Index of contents

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.

1.THE BLUE HUNT

FIRST THE APP!

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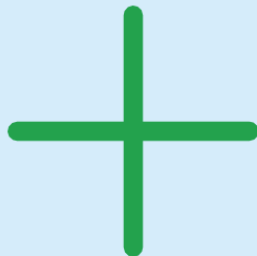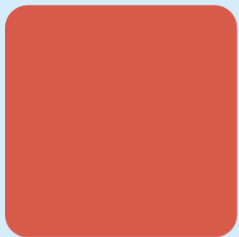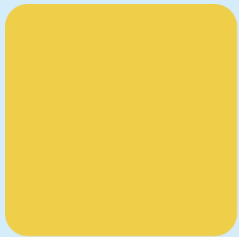
The tutors will have to **tell the students to download the App** before heading to the museums: we will see this memo will be part of **a specific meeting** with the classes.

QR-codes delivery

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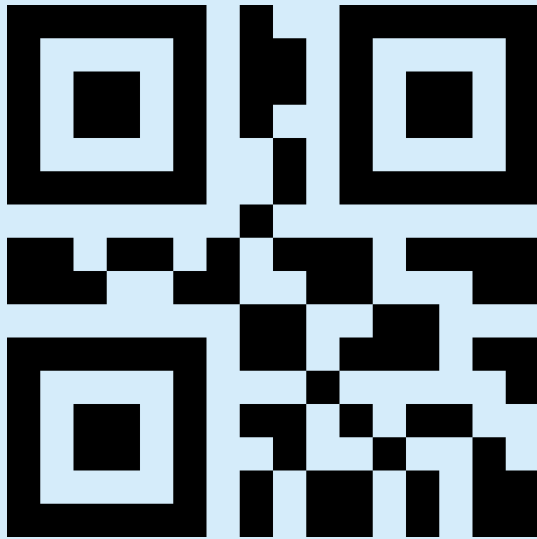
The tutors will be asked to provide the **correct shipping addresses**, but also to check in advance the material they will receive: for each museum there will be **1 QR-code for check-in, 6 QR-codes for hidden objects and 5 QR -codes for the traps.**

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CHECK IN

IN THE MUSEUM

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**.

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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1.THE BLUE HUNT

THE KEY STEPS

AFTER CHECKING-IN
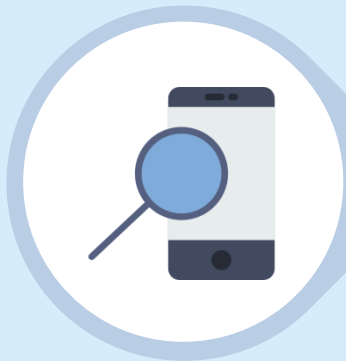
FIND IT QUICK!

SNAP IT FAST!

SCAN ITS QR!

ON TO THE NEXT ONE

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.

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.**

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).

ANY QUESTIONS?

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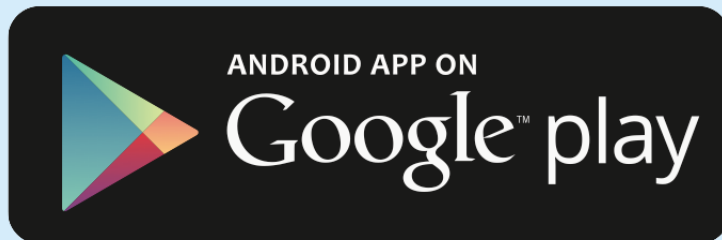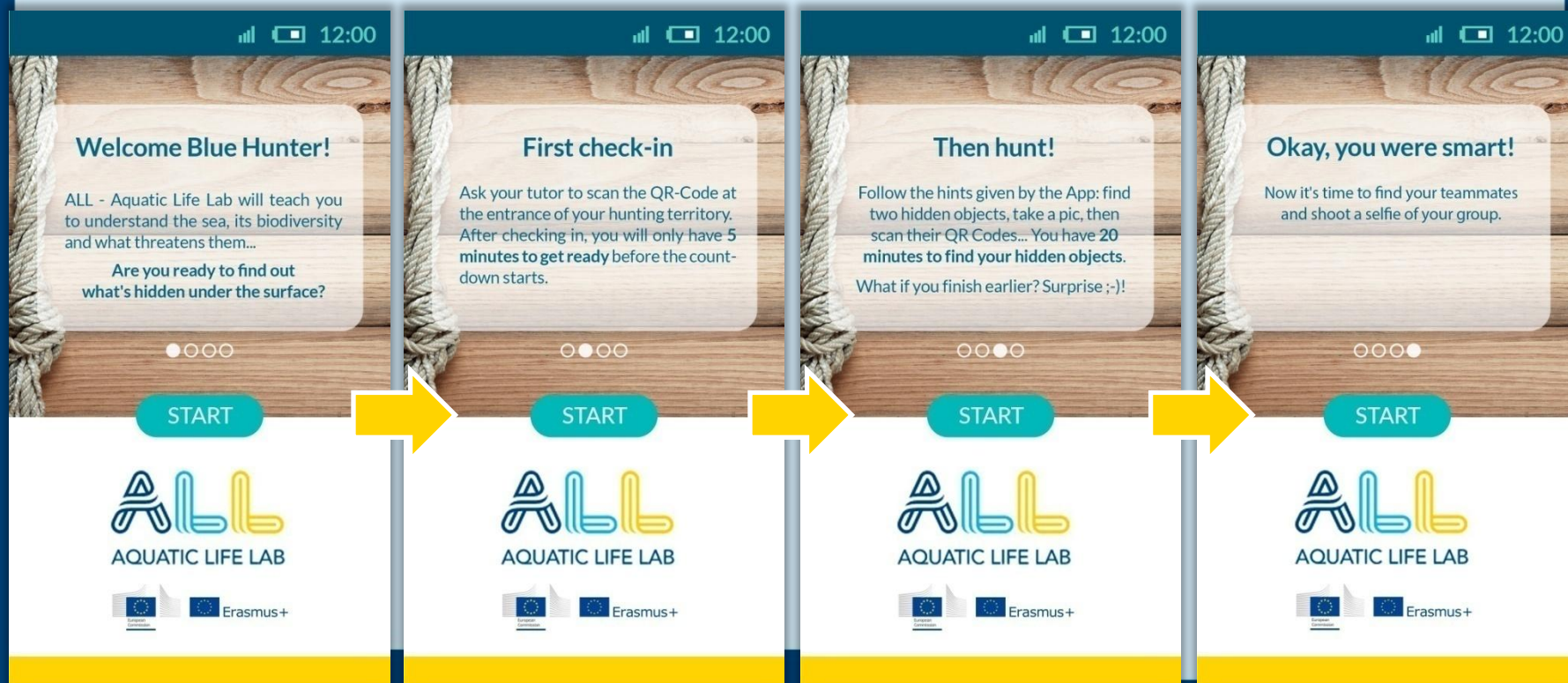
DOWNLOAD AND INSTALL

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.

ANDROID APP ON
Google™ play

Download on the
App Store

2.THE APP

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

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?

START

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.

START

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 ;-)!

START

Okay, you were smart!

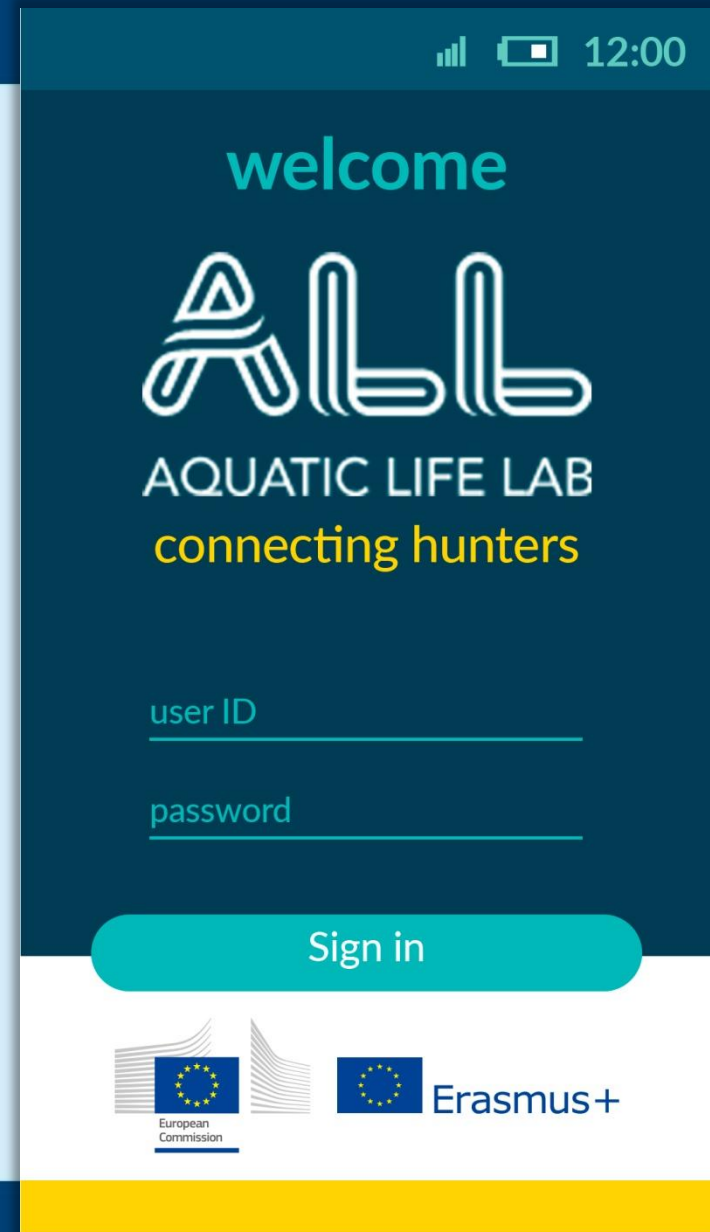Now it's time to find your teammates and shoot a selfie of your group.

START

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**
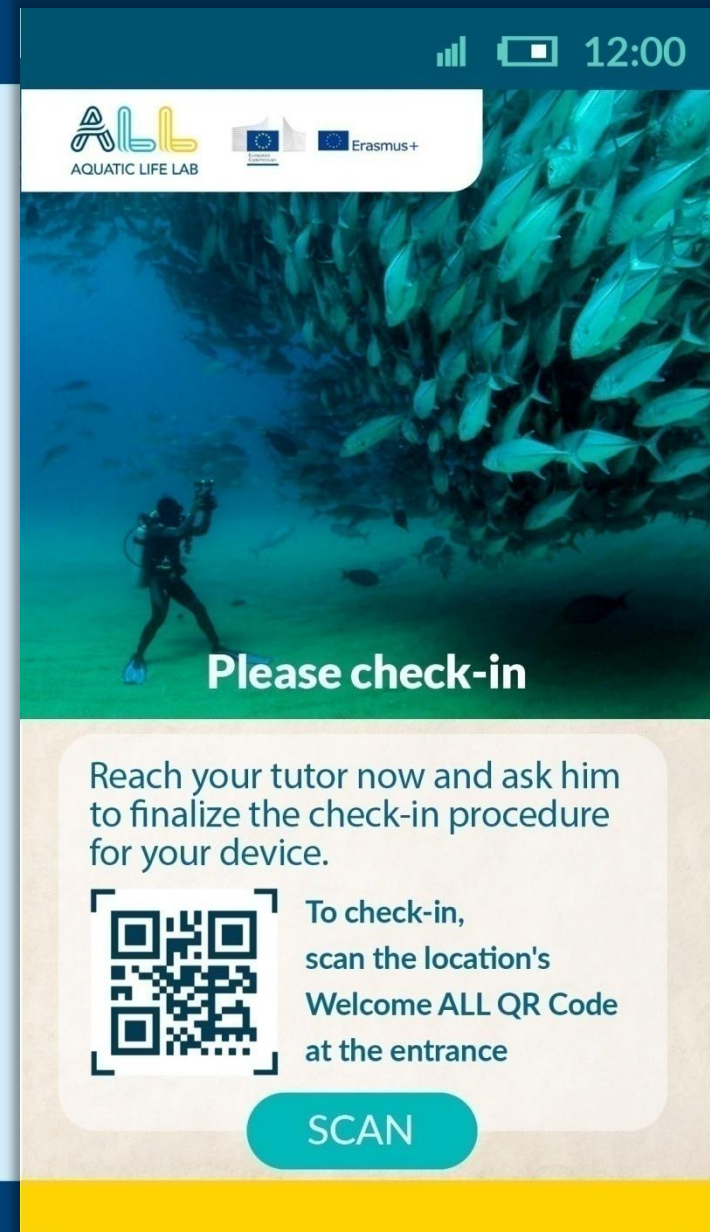

Erasmus+

12:00

welcome

ALL

AQUATIC LIFE LAB

connecting hunters

user ID

password

Sign in

European Commission

Erasmus+

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.

ANDROID APP ON Google play

Download on the App Store

ALL
AQUATIC LIFE LAB — Erasmus+

Please check-in

Reach your tutor now and ask him to finalize the check-in procedure for your device.

To check-in,
scan the location's
Welcome ALL QR Code
at the entrance

SCAN

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.

12:00

05 min

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**.

il ☐ 12:00

1 9 : 5 9
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!**

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 pictu... of the object!

Scan its QR Code...

WELL DONE BLUE HUNTER!

Now take a picture of the object!

Scan its QR Code!

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**.

all 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!**

2.THE APP

✓ *Selfie or quiz?!*

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

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📷 Now take a picture of the object!

▣ Scan its QR Code!

✓ **WELL DONE BLUE HUNTER!**

📷 Now take a picture of the object!

▣ Scan its QR Code!

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

ANDROID APP ON Google play
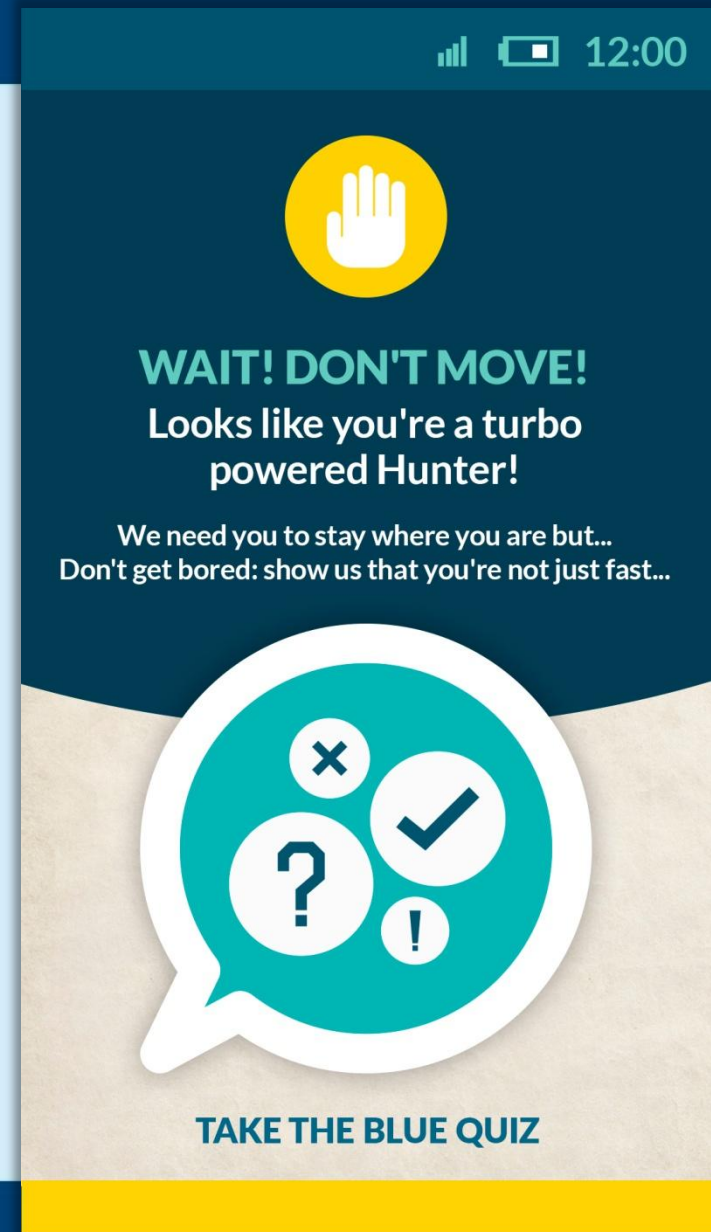
Download on the App Store

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**.

il 📧 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

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!**

IT'S SELFIE TIME!

00:00
MINUTES   SECONDS

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
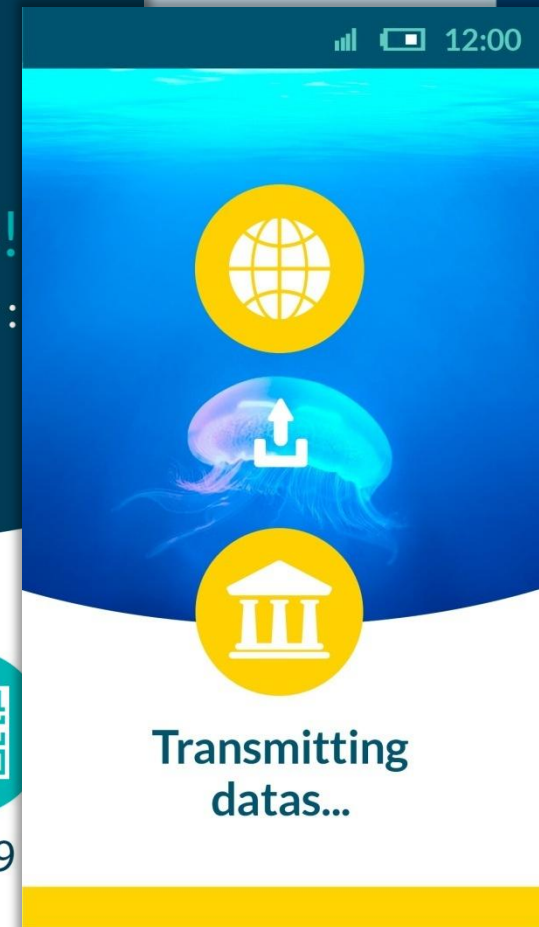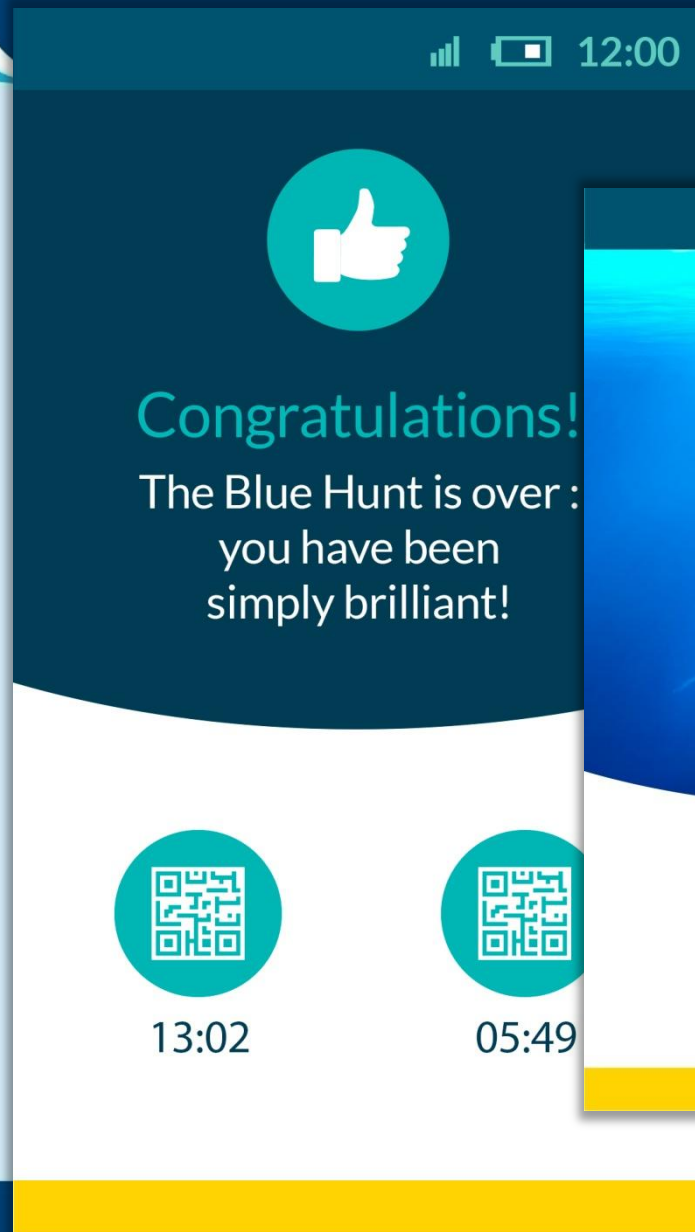**Carta Bianca**
Gatto Albino

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*.
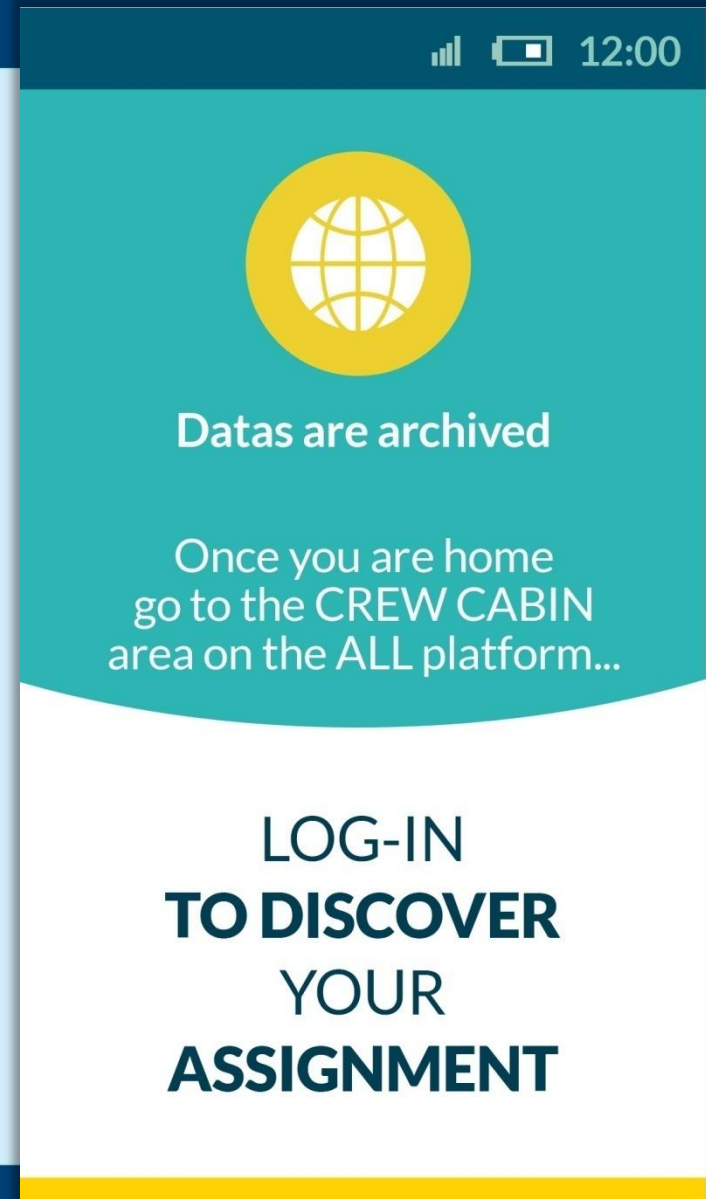
Congratulations!
The Blue Hunt is over : you have been simply brilliant!

13:02   05:49

Transmitting datas...

ANDROID APP ON Google play   Download on the App Store

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**.*

ANDROID APP ON
Google play

Download on the
App Store

⚲ 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

ALL
AQUATIC LIFE LAB
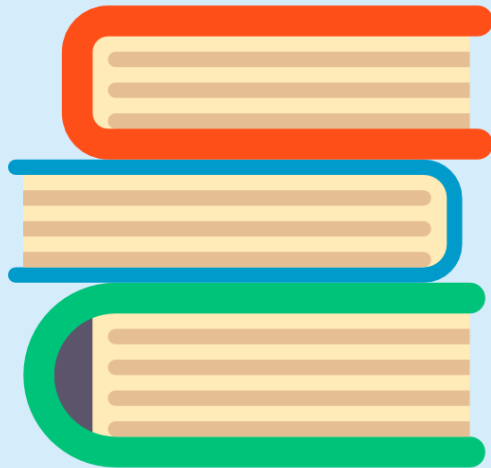
Erasmus+
European Commission

ANY QUESTIONS?

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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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.

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** ☺

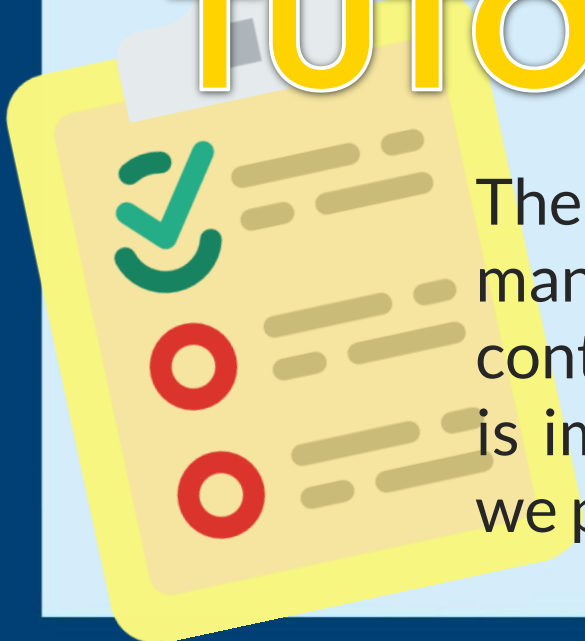Erasmus+

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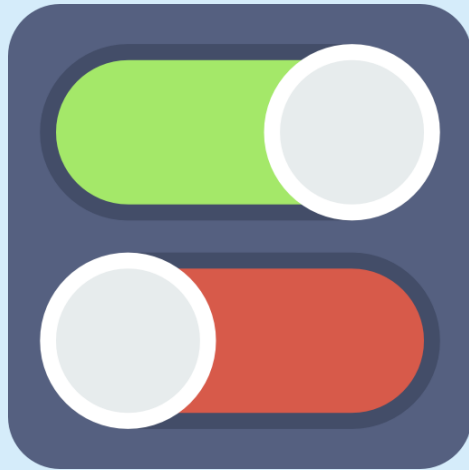
Tutors and teachers have access to a special **monitoring and control function** reserved to them on the platform: in this way it will be **easy to track the progress** of the students' work, to **request the latecomers** and to **approve the publication** of the inserted outputs

ANY QUESTIONS?

THE ULTIMATE TUTORS CHECKLIST

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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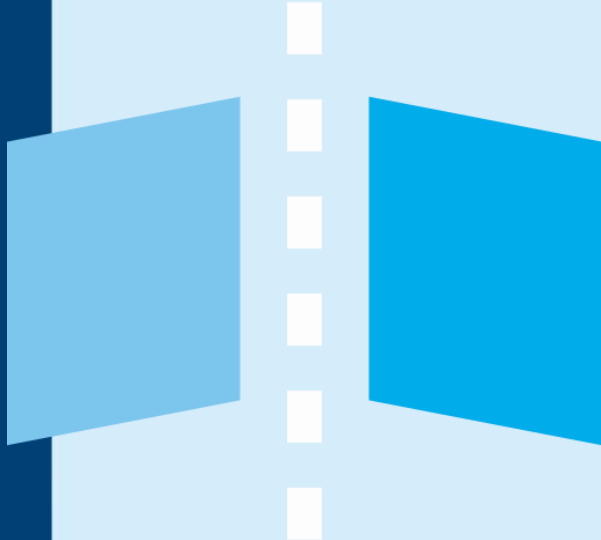
Erasmus+

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**

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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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.

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).

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	2 (or 3) STUDENTS	2 (or 3) STUDENTS	2 (or 3) STUDENTS
GELA	**ZAGREB**	**LIMASSOL**	**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.
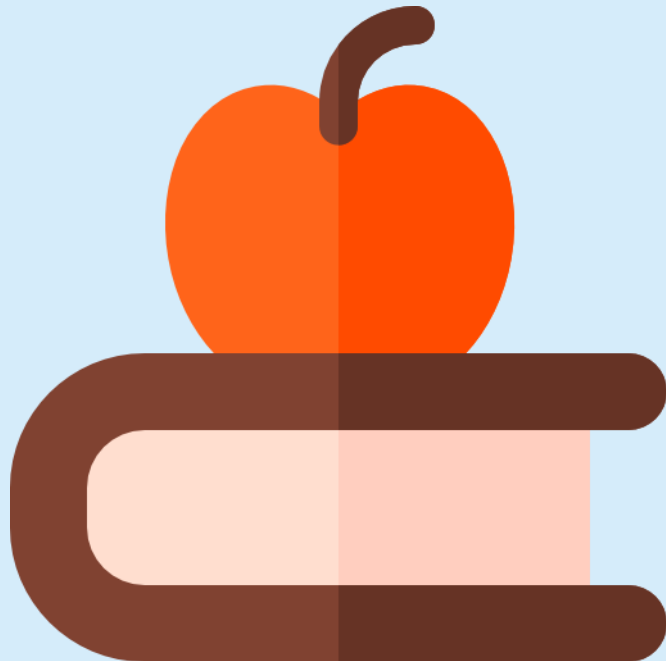
6.INTERNATIONAL GROUPS

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**.

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!

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.

ANY QUESTIONS?

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.

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.

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.

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 PUBBLICATION

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**.

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 duo work			DEC 2019
E-BOOKS EDITING PHASE			
EBOOK n°1	Discussion and approval **1st chapter** (Gela reports to group)	Discussion and approval **2nd chapter** (Ravenna reports to group)	JAN 2020
	Discussion and approval **3rd chapter** (Limassol reports to group)	Discussion and approval **4th chapter** (Zagreb reports to group)	JAN 2020
EBOOK n°2	Discussion and approval **1st chapter** (Ravenna reports to group)	Discussion and approval **2nd chapter** (Limassol reports to group)	FEB 2020
	Discussion and approval **3rd chapter** (Zagreb reports to group)	Discussion and approval **4th 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**

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?