



WALLS & CALLS



Classe de 1ère 2 / février-juin 2024

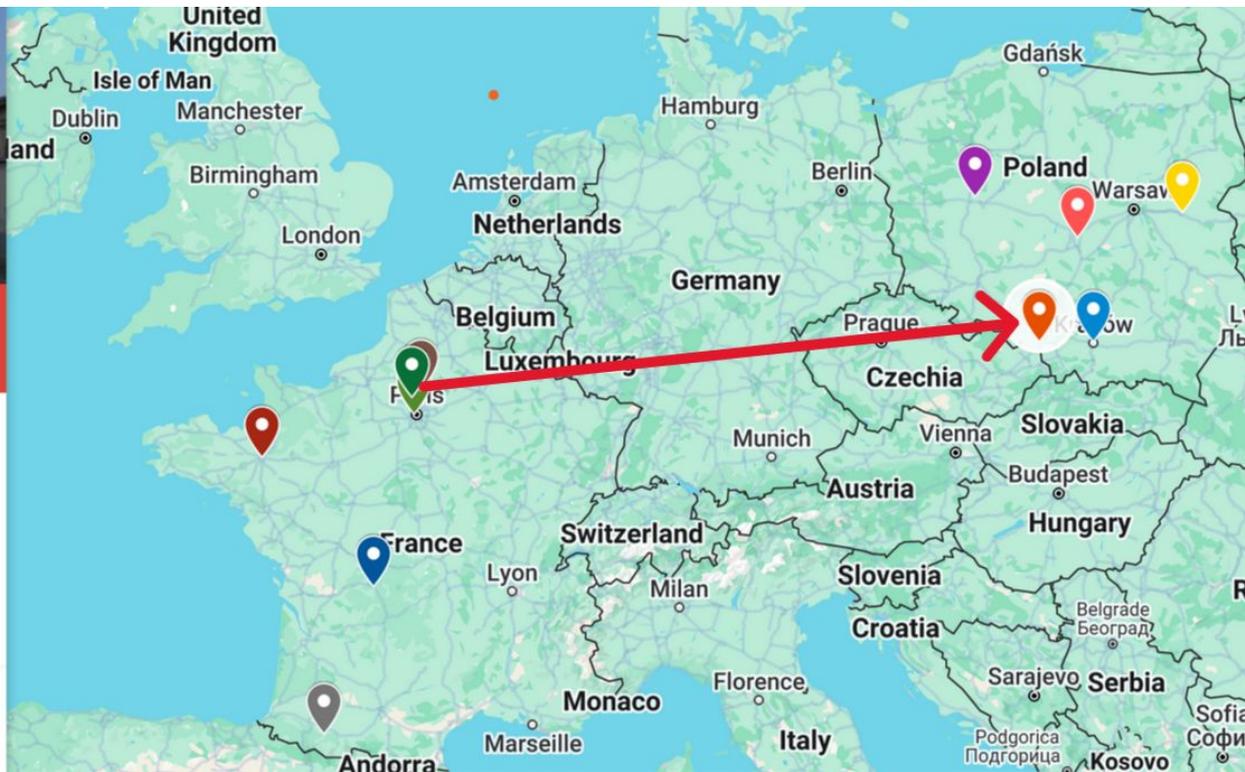


← Kopernik, Rybnik, PL

name
Kopernik, Rybnik, PL

description
IV Liceum Ogólnokształcące im. M. Kopernika, Rybnik, Poland

Details from Google Maps



THEME: LES MURS ET LEURS MESSAGES

“A WALL IS A VERY BIG WEAPON” – BANKSY

Axes du programme : « art et pouvoir » et « territoire et mémoire »



A screenshot of the eTwinning website. The top navigation bar is dark blue with the text 'European School Education Platform' and the eTwinning logo. Below this is a secondary navigation bar with links: Home, About, Discover, Learn, Teach, Connect, and eTwinning. The main content area has a green background. On the left, there is a cartoon illustration of two children in a city street, one holding a flag. The text 'Walls' is written in white and 'Calls' in blue. To the right of the illustration, it says 'TwinSpace | TwinSpace' and 'Walls & Calls'. At the bottom of the main area, there is a navigation bar with links: Home, Pages, Materials, Forum, Online meetings, Members, and Support. The footer contains a breadcrumb trail: Home > eTwinning > Projects > MFP: Walls & Calls > Walls & Calls > Pages > WELCOME TO THE PROJECT!

ETAPE 1: BRISER LA GLACE

Nos murs / jeu de “qui est qui” / échanges sur le forum

The screenshot displays a digital interface for a project titled "Walls & Calls" (Our wellbeing walls:). The interface is organized into four columns, each representing a different school class:

- Column 1:** "XXXII LO, ŁÓDŹ, PL - Class 2". The student's wall features a green background with a circular arrangement of black paw prints. Inside the circle, there are illustrations of a forest with trees, a red bicycle, and a group of people sitting at a table.
- Column 2:** "OSW POZNAŃ, PL". The student's wall has a red and white striped background. It includes a stack of books, a laptop with a play button, a framed picture of a laptop, and a tablet displaying musical notes.
- Column 3:** "KOPERNIK, RYBNIK, PL". The student's wall shows a room interior with a white chair, a bookshelf, a record player, and a framed picture of a sunset.
- Column 4:** "ZSP 2, SIEDLCE, PL". The student's wall is a collage featuring an owl, a bicycle, a horse, a person with a camera, a globe, and various flowers and leaves.

Each column has a plus sign (+) below the header, indicating that more walls can be added. The interface also includes a smiley face icon and the text "Walls & Calls" at the top left.

ETAPE 2: ETABLIR UN CODE DE CONDUITE EN LIGNE

A l'occasion de "Safer Internet Day"



eTwinning
CODE OF CONDUCT
IN LINE WITH THE EUROPEAN UNION'S FUNDAMENTAL VALUES AND GENERAL PRINCIPLES

- BE INCLUSIVE**
eTwinning fosters understanding, empathy and openness towards one another with the aim of making the community a safe, harassment-free space.
- BE TOLERANT**
Try to seek constructive solutions to disagreements and differing points of view and accept that some cases may result in "agreeing to disagree".
- BE RESPECTFUL**
Show respect when interacting with each other. Do not insult or demean others, do not incite violence for any reason.
- BE POLITE**
Being polite means being aware and respecting the feelings of other people and showing it.
- WARNING**
Any infraction will be punished temporarily or permanently. You can use the "report" button if you witness it.

NETIQUETTE

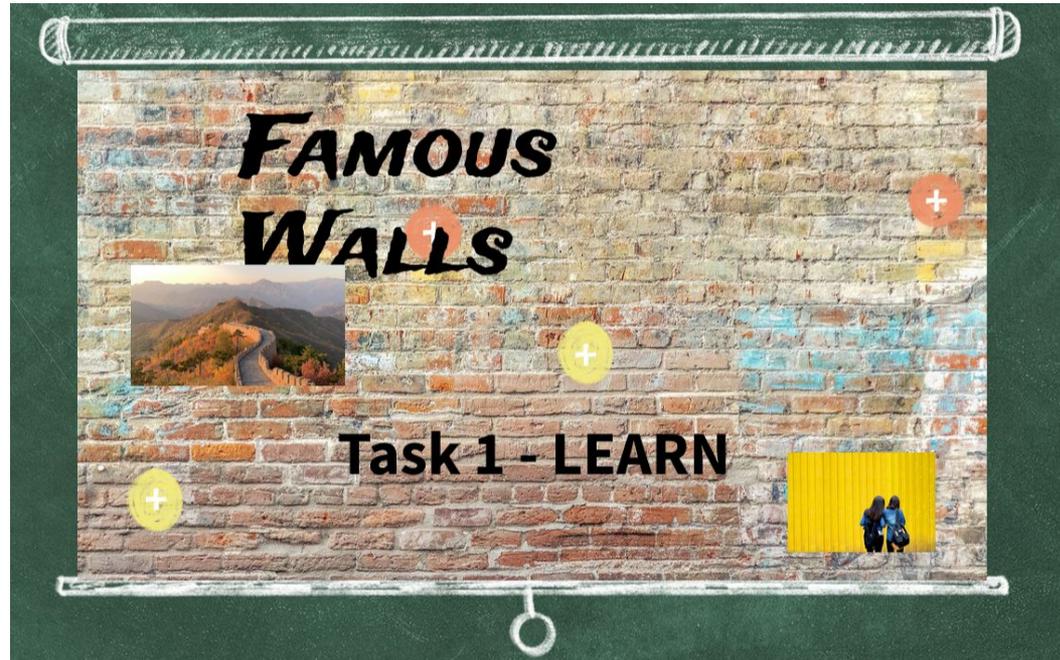
Walls & Calls eTwinning project

- JID 2024**
Learn about Safer Internet Day that will be celebrated on 6th February. Visit the JID website.
www.saferinternetday.org
- PLAY & LEARN**
Learn about COPYRIGHT by playing a Bamboozle game.
www.bamboozle.com/game/1346547
- GET TO KNOW**
Find out about the websites where you can get free images and music/sounds by visiting the website collection.
- LEARN**
Learn about the eTwinning Code of Conduct. Follow the QR code to get to the website.
- CREATE**
Create a poster to illustrate the core principles of the eTwinning Code of Conduct.
- SHARE/REFLECT**
Share your poster illustrating the eTwinning Code of Conduct on TWING2024 and your reflections in the forum.

ETAPE 3: ETUDIER LES MURS HISTORIQUES DANS LE MONDE

Recherches puis création de jeux interactifs à partager avec nos partenaires.

Echanges (forum).





0:43 ✓ 0

In what year did the Chinese Wall become a Unesco World Heritage site ???

1947	1977	1978
2007	1987	1997

How is the Western wall also known?

2/8

The Waiting Wall. <input checked="" type="checkbox"/>	The Wearing Wall. <input checked="" type="checkbox"/>
Just the Western Wall. <input checked="" type="checkbox"/>	The Wailing Wall. <input checked="" type="checkbox"/>

Player 1 1/8

- Walls of Troy
- Trump's Wall
- Hadrian's wall
- Walls of Babylon
- West Bank Barrier
- Antonine wall
- Wall of Ston
- Berlin wall
- Great Wall of China
- Western Wall
- Vietnam Veterans Memorial Wall
- Great Zimbabwe Walls

0:13

- Wall of Ston
- Hadrian's Wall
- Vietnam Veterans Memorial Wall
- West Bank Barrier
- Wall between Mexico and the US
- Great wall of China
- Western Wall
- Wall of Babylon
- Wall of Troy
- Great Zimbabwe walls
- Berlin Wall (1961-1989)

11 months ago

1. I think the most interesting wall is the Gum Wall in Washington, because I find it very fascinating that people just stick their gum to a wall like that.

2. Yes, In Poland we have some popular walls, for example we have the city walls of Warsaw which are walls around Warsaw old Town.

3. I did a horse race by Mohammed, a memory game by Solen, Dounia and Ines, and I played a quiz by Gaspard, Lyes and Ewen. I find the horse race the best which Mohammed did, because it was so much fun and I never saw a game like that.

4. I'm very satisfied with my results, because at the start I thought that I would do terribly in the games, but it went very well and I'm happy with it.

Comment Report

MK 11 months ago

Hello Zuzia,

I am pleased to know that my horse race makes you smile :D

I've just played your quiz, and I won :)

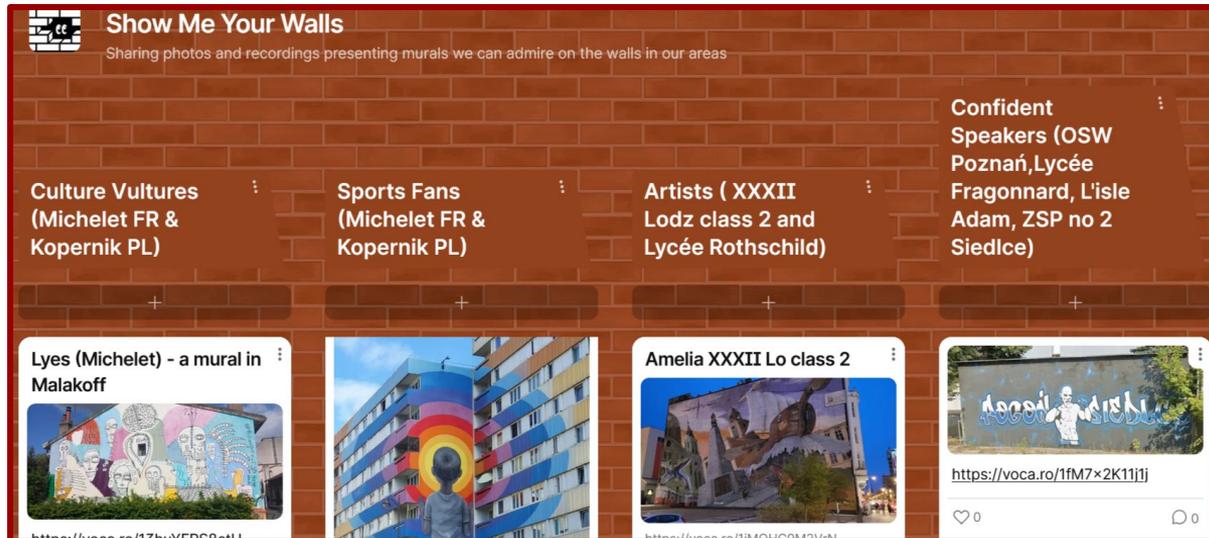
ETAPE 4: DÉCOUVRIR LES MURS QUI NOUS ENTOURENT

Travail autour du street art et de l'engagement politique, focus sur les oeuvres de Banksy et leurs messages.



ETAPE 4: DÉCOUVRIR LES MURS QUI NOUS ENTOURENT

Faire découvrir à nos partenaires nos œuvres de street art préférées dans notre quartier et leurs messages.



Échanges de commentaires audio



ÉTAPE 5: CRÉER DES MURS POUR PORTER DES MESSAGES

Recherches sur le bien-être --> partage des résultats et création de murs (virtuels) portant des messages à partir des recherches de nos partenaires.

**Création d'une
exposition
virtuelle de
nos œuvres
collaboratives**

<https://visit.virtualartgallery.com/wallsandcalls2024>



