



LetsFunLogic

Logic Games Programming with Appinventor



Γιορτή Λήξης Σχ. Έτους 2016-17
Βέροια 04-05-2017

ΓΕΛ Μελίκης - Θεοδωρίδου Ελένη ΠΕ19
1ο ΓΕΛ Αλεξάνδρειας - Σιταρίδης Ιωάννης ΠΕ20

“Let’s Fun Logic”

*Παιγνίδια Λογικής:
Προγραμματίζω,
Διασκεδάζω,
Παίζω, Ζω
ΛΟΓΙΚΑ*



Τι είναι το Etwinning;



- πρόγραμμα ηλεκτρονικής αδελφοποίησης μεταξύ Ευρωπαϊκών σχολείων
- προωθεί τη συνεργασία μεταξύ σχολείων μέσω της χρήσης των υπολογιστών και του Διαδικτύου.

Οφέλη του Etwinning



Ανταλλαγή εμπειρίας, μεθόδων διδασκαλίας

Διαπολιτισμικότητα

Ενδιαφέρον μαθητών

Βελτίωση γλώσσας επικοινωνίας

Διαχείριση πρότζεκτ

Διάκριση σε εθνικό ή ευρωπαϊκό επίπεδο

(etwinning label, gallery,

quality label, etwinning prize)



αρχική ενημέρωση...

The screenshot shows a Windows desktop environment. In the foreground, a web browser window is open to the eTwinning Live website. The browser's address bar shows the URL <https://live.etwinning.net/events/event/20187>. The website header includes navigation links for 'ΔΙΑΔΙΚΤΥΑΚΗ ΠΥΛΗ', 'ETWINNING LIVE', 'ΟΙ ΟΜΑΔΕΣ ΜΟΥ', and 'ΤΑ TWinspace ΜΟΥ'. The main content area features a section for 'T4E AMBASSADORS Thessalonikis', which includes a logo with the text 'TeaCheRS 4 ευΡΟΠΕ' and a registration date of '15.12.2016'. Below this, there are tabs for 'ΠΛΗΡΟΦΟΡΙΣ', 'ΣΥΜΜΕΤΕΧΟΝΤΕΣ', 'ΦΟΡΟΥΜ/ΟΜΑΔΑ ΣΥΖΗΤΗΣΗΣ', and 'ΑΡΧΕΙΑ' with a 'LIKE' button showing '0'. A section titled 'Φιλοξενείται από:' identifies the host as 'Eleni Rossiou' from the 'Experimental School of University of Thessaloniki'. To the right, a section titled 'Σχετικά με την εκδήλωση αυτή' provides details for the event, including the type (Online), date (16.12.2016), status (Completed), and time (21:30 - 22:30). The desktop background is dark blue with various icons, and the taskbar at the bottom shows the Start button and several application icons.

Πώς γεννήθηκε η ιδέα;



Arduino
Python
Appinventor



Σχολεία που συμμετέχουν

5ο Πειραματικό Λύκειο
Ρεθύμνου

Escola Secundaria
Domingos Rebelo Ponta
Delgada

1ο Γενικό Λύκειο
Αλεξάνδρειας

IES Americo Castro
Huétor Tajar

Γενικό Λύκειο Μελίκης



Χρόνος και τόπος υλοποίησης

- Το πρόγραμμα υλοποιείται κυρίως κατά τη διάρκεια λειτουργίας του σχολείου, στο πλαίσιο του μαθήματος:
 - Εφαρμογές Πληροφορικής Α' Λυκείου.
- Χώρος:
 - Εργαστήριο Πληροφορικής

η πρώτη τηλεδιάσκεψη

The screenshot displays the eTwinningLive interface. At the top, the logo and navigation menu are visible. The main content area features a project titled "first meeting LETS FUN LOGIC" with a cartoon illustration of a boy thinking. Below the title, there are tabs for "INFORMATION", "PARTICIPANTS", "FORUM", and "FILES", along with a "LIKE" button showing 0 likes. A "Hosted by" section identifies Manolis Papadakis from a school in Rethymno, Greece. A "PAST EVENTS FROM MANOLIS PAPANAKIS" section lists two previous events. The central "About this event" section includes details like "Our first 'meeting' to...", "EVENT DETAILS", "Type", "Date", "Status", "Time CET", "Who can participate", "Expected attendance", and "Language" (English). A "TASKS GUIDE" sidebar on the right lists five tasks, with the first task "1. Welcome!!" expanded to show sub-tasks like "1.1. Fill our profile.", "1.2. Review the profiles of our partners.", "1.3. Kahoot.", "1.4. Make and share a video of our School.", and "1.5. Padlet_Merry_Christmas!".

eTwinningLive Support

PEOPLE | EVENTS | PROJECTS | GROUPS | PARTNER FORUMS | PROFESSIONAL DEVELOPMENT

first meeting LETS FUN LOGIC
Registered on 16.11.2016

INFORMATION | PARTICIPANTS | FORUM | FILES LIKE 0

Hosted by
 Manolis Papadakis
So Peiramatiko Geniko Lykeio Rethymnou Panepistimiou Kritis RETHIMNO, Greece

PAST EVENTS FROM MANOLIS PAPANAKIS

- test platform -check event 14.11.2016
- meet and get to know each other 17.09.2016

About this event
Our first "meeting" to

EVENT DETAILS

Type
[DRAFT] Write a logic game scenario - code

Date
[DRAFT] share programmes
[DRAFT] peer evaluation
[DRAFT] 0. Admin Zone

Status [Change order](#)

Time CET **CREATE A PAGE**

Who can participate **ARCHIVED PAGES**

Expected attendance

Language English

TASKS GUIDE [Edit page](#)

TASKS GUIDE

- < Ok > **1. Welcome!!**
 - < Ok > 1.1. Fill our profile.
 - < Ok > 1.2. Review the profiles of our partners.
 - < Ok > 1.3. Kahoot.
 - < Ok > 1.4. Make and share a video of our School.
 - < Ok > 1.5. [Padlet_Merry_Christmas!](#)
- < Ok > **2. Get into App Inventor.**
 - < Ok > 2.1 Teaching App Inventor.
 - < Ok > 2.2 Practicing with App Inventor.
 - < Ok > 2.3. Kahoot App Inventor.
- < Working... > **3. Our first test-apps with App Inventor.**
 - < Working... > **3.1. Teams.**
 - < Working... > 3.2. Developing the app.
 - < Not started > 3.3. Test the app.
 - < Not started > 3.4. Upload to Play Store.
- < Not started > 4. Developing apps.
- < Not started > 5. Sharing apps.

Twinspace (Ιδιωτικός χώρος συνεργασίας στο Διαδίκτυο)

The screenshot shows the Twinspace website interface. At the top, there is a yellow navigation bar with the eTwinning logo and the text 'Portal eTwinning Live let's fun logic'. Below this is a light blue navigation bar with the following menu items: HOME, PAGES, MATERIALS, FORUMS, LIVE, and MEMBERS. The main content area has a white background. It starts with a link 'Browse in public mode' and a heading 'let's fun logic'. Below the heading is a blue graphic with the text 'eTwinning' and 'let's fun logic'. To the right of the graphic is a paragraph of text: 'Computers are present in our daily lives and continue to bring us innovations and challenges personally and professionally. It is amazing what information technology has been able to accomplish and the future will surely bring more improvements to our lives and the workplace.' Below the text are three panels: 'Pages' with a list of tasks (1. Welcome!!, 2. Get into App Inventor, 3. Our first test-apps with App Inventor) and a 'CREATE A PAGE' button; 'Images' with a grid of image thumbnails and an 'ADD IMAGES' button; and a 'Videos' panel with a video thumbnail.

This screenshot shows the bottom part of the Twinspace website interface. It features a search bar with the text 'Search' and a magnifying glass icon. To the right of the search bar is a button labeled 'EXPORT INVITED PUPILS'. Below the search bar is a member statistics section with a red person icon and the text '95 Members: 9 Teachers, 86 Pupil(s), 0 Visitors'. To the right of this section is a 'Members' link with an information icon.

εγγραφή μαθητών στο TwinSpace



1.1. Fill our profile.

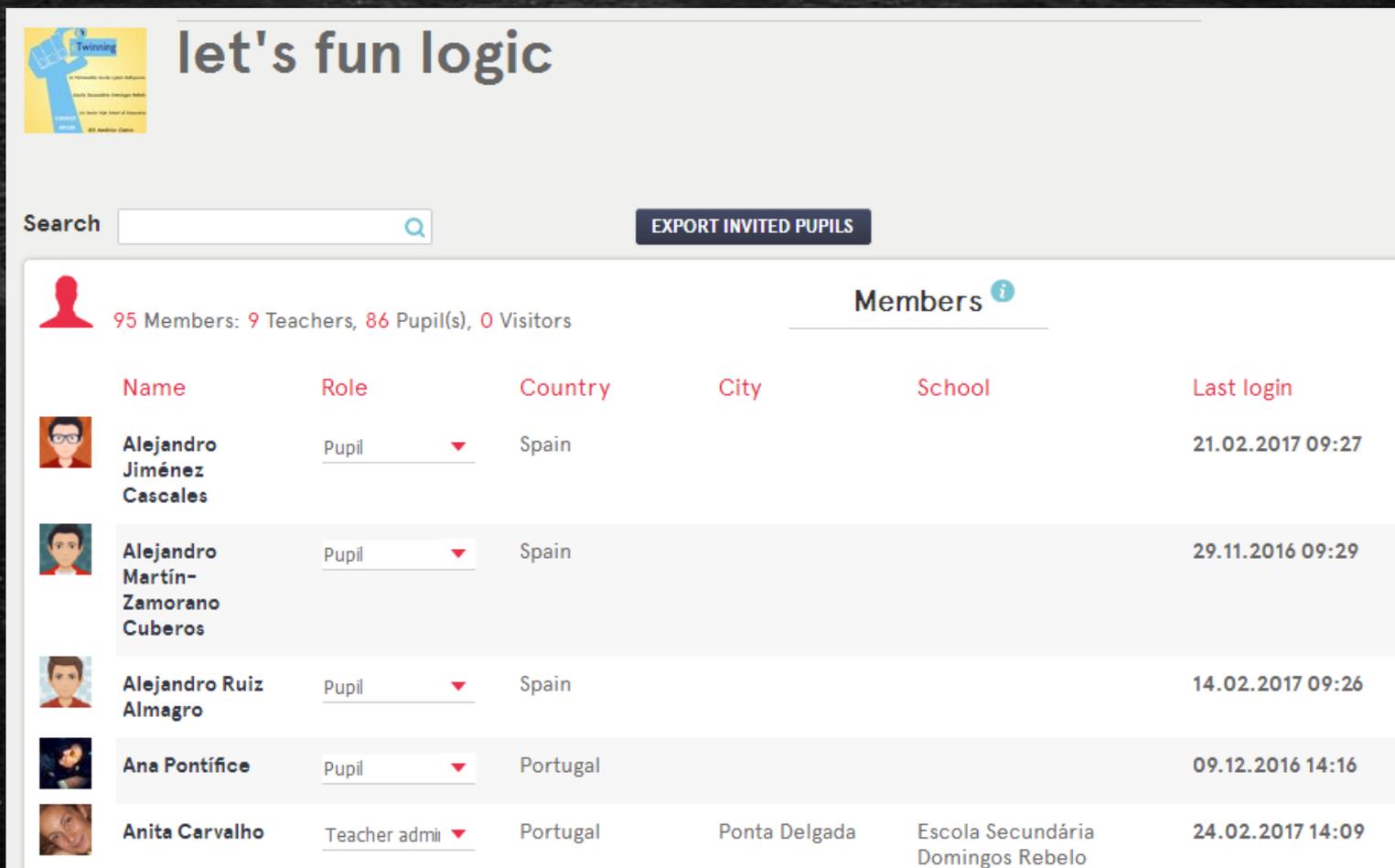
Edit page

The first task is create our profile. We can use a photo or use other kind of image. For example, some spanish pupils has created an avatar using avatarmaker.com.

Here you can see the work we done:



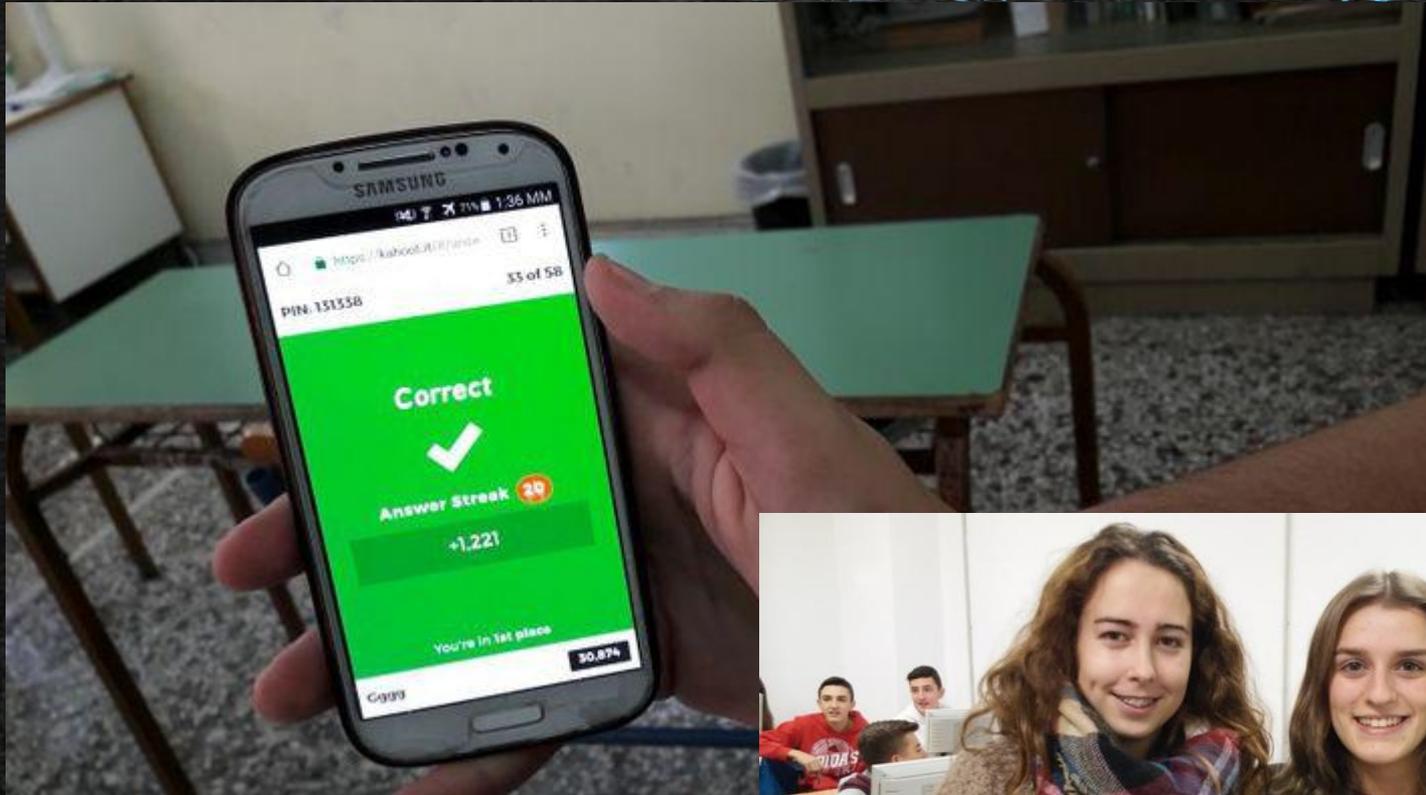
Πρόσβαση στο TwinSpace έχουν μόνο οι μαθητές και οι καθηγητές των σχολείων που συμμετέχουν στη συνεργασία.



The screenshot shows the TwinSpace interface for a group named "let's fun logic". At the top left is the TwinSpace logo. Below it is a search bar and a button labeled "EXPORT INVITED PUPILS". The main section displays the group's membership statistics: "95 Members: 9 Teachers, 86 Pupil(s), 0 Visitors". Below this is a table of members with columns for Name, Role, Country, City, School, and Last login.

Name	Role	Country	City	School	Last login
 Alejandro Jiménez Cascales	Pupil	Spain			21.02.2017 09:27
 Alejandro Martín-Zamorano Cuberos	Pupil	Spain			29.11.2016 09:29
 Alejandro Ruiz Almagro	Pupil	Spain			14.02.2017 09:26
 Ana Pontífice	Pupil	Portugal			09.12.2016 14:16
 Anita Carvalho	Teacher adm	Portugal	Ponta Delgada	Escola Secundária Domingos Rebelo	24.02.2017 14:09

kahoot, βοήθησέ μας να γνωριστούμε!



Students from Huétor-Tájar playing Kahoot

Kahoot “to know us better”

Alex Jiménez likes...

Skip

3



0
Answers



football



basketball

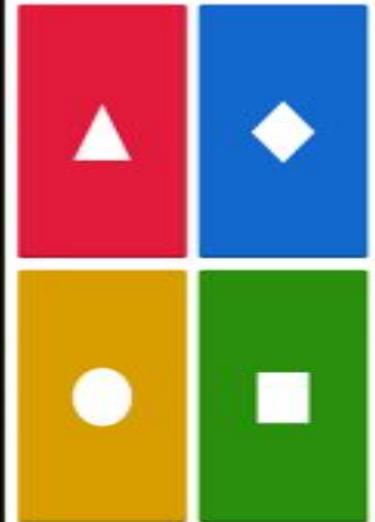


Naughty nicknames beware!

One click on your name and you're out of the game.

PIN: 69472

1 of 58



Eleni

0

The owner of this avatar is...

7



Skip

0
Answers



Alejandro Ruiz-Zamorano



Mario Reiloba



Javier Aguilera



Benito Moreno



Argyris likes..

5



Skip

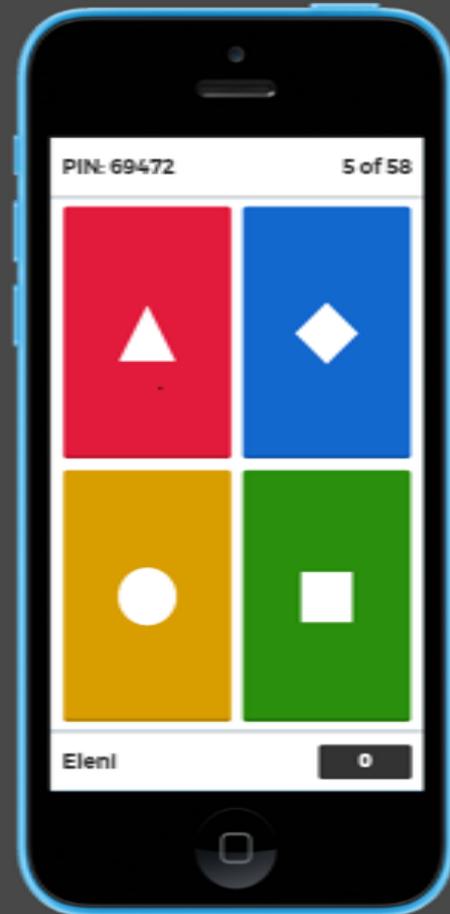
0
Answers

▲ video games

◆ chess

● football

■ basketball



ομάδες γρήγορα!



3.1. Teams.

TEAM 1.

Javier Aguilera (SPA)
Rafael Campaña (SPA)
Vasiliki Stamou (GRE=ALEX)
Georgia Pitsiava (GRE=ALEX)

TEAM 2.

Sandra Avilés (SPA)
Alejandro Ruiz (SPA)
Lamprini Papadopoulou (GRE=ALEX)
Anna Pouliou (GRE=ALEX)

TEAM 3.

Iván Barroso (SPA)
Alejandro Jiménez (SPA)
Melpomeni Matraka (GRE=ALEX)
Argyro Moschopoulou (GRE=ALEX)

TEAM 9.

Alejandro Martín-Zamorano (SPA)
José Antonio Pérez (SPA)
Anagnostou Eleni-Varvara(GRE-RETHYMNO)
Gagani Varvara(GRE-RETHYMNO)

TEAM 10.

Laura Muñoz (SPA)
Clara Verdejo (SPA)
Dimitris Veniopoulos (GRE-MELIKI)
Thomas Mpoukouvalas (GRE-MELIKI)

TEAM 11.

Mario Reiloba (SPA)
Iker Vinuesa (SPA)
Papadakis Vasilis(GRE-RETHYMNO)
Mosxonas Giannis(GRE-RETHYMNO)

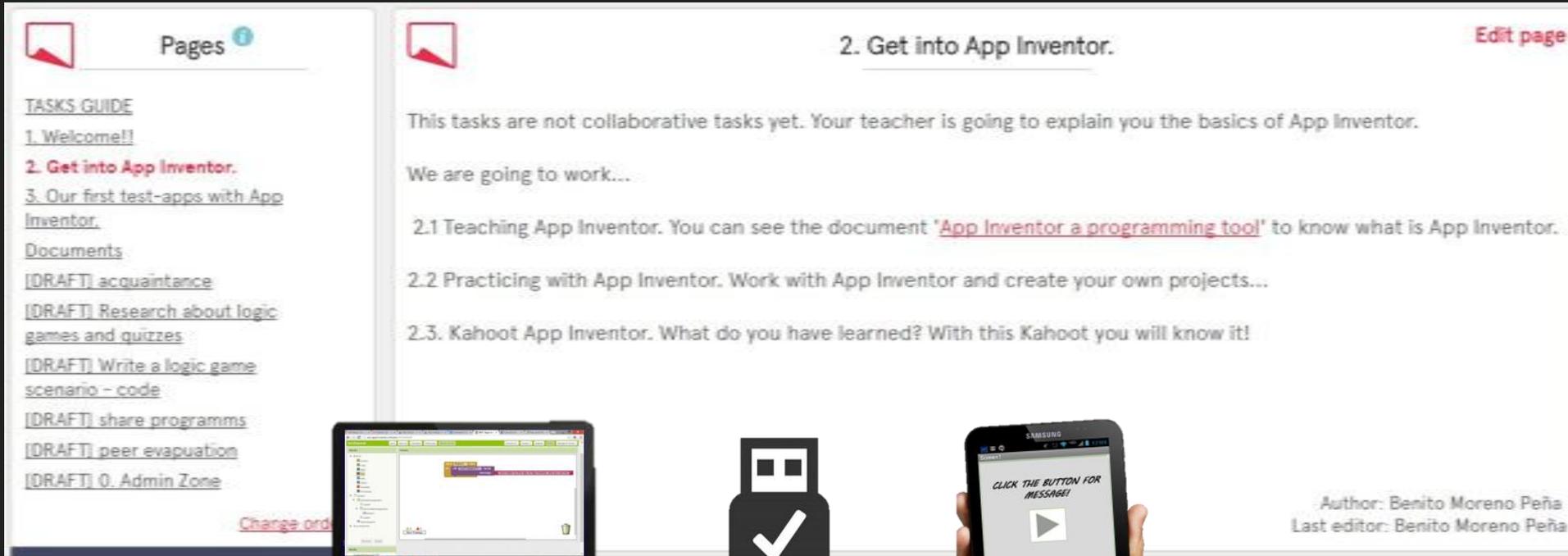
Χριστουγεννιάτικο Padlet

The image shows a screenshot of a Padlet board. At the top left, the Padlet logo is visible. The board title is "let's fun logic Merry Christmas :-)" and it was created by "manpap2007 + 7" 4 months ago. The board features several posts:

- Peace and prosperity** by Eleni (1ικόλιο)
- Happy New Year** (1ικόλιο) by Ανώνυμος 3 μήνες γολο
- HAPPY MELOMAKARONA TO EVERYBODY** by Dimitris (1ικόλιο) by Ανώνυμος 3 μήνες γολο
- Many wishes** from Rethymno team (1ικόλιο) by Ανώνυμος 3 μήνες γολο
- From Huétor-Tájar** by Cecilio (1ικόλιο)
- From Huétor-Tájar** by Alejandro Martín-Zamorano (1ικόλιο)
- From Huétor-Tájar** By Myriam and Marta (1ικόλιο)
- Scratch - MERRY CHRISTMAS!** Pulsar espacio para comenzar... mit (1ικόλιο) by Ανώνυμος 3 μήνες
- Scratch - Postal navideña** Postal navideña on Scratch by ... mit (1ικόλιο)
- Scratch - Postal Navideña** (1ικόλιο)

The background of the board is a festive image of snowflakes and a Christmas tree made of colorful words.

μια εισαγωγή στο Appinventor



The screenshot shows the App Inventor web interface. On the left, there is a sidebar with a 'Pages' tab and a 'TASKS GUIDE' section. The tasks listed are: 1. Welcome!!, 2. Get into App Inventor. (highlighted in red), and 3. Our first test-apps with App Inventor. Below the tasks, there are links for 'Documents' and several '[DRAFT]' documents. On the right, the main content area shows '2. Get into App Inventor.' with an 'Edit page' link. The text below the heading reads: 'This tasks are not collaborative tasks yet. Your teacher is going to explain you the basics of App Inventor. We are going to work...' followed by three sub-sections: 2.1 Teaching App Inventor, 2.2 Practicing with App Inventor, and 2.3. Kahoot App Inventor. At the bottom right of the screenshot, the author and editor information is displayed: 'Author: Benito Moreno Peña' and 'Last editor: Benito Moreno Peña'.



Build your project on
your computer



Test it in real-time on
your device

AppInventor accounts

TEAM 2:

Username: letsfunlogic2@gmail.com

Password: TwinSpace2

If Google ask the mail for the password recovering, is letsfunlogic@gmail.com

TEAM 3:

Username: letsfunlogic3@gmail.com

Password: TwinSpace3

If Google ask the mail for the password recovering, is letsfunlogic@gmail.com

TEAM 4:

Username: letsfunlogic4@gmail.com

Password: TwinSpace4

If Google ask the mail for the password recovering, is letsfunlogic@gmail.com

TEAM 5:

Username: letsfunlogic5@gmail.com

Password: TwinSpace5

If Google ask the mail for the password recovering, is letsfunlogic@gmail.com

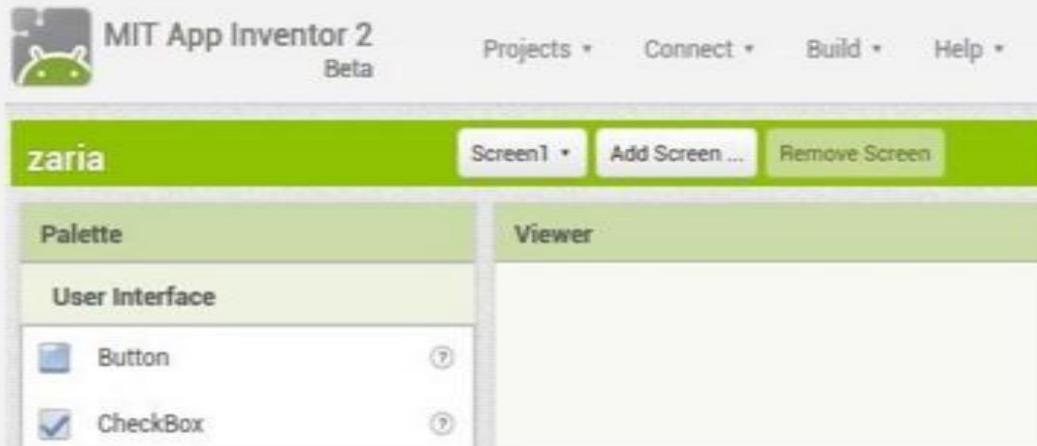


Καhoot: Πόσο καλά γνωρίζεις το AppInventor?

In order to open an existing project, you need to choose:



25



Skip

0
Answers

▲ Connect

◆ Build

● Help

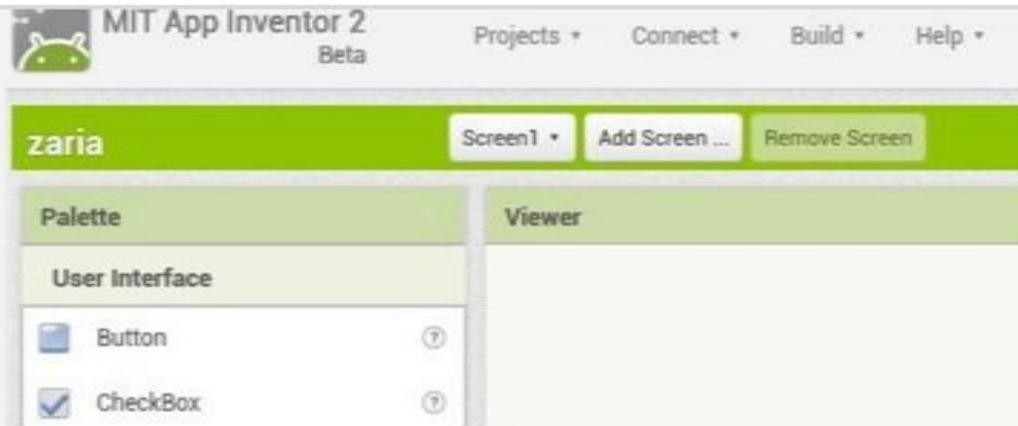
■ Projects

In order to check, how your app works so far, you have to choose:



Full Screen

23



Skip

0
Answers



Projects



Connect



Build



Help

If you want to add a component to your app viewer you drag it from _____ tab



Full Screen

Next



Show image 

End quiz



Palette



Viewer



Components



Properties

η ώρα της εφαρμογής

 Pages ¹

TASKS GUIDE

- [1. Welcome!!](#)
- [2. Get into App Inventor.](#)
- [3. Our first test-apps with App Inventor.](#)**
 - [3.1. Teams.](#)
 - [3.2. Developing the app \(Username and password\)](#)

Documents

- [\[DRAFT\] acquaintance](#)
- [\[DRAFT\] Research about logic games and quizzes](#)
- [\[DRAFT\] Write a logic game scenario - code](#)
- [\[DRAFT\] share programm](#)
- [\[DRAFT\] peer evaluation](#)
- [\[DRAFT\] 0. Admin Zone](#)

[Change order](#)

 **3. Our first test-apps with App Inventor.** [Edit page](#)

Do you know how to use App Inventor? Yes? That's right!

Now, we are going to create an app working with our partners. The app is going to be a test. You have to think logic questions (like brain training) and make a test with it. The app must have more than five questions, and you have to use buttons to put the possible answers.

You have to do these steps:

3.1. Teams. Get into the page [3.1. Teams](#) and you can see the members of your team. Talk with them in order to know how are going to be your work (design, questions of the game, ...).

3.2. Developing the app. Get into [App Inventor](#). Use this [username and password](#) to enter. You can see the project 'Example1' to see an example of what you have to create. Improve it, use your own design and questions. The project you have to create should be saved as: 'teamXX' , where XX is the number of your team.

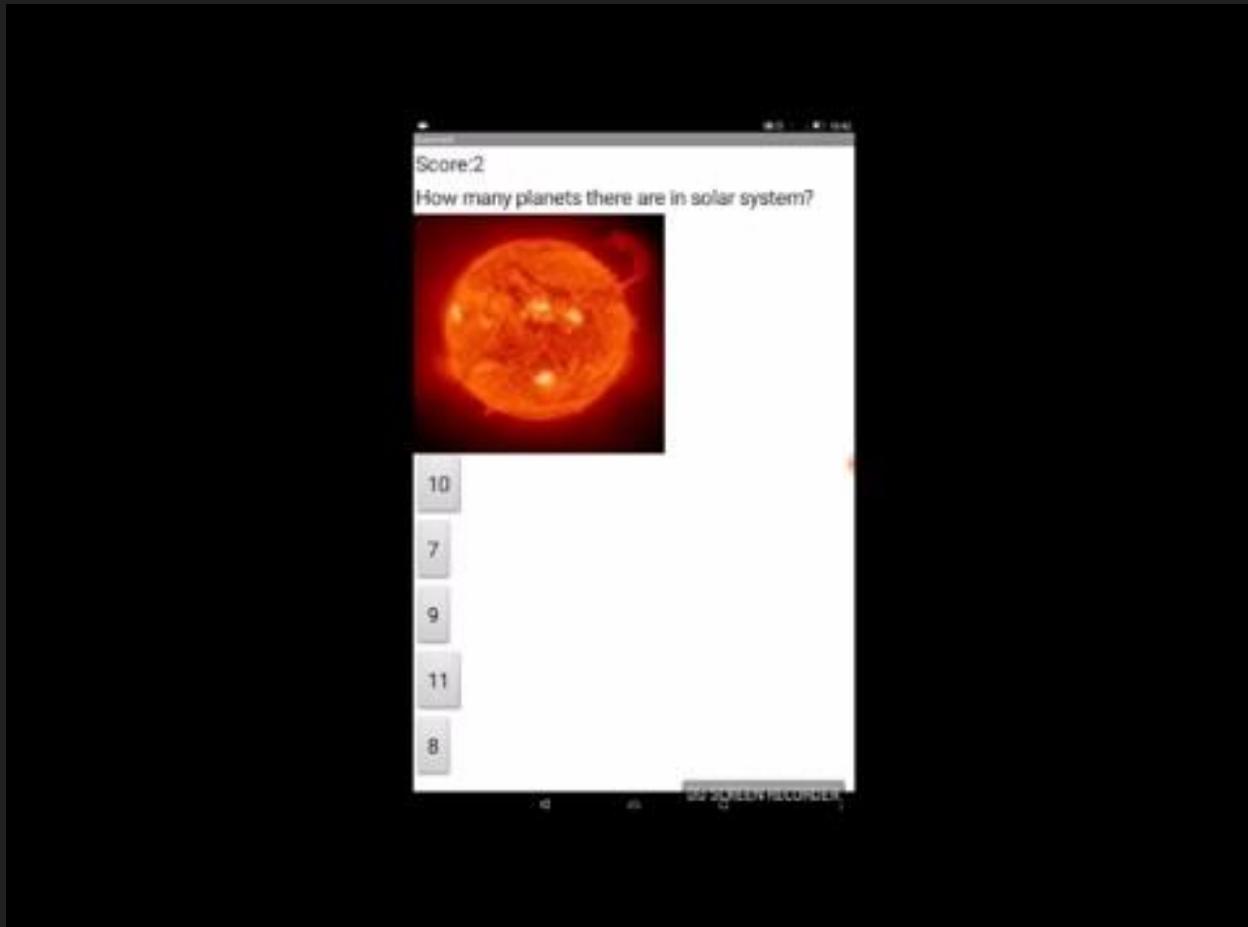
3.3. Test the app.

3.4. Upload to Play Store and communicate the results to other teams.

παρουσίαση εφαρμογής ΓΕΛ Μελίκης



παρουσίαση εφαρμογής 1ου ΓΕΛ Αλεξάνδρειας



Επισκέψεις συνεργασίας

Στο πλαίσιο της συνεργασίας στις 22 Μαρτίου 2017 το 1ο ΓΕΛ Αλεξάνδρειας επισκέφθηκε το ΓΕΛ Μελίκης. Κατά τη συνάντηση οι μαθητές/τριες συνεργάστηκαν σε κοινές ομάδες εργασίας στο εργαστήριο Πληροφορικής. Οι ομάδες εργάστηκαν επάνω στην ανάπτυξη ενός παιχνιδιού με τίτλο “Μάντεψε τον αριθμό” για κινητές συσκευές. Στην εκδήλωση συμμετείχε και η διευθύντρια του 1ου ΓΕΛ κα Παπαποστόλου.









Let's fun logic



Twinning

So Peiramatiko Geniko Lykeio Rethymnou

Escola Secundária Domingos Rebelo

1st Senior High School of Alexandria

GREECE

SPAIN

IES Américo Castro

PORTUGAL

*Rethymno
Ponta Delgada
Alexandria
Huétor Tájar
Meliki*

Meliki Lyceum



ΠΙΣΤΟΠΟΙΗΤΙΚΟ ΣΥΜΜΕΤΟΧΗΣ

Βεβαιώνεται ότι ο/η

Συμμετείχε στη συνάντηση συνεργασίας των
eTwinning ομάδων του 1ου ΓΕΛ
Αλεξάνδρειας
και του ΓΕΛ Μελίκης, στο πλαίσιο του
eTwinning Project "Let's Fun Logic", που
πραγματοποιήθηκε στο ΓΕΛ Μελίκης στις
22 Μαρτίου 2017.

Μελίκη, 22-03-2017

Οι υπεύθυνοι εκπαιδευτικοί

Σιταρίδης Ιωάννης

Θεοδωρίδου Ελένη

ΤΙ ΑΠΟΜΕΝΕΙ;

το project θα κλείσει με παρουσίαση και αξιολόγηση :

- καταγραφή γνώσεων-δεξιοτήτων-στάσεων που προϋπήρχαν ή/και αναπτύχθηκαν (Soft skills, Programming skills etc)
- δημοσίευση εφαρμογών στο Appinventor gallery
- peer evaluation των εφαρμογών
- αξιολόγηση προτζεκτ από μαθητές και εκπαιδευτικούς

“Let’s Fun Logic” σε αριθμούς ...
μέχρι σήμερα 4-5-2017

1 διασχολική συνάντηση και δια ζώσης συνεργασία

2 παιχνίδια Kahoot

5 καθηγητές

6+1 παιχνίδια λογικής για Android συσκευές

86 μαθητές

πάνω από 120 μηνύματα στο etwinning live

Σας ευχαριστούμε!!!

