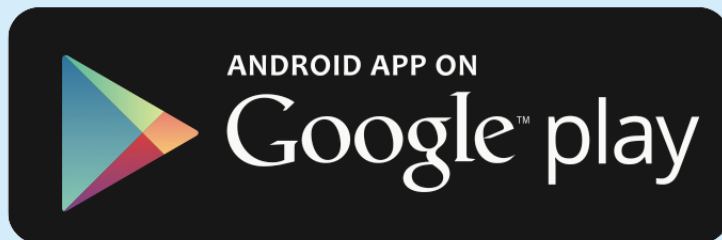
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2.THE APP

DOWNLOAD AND INSTALL

ALL Aquatic Life Lab App must be downloaded from **Google Play store** for android devices and **AppStore** for those who use an iPhone.

The download is of course free and it will be important to remember the students to do it on time.





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2. THE APP



The screens of the App are an absolute preview and there may be slight differences with the final appearance.

The image displays four sequential screenshots of the 'Blue Hunter' app interface, connected by yellow arrows. Each screen features a wooden background with a rope on the left side. The top status bar shows signal strength, battery, and the time 12:00. Below the status bar is a white text box with instructions. At the bottom of each screen is a teal 'START' button, the AQUATIC LIFE LAB logo, and the Erasmus+ logo.

- Screen 1: Welcome Blue Hunter!**

ALL - Aquatic Life Lab will teach you to understand the sea, its biodiversity and what threatens them...
Are you ready to find out what's hidden under the surface?
- Screen 2: First check-in**

Ask your tutor to scan the QR-Code at the entrance of your hunting territory. After checking in, you will only have 5 minutes to get ready before the count-down starts.
- Screen 3: Then hunt!**

Follow the hints given by the App: find two hidden objects, take a pic, then scan their QR Codes... You have 20 minutes to find your hidden objects. What if you finish earlier? Surprise ;-)!
- Screen 4: Okay, you were smart!**

Now it's time to find your teammates and shoot a selfie of your group.



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2. THE APP



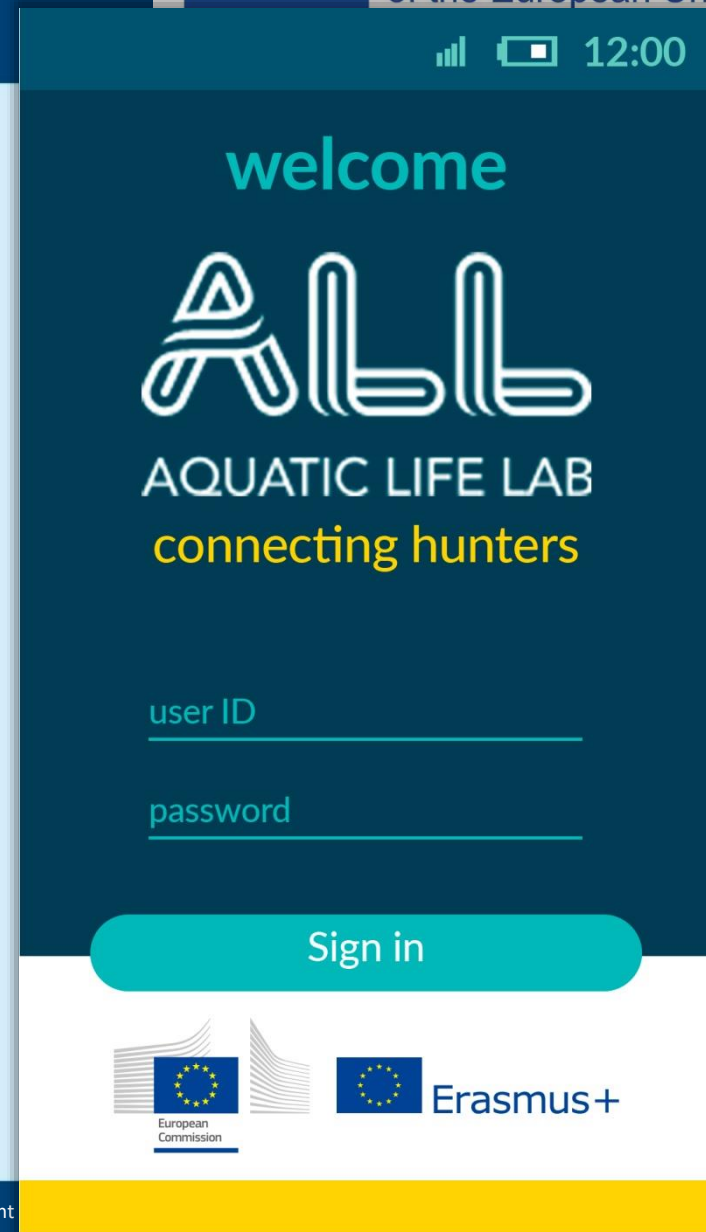
After the instructional info the App asks the students to log-in with the provided usernames and passwords



The students accounts will be created and provided in advance to the tutors and the teachers: user and password of the App will be the same used for the platform login



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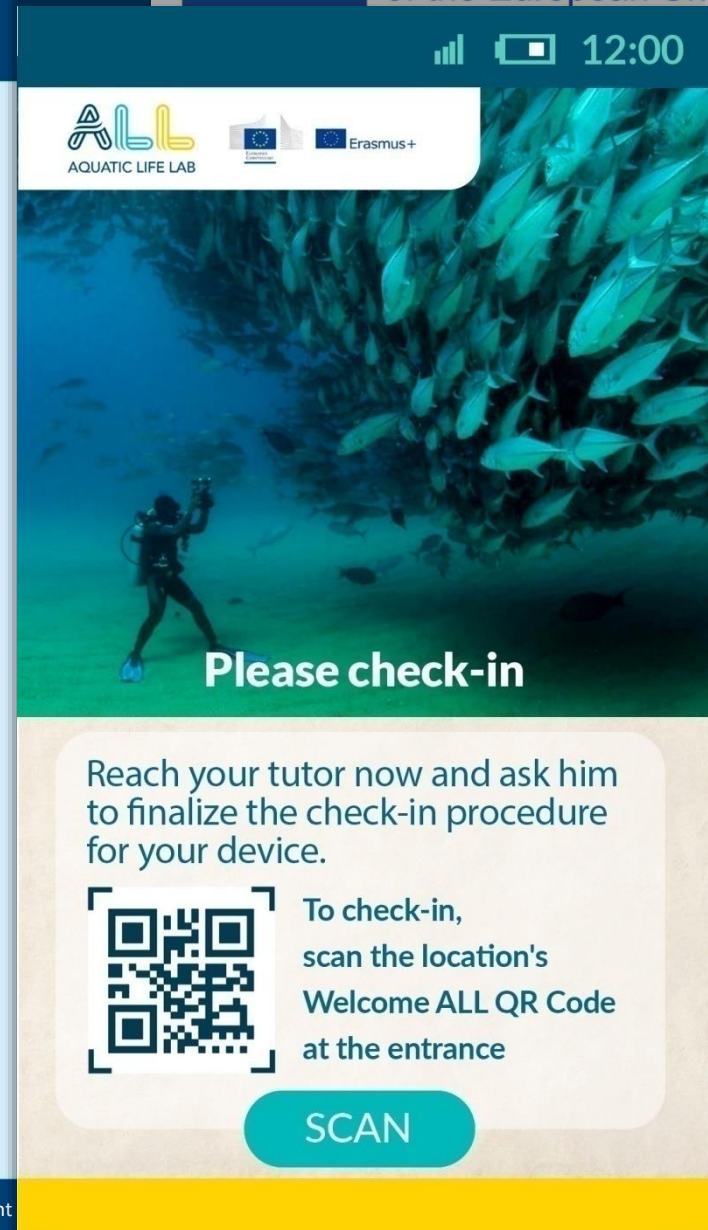
2. THE APP



To assist and control the check-in procedure, it is important that a tutor is always at the entrance of the museum.



Check-in takes place by scanning the QR-code at the entrance of the museum: this is associated with the data relating to the location, the objects, the students.





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2.THE APP



Immediately after checking-in, the App displays the initial countdown.



This waiting time was created to facilitate usual organizational phases of accommodation for students, such as storing backpacks, jackets or various things in the wardrobe.





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2.THE APP



Now the *timer* dedicated to the actual Hunt begins: a total time of *20 minutes*.



The *first research clue* to face the museum in search of the first hidden object is provided under the form of a *txt message* from a virtual agent.



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12:00

19:59

MINUTES

SECONDS

Ready to search
for your first hidden object?

To go straight to sign,
follow the directions
we have prepared for you..

Your mission is
to find
the white whale skeleton!

Click here if you think
you found it!



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2.THE APP



Let's move to the next search!



The App asks the students to check the directions again, bringing him back to the previous screen.



Now take a picture of the object!



Scan its QR Code



Now take a picture of the object!



Scan its QR Code!



**WELL DONE
BLUE
HUNTER!**



**OOOPS, LOOKS LIKE
IT'S WRONG:
check the directions
again and try
another one!**



2.THE APP



The timer runs fast and so has to do a BlueHunter to find the second and final hidden object.



The second research clue is always provided under the form of a txt message from the virtual agent.



12:00

12:45

MINUTES

SECONDS

Ready to search
for your last hidden object?

**Don't waste any precious time:
follow the directions
we have prepared for you...**

Your mission
is to find
the marine pollution panel!

**Click here if you think
you found it!**



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2. THE APP



Selfie or quiz?!



*Mmmh... It will take
some more minutes
to come to an end.*



Now take a picture
of the object!



Scan its QR Code



Now take a picture
of the object!



Scan its QR Code!



**WELL DONE
BLUE
HUNTER!**



**OOOPS, LOOKS LIKE
IT'S WRONG:
check the directions
again and try
another one!**





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2.THE APP



*The App invites the student who has finished to **stay in the place** where he photographed the **last object** and wait...*



*To kill the boredom of the waiting we have prepared a **funny 10 questions quiz**, that will entertain the student while he/she waits for the other team mates to join him.*



12:00



WAIT! DON'T MOVE!
Looks like you're a turbo
powered Hunter!

We need you to stay where you are but...
Don't get bored: show us that you're not just fast...



TAKE THE BLUE QUIZ



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2. THE APP



The App reveals the names of the other teammates that shared the same search clues.

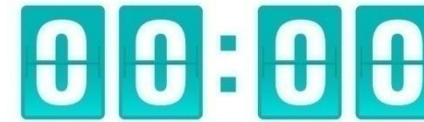


*One student in each group will be notified as **team leader** by the App: he will be the one who shoots the final... **Usie!***



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12:00



MINUTES

SECONDS

IT'S
SELFIE
TIME!



Wait for your teammates and take a group selfie!
Here's the list of the group...

Pizza Margherita
Guido Di Rado
Baratto Lino
Avanti Speranza
Carta Bianca
Gatto Albino





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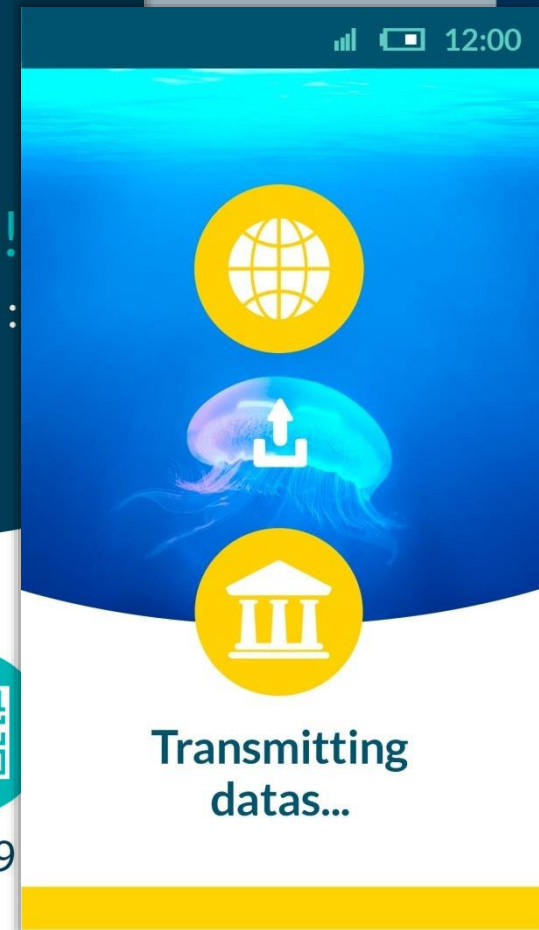
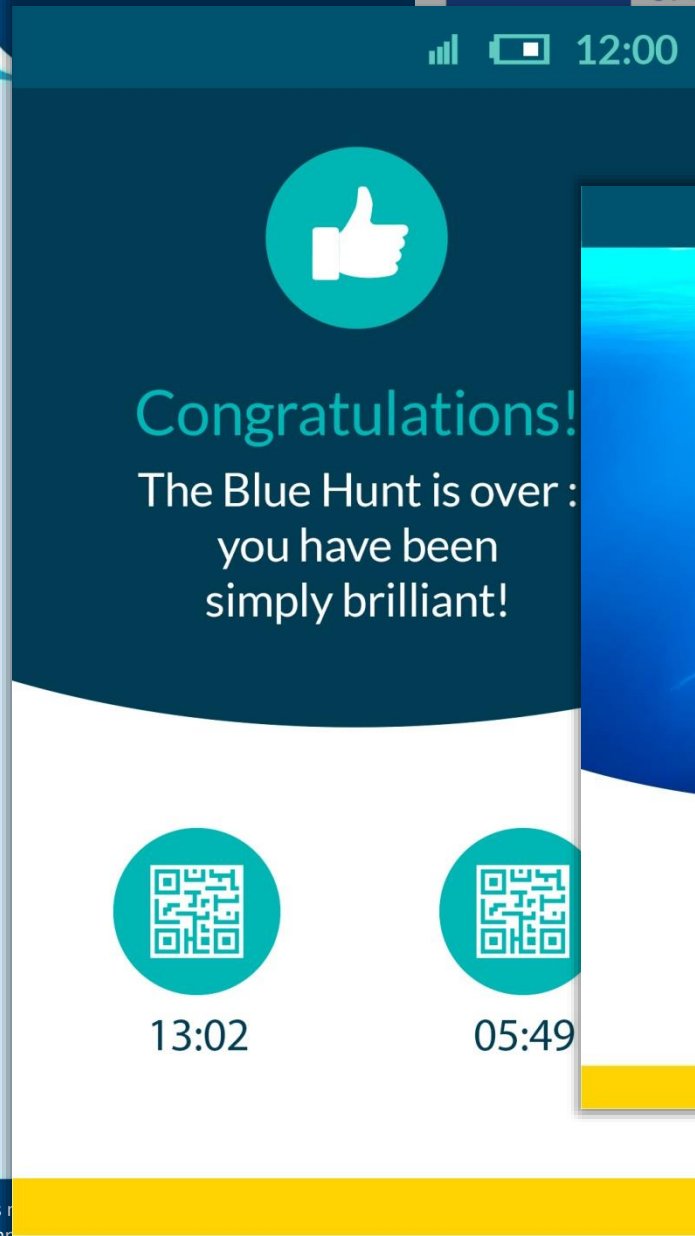
2. THE APP



The App shows a synthetic summary of the individual hunt results.



Datas are sent to the platform as soon as the mobile phone connects under a data plan.





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2. THE APP



The App invites the participants to visit the desktop web platform in the "crew cabin" section.



Once logged-in with his personal id datas, each student will find what research to do and how to fill his unit in with the embedded text editor.



12:00



Datas are archived

Once you are home
go to the CREW CABIN
area on the ALL platform...

**LOG-IN
TO DISCOVER
YOUR
ASSIGNMENT**



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2.THE APP



*Yes, it's US!
Thank you*



12:00





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ANY QUESTIONS?



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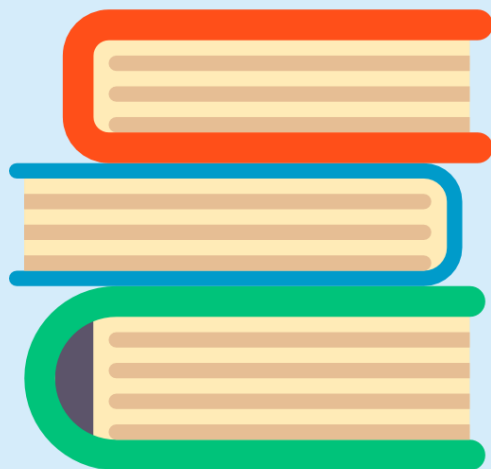
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3. WHAT'S NEXT?

THE WEB PLATFORM CONTENT AREAS



The online platform is a resource of high quality content: **5 areas, 10 chapters each, enriched with photographs and videos.** This is the place where the assignment of the **BlueHunt** is addressed, where the students will find **their starting points and their goals alike.**



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3. WHAT'S NEXT?

CONTENT STRUCTURE

AREAS

- 1 About the sea
- 2 Marine habitat
- 3 Bioindicators
- 4 Environmental alterations
- 5 Environmental solutions

CHAPTERS

Each area counts 10 ch.
The first number is for
the area, the second for
the chapter (i.e. 2.4 or
fourth chapter of area 2)

UNITS

The additional
units for the
students to edit
are in a variable
number.



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3. WHAT'S NEXT?

HOW MANY UNITS?

One for each student: it's as simple as that.

HOW THE ASSIGNMENT OF THE UNIT WORKS

Once logged-in with his personal user and password, each student is **recognized by the platform** and this assigns a mandate that is first of all to **study** and then produce an **output** (completion of the unit).

The integrated editor allows the participant to **insert the text** (1500 letters and spaces) so that it is automatically stored by the platform, where it will become a visible unit only **after the tutor's approval**.

QUALITY FIRST

One of the duties of the tutor is **following the work** of the students to facilitate a **real research** and not the typical **copy&paste Wikipedia** 😊



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3. WHAT'S NEXT?

THE FINAL CONTROL



Tutors and teachers have access to a special **monitoring and control function** reserved to them on the platform: in this way it will be **easy to track the progress** of the students' work, to **request the latecomers** and to **approve the publication** of the inserted outputs



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ANY QUESTIONS?



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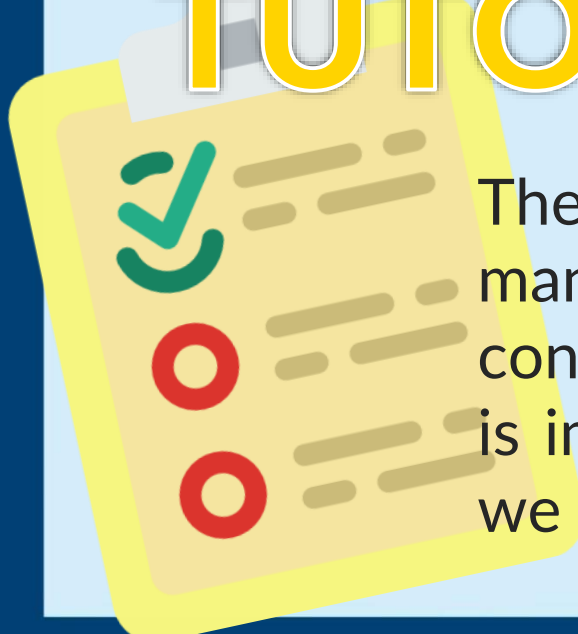
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4.HOW TO

THE ULTIMATE TUTORS CHECKLIST

An illustration of a checklist on a yellow clipboard. It features a green checkmark, a red circle, and another red circle, with horizontal lines representing text next to them.

The **BlueHunt** is an initiative that includes many **different pieces** and each of these contributes to **make the mechanism work**: it is important that no passage is forgotten, so we prepared a **checklist**.



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4.HOW TO



Hey tutors!!!



DO NOT FORGET TO...

Schedule a preliminary meeting with the students in october to show them the platform and its content areas. Make sure each students has downloaded and installed the App	OCT18
Arrange the delivery of the QR-codes and place them correctly inside the museum	OCT18
Provide the students with usernames and passwords to access the App and the platform	OCT18
Schedule a follow up meeting to help students with the final assignment	NOV18
Check each additional unit edited on the platform as soon as the student communicates that he has done the job: we want them to have good quality... no copy and paste here!	DEC18
Push students to respect the deadlines and to have all the units done by the end of december 2018	DEC18



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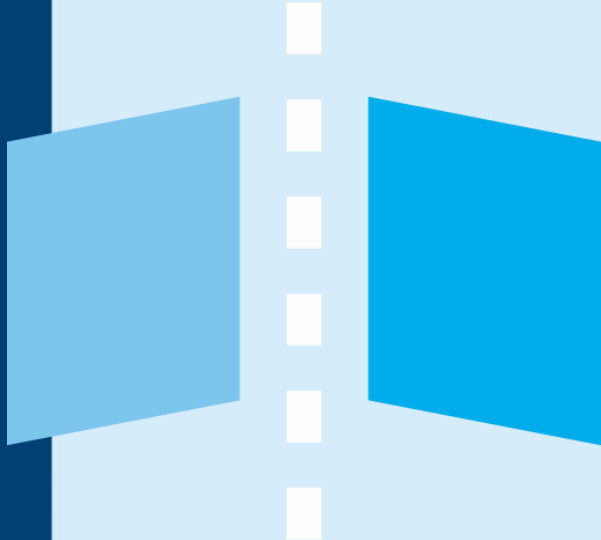
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5.FLIPPED CLASSROOM

FLIPPED CLASSROOM



From January to May 2019 students, tutors and teachers will be involved in the didactic activities of **flipped learning**: for their details see the **specific manual** that you can find on the **Academy Deck** area of the ALL platform.



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6. INTERNATIONAL GROUPS

THE 3° SCHOOL YEAR



ALL's path ends with a phase of **international collaboration** aimed at the creation of various **ebooks**, which will eventually **compete for a prize** aimed at encouraging **mobility on the European territory** and a real experience in the field.



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6. INTERNATIONAL GROUPS

FORMING THE GROUPS



The platform will randomly **combine all the participants** in order to form **20 international groups** (they are obviously possible adjustments due to the final number of students).



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6. INTERNATIONAL GROUPS

GROUP COMPOSITION

Each group will be ideally composed of **9/10** members: each school will be represented within the group by **2/3** individuals.



2 (or 3) STUDENTS



GELA



2 (or 3) STUDENTS



ZAGREB



2 (or 3) STUDENTS



LIMASSOL



2 (or 3) STUDENTS



RAVENNA

6. INTERNATIONAL GROUPS

WHY THOSE NUMBERS?

A group of 9/10 elements offers **reasonable flexibility** while avoiding the risk that some groups may find themselves **deprived of a national representation**.

In this we also wanted to build on the suggestions made by the teachers, who emphasized how for some individuals working alone implies **linguistic or motivational difficulties**.

HOW WILL THE STUDENTS DISCOVER THEIR TEAMMATES?

Once the groups have been composed, the students will be able to control which group they belong to by **accessing the platform** with their account.



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6.INTERNATIONAL GROUPS

FIRST SKYPE GROUP CALL

The tutors will be in charge of setting a calendar of **Skype-meetings** to make sure that the groups can get to **know each other**, exchanging details useful for collaboration (emails, phone numbers, ecc.) and “breaking the ice”.

THE TASK

This meeting will also be functional to **communicate to each group** its topic for in-depth study and research, previously decided with the dedicated **tutors and teachers webinar**.



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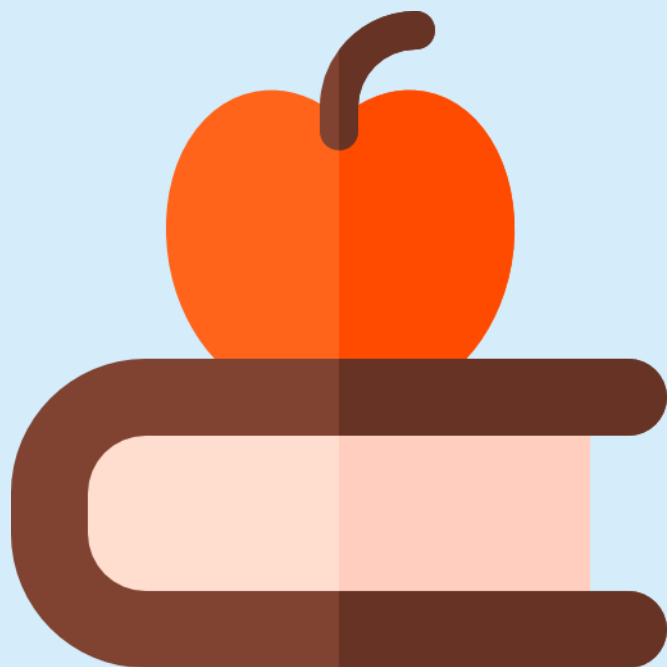
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6. INTERNATIONAL GROUPS

BE READY!



Having a **good knowledge** of the topics covered **in advance**, will help the teachers and the students alike to better face all the **next steps**: take your time to discover the **content areas on the platform** and their details!

6. INTERNATIONAL GROUPS

TOPIC SELECTION

40 topics will have to be chosen, two for each international group: teachers and tutors will set up a specific webinar to agree on the most appropriate topics.





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7. THE E-BOOKS

THE E-BOOKS



The final stages of the project see each international group involved in **writing two collaborative e-books** on the assigned topics: among the 40 e-books that will be created by the students, **two will become the winners** of a unique experience on the Adriatic Sea.



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7.THE E-BOOKS

A specific online editor



All the e-books production activity will be developed by the students **on the platform**, thanks to a **specific online editor** that will make most of the operations as **uniform and automated** as possible.



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7. THE E-BOOKS

SHARING CONTENT INDEX

In the first operational Skype meeting, the tutor leads the group in the drafting of a shared contents index for each e-book, clearly expressed in titles for each chapter.

DEFINING CALENDAR AND ASSIGNING CHAPTERS

The second operational Skype-meeting is dedicated to assigning to each national duo the production of a specific chapters of the e-books, also establishing a calendar for discussion and approval meetings.

DISCUSSION AND APPROVAL MEETINGS

Every 7 days a national duo will present its chapter to the attention and approval of the group, always with a Skype-meeting.



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7. THE E-BOOKS

ICONOGRAPHY AND STYLE

In the penultimate Skype-meeting with the tutor an **editorial line** will be decided for all that regards **the style and the iconographic component**. The group will have to find **democratically** a captivating and shared editorial mood, deciding who will be in charge of applying the final improvements in view of the last Skype-appointment.

FINAL APPROVAL AND PUBLICATION

During the last meeting, the tutor **controls the ebooks** with the students: it is now time to publish the results of this long and exciting adventure and to **promote it among friends** through the social networks, hoping for **lots of likes** and a **deserved final victory**.



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AGENDA

ACTIVITY		MONTH	
Topics are provided to the groups		OCT 2019	
Content index sharing (collective)		NOV 2019	
Sharing meetings calendar and assigning chapters (collective)		NOV 2019	
Individual study and group work		DEC 2019	
E-BOOKS EDITING PHASE			
EBOOK n°1	Discussion and approval 1 st chapter (Gela reports to group)	Discussion and approval 2 nd chapter (Ravenna reports to group)	JAN 2020
	Discussion and approval 3 rd chapter (Limassol reports to group)	Discussion and approval 4 th chapter (Zagreb reports to group)	JAN 2020
EBOOK n°2	Discussion and approval 1 st chapter (Ravenna reports to group)	Discussion and approval 2 nd chapter (Limassol reports to group)	FEB 2020
	Discussion and approval 3 rd chapter (Zagreb reports to group)	Discussion and approval 4 th chapter (Gela reports to group)	FEB 2020
Iconographic discussion and approval (collective)		MAR 2020	
Publication and social promotion campaign		MAR 2020	
Communication to the WINNING GROUPS		MAR 2020	

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7.THE E-BOOKS

WIN THE SEA



A jury of experts from BlueWorld Institute and Cetacea Foundation will take care of integrating the opinion expressed by likes from social networks. In the end **two groups** will be declared winners: they will thus **experience first hand the biodiversity** of the Mediterranean in a board experience on the specialized ships of the partners.



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That's ALL! 😊



ANY FINAL QUESTIONS?