National research of good e-learning practices

ITALY

National research will be conducted in all three project counties in order to identify good e-learning practices, advantages and disadvantages of ICT application in learning and teaching methods.

Please, list between 7 and 10 e-learning practices available in your country and fill a separate table for each one of them.

Practice 1

Name/abbreviation	ScuolaChannel (ChannelSchool)
Type of practice	Open Source Platform and tools to make online education fun for kids. The education is related to the fight against the food waste in order to implement a sustainable consumption
Institution/ organisation/editor	Sponsored by the Auchan Group
Usability	• Multi-device (laptop, LIM, tablet, etc.) • Multi-platform (Windows, Mac OS, Linux, Android, IOS, etc.)
Technical requirements	The Platform is available for GNU/Linux, Microsoft Windows and Mac OS X, Android
Web address/ link	http://www.scuolachannel.it/projects/home/sprecarenonvale
Users/ target group	From kindergartens to Secondary school. The target groups are students but also teachers and parents
Brief description	This Edutainement Platform aims at involving children and the schools system for building a new awareness among the younger generation on food and sustainability. The digital platform Channel School, launched in 2014, was addressed to primary and secondary schools in its first edition, and now it contains also

educational resources for kindergartens and secondary level schools.

It has a doubly innovative approach: in terms of content, because it allows to introduce students to the concept of waste in all its forms, proposing it as a concrete opportunity to seize the opportunity to use the most of every resource; in terms of methodology as it offers a digital mode and multimedia from 2.0 School to develop the educational contents mainly through games and funny on-line activities that put the users "in the situation" accompanying them to reflect on the values and implications that a consumer choice involves.

Through interactive games and ideas the different aspects of waste (energy, time, money, food waste, talents and personal potential, human and social development) are "discovered" and then be investigated to understand the dynamics and impact on the environment.

PROSCHOOL RESOURCES

- Guide for teachers and parents

- Riddles fun for children up to 6 years (1,2,3 Yum!), to develop the perception of food good playing of flavors, shapes and colors.

- Rhymes (Four Seasons delicious & It is feeding time). An engaging way to educate to proper nutrition, encourage curiosity and introduce concepts, actions and feelings related to the good foods.

- Games Engines designed to give guidance to educators in the conduct of activities in the classroom in which imagination and motor skills can help children to know the pleasure of grow well

RESOURCES FOR PRIMARY SCHOOL

- Guide for teachers and parents
- Role play: it's a digital game that includes a series of environments linked to situations of food consumption to be explored with the help of special papers. The goal is to identify the correct choices or to correct, at least intuitively, what is good for our body and more generally for the environment in which we live. The exploration of the pop-ups that open after using the correct paper, allow to support the choice with information and advice.

RESOURCES FOR SECONDARY SCHOOLS (FIRST GRADE)

- Guide for teachers and parents

- Comic titled "Factory secret", available online and in print version, that offers a new adventure of the Paladins of Gaia, in the fight against SPRECA, association evil that seeks to destroy the planet and its inhabitants. The focus is on sustainable consumption and sustainable food.
In the digital version, the plot is also interspersed with 3 inserts educational-based quizzes and informative pills and an insert on the last end, as the conclusion of the story.

- Digital Adventure Comic, to browse online but also printable, in which students are immersed in the mission of 3 characters, Paladins of Gaia, against SPRECA, a terrible company that wants to contaminate the world of waste. Through special devices, the students have to overcome the tests and quizzes of food waste, energy, to help the Paladins to find the solution anti-waste.

RESOURCES FOR SECONDARY SCHOOLS (SECOND GRADE)

- Guide for teachers and parents

- 3 Infographics that help framing the relationship between waste and power.

- Video contest with educational resources on the themes: food as travel, food as an opportunity and profession and food as continuous innovation.

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SWOT	*Strengths:* - Innovation related to the Contents, because the concept of waste is investigated in all its forms - Innovation related to the methodology (Edutainement)*:* through games, digital formats and Videos children of all ages can learn how to make sustainable choices - Playful and multidisciplinary approach that encourages, through a deeper engagement, understanding the implications of the waste, creating awareness in the use of the resources and in the development of a critical approach for acquiring a sustainable behavior. - The platform id dedicated to the entire educational system: from kindergartens to Secondary School - It's hosted on a dedicated website or webpage accessible online via multiple browsers (Firefox, Google Chrome, Safari, etc.) - It's available both online and offline *Weaknesses:* - The platform is only in Italian
Other comments	It has a doubly innovative approach: in terms of contents and tools used and in terms of methodology. It's very well structured and it's divided in relation to the different ages of the students.

Practice 2

Name/abbreviation	EXPO MILANO 2015 / SCHOOL PROJECT *(in collaboration with Ministero dell'Istruzione dell'Università e della Ricerca)* ### *SCHOOL PROJECT – EXPO 2015*
Type of practice	Platform aimed at raising awareness among students on the Theme: «Feeding the Planet, Energy for Life».
Institution/ organisation/editor	Protocol between the Ministry of Education, University and Research (MIUR) and Expo 2015 S.p.A
Usability	• Multi-device (laptop, LIM, tablet, etc.) • Multi-platform (MOOC, Windows, Mac OS, Linux, Android, IOS, etc.)
Technical requirements	The Platform is available for GNU/Linux, Microsoft Windows and Mac OS X, Android.
Web address/ link	http://www.progettoscuola.expo2015.org/en/
Users/ target group	All the educational system: from kindergartens to Universities
Brief description	In occasion with the EXPO 2015, teachers and students were invited to take part in a didactic «journey». The initiative began with a classroom project focused on the theme of Expo Milano 2015 and culminated with a visit to the exposition site, with the aim of leaving behind a wealth of knowledge and experience to future generations. Schools' visions and values are decisive in spreading contents e guaranteeing the inheritance of this Universal Exposition; for this reason teachers and students were invited to take part in specific training and educational initiatives, allowing the new generations to tackle and find out more about the Theme «Feeding the Planet, Energy for Life» and ensuring that the heritage generated inside schoolrooms in every Country is shared with society at large. A series of competitive initiatives to interest schools in the Theme of food and sustainability and to encourage the swapping of experiences in Expo 2015 themes, also with schools in other countries were established to the platform. Projects entailed the creation of fully digitized documents: • Suitable for developing teaching/learning paths through digital activities (e-tivities) linked to: information resources research,

lesson/discussion, teamwork, storytelling
- Multi-device (laptop, LIM, tablet, etc.)
- Multi-platform (Windows, Mac OS, Linux, Android, IOS, etc.)
- Accessible according to the current regulations
- Available both online and offline
- Released through creative commons licenses or similar licenses.

The best school projects, selected through contests, were presented at the Italian Pavillon, enlivening the Schools' Breeding Ground for the entire duration of the Event.
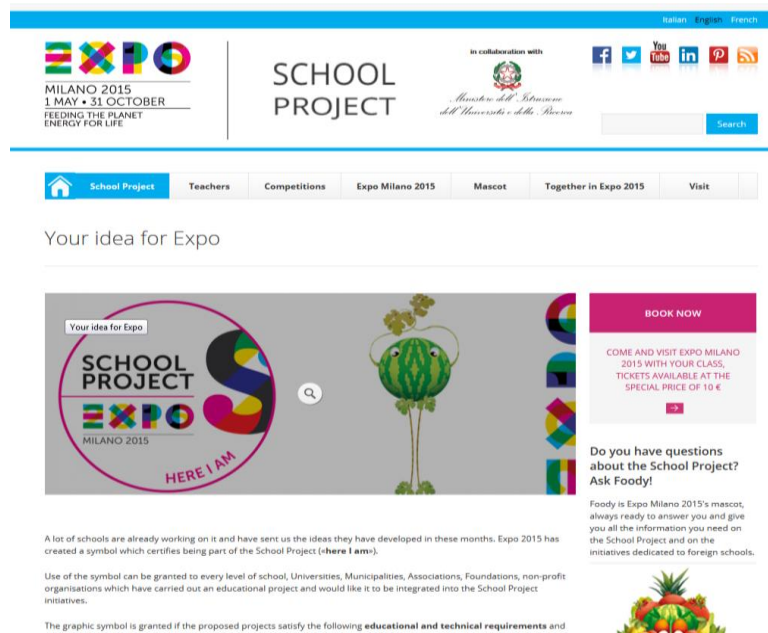
The platform also contains a series of on-line training courses: Massive Open Online Courses (MOOCs) split into three modules:

MOOC 1 - DIGITAL STORYTELLING AT SCHOOL
 This MOOC offers an overview of the use of digital storytelling in educational environments with a particular focus on the PoliCultura-Expo project. In particular, the teachers were shown a process to create a multimedia communication artefact, at the same time discussing possible uses in education and consequent benefits.
Three editions of the course have been run (two in Italian and one in English) attracting a total of over 1,700 applicants.

Foreign participants came from 28 different countries: Argentina, Bangladesh, Belgium, Bulgaria, Cyprus, France, Ethiopia, Philippines, Georgia, Ghana, Greece, Iran, Italy, Latvia, Lebanon, Macedonia, Nigeria, Norway, Holland, Pakistan, Qatar, Romania, Spain, South Africa, Turkey, the UK, the USA, and Zimbabwe

MOOC 2 - EXPO MILANO 2015 AND EDUCATION
 By means of interviews with experts, a well-designed sitography and a video

	with further information, the MOOC aimed to introduce teachers to the issues of the thematic categories of Expo Milano 2015, supporting them in planning focused and efficient teaching activities. The MOOC has been run five times (four editions in Italian and one in English) with a total of more than 1500 participants. MOOC 3 - "POLYCULTURE" AT EXPO MILANO 2015 This MOOC, which makes use of projects, was created to support participants in the PoliCultura-Expo contest, which asked schools to create an interactive multimedia narration of the EXPO themes. The course provided constant concrete support for participants in all the phases of creating the narration. More than 700 enrolled in the MOOC dedicated to PoliCultura-Expo.
SWOT	*Strengths:* - The platform id dedicated to the entire educational system: from kindergartens to Universities. - It's capable of encouraging schools to produce contents through digital and lab activities, seminars and interdisciplinary didactic paths - It's hosted on a dedicated website or webpage accessible online via multiple browsers (Firefox, Google Chrome, Safari, etc.) - The platform can leave behind a mass of contents and experiences for the future generations. - It's available both online and offline - It standardizes the constructive energies of the educational community - It gets the most out of the Italian school system's human capital also in comparison with different international situations; - It offers the chance to emphasize how school represents the future upon which a Country's value depends - it offers a variety of teaching tools and it is relatively easy to use. - It accepts images, video, and material produced in programs such as Camtasia, Audacity, etc. *Weaknesses:* - The platform is only in Italian and in English - It's strictly related to the EXPO event and it can be argued that the experience won't be reproduced.
Other comments	The School Project is • Consistent with the original theme of Expo Milano 2015, devised

	and developed specifically for Expo Milano 2015 • Created with the aim of actively involving students, while encouraging their autonomy in the management of learning activities and interaction with teachers • Suitable for promoting an individualized/personalized learning path also for students with disabilities and/or learning difficulties • Capable of promoting traditional teaching and learning methods through an innovative approach

Practice 3

Name/abbreviation	**ICON – Italian Culture in the Net**
Type of practice	Virtual campus of Italian language and culture
Institution/ organisation/editor	ICoN - Italian Culture on the Net - is a consortium composed of nineteen Italian universities operating in agreement with the Italian Ministry of Foreign Affairs. The Consortium was established in 1999 under the patronage of the Chamber of Deputies and with the support of the Italian Prime Minister and the Italian Ministry of University and Research; the ICoN Consortium pursues the aim of promoting and disseminating the language and culture of Italy throughout the world through e-learning technologies and specific educational initiatives. The universities participating in the consortium are: Bari, Bologna, Catania, Genoa, State University of Milan, Padua, Parma, Pavia, University for Foreigners of Perugia, Pisa, "La Sapienza" University of Rome, "Tor Vergata" University of Rome, Roma Tre University of Rome, Salerno, University for Foreigners of Siena, Turin, Venice, IULM Free University of Languages and Communication of Milan and "L'Orientale" University of Naples
Usability	All ICoN visitors can register as users. Registered users can read and download all the works present in the Digital Library, consult the Audio and Video galleries and receive information about the activities of the ICoN Consortium. An annual subscription is available for registered users, schools and universities; this allows access to the complete texts of the teaching modules, the works in the Virtual Museum and all the Encyclopaedia entries
Technical requirements	**Operating Systems:** MS Windows (XP and later), Linux (all versions), Mac OS X, iOS, Android. **Browser:** Chrome (recommended), Opera 10 and later versions, Microsoft Internet Explorer 7 and later, Mozilla Firefox 13.0 and later, Safari 4 and later. **Browser configuration:** enable cookies, enable Javascript; allow pop-up windows to open.
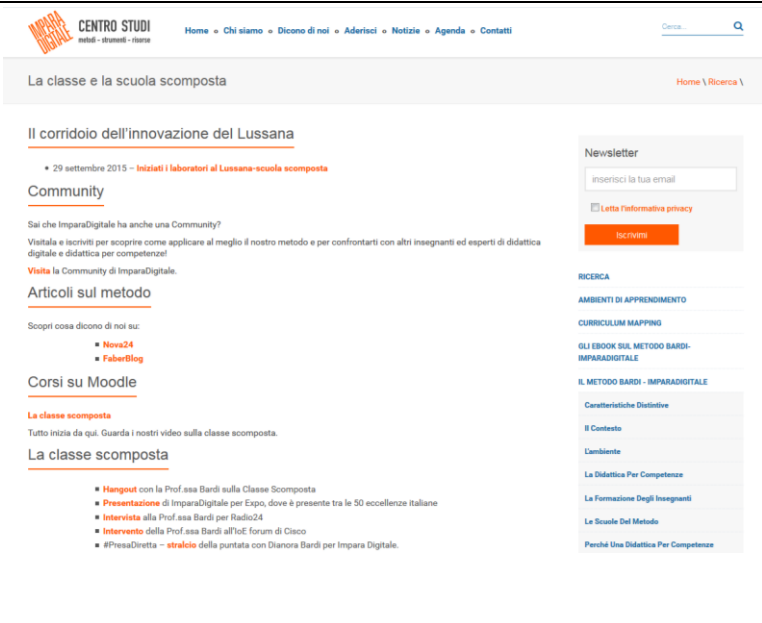
	Hardware requirements: sound card; headphones or loudspeakers.
Web address/ link	http://www.italicon.it/it/index.asp
Users/ target group	Universities, colleges, secondary schools, educational centers, teachers and students, foreign citizens and for Italians resident abroad.
Brief description	ICoN offers a unique combination of services and resources such as: - Degree Course in Italian Culture and Languages, run jointly through telematic media by the Italian Universities collectively making up the ICoN Consortium - First and First and second level Univeristy Master's Degree - Italian Language courses - Digital Library, Virtual Museums, Encyclopedias, Audio and Video Galleries - Interactive community and teaching-learning services (this opens up the possibility of sharing the different educational experiences of students from all over the world who constitute an Internet community. The subject areas are: - Antiquites - Philosophy - Geography - Literature - Language - Music, Theatre and Cinema - History of Art - History of Social Science

	Other than this, for teachers and students of the fourth year of High School, ICoN offers the ICoN AP® Italian Language and Culture online course to prepare for the *AP Italian* examination. The course is distributed by ICoN in cooperation with IACE (*Italian American Committee on Education*) and is approved by the US College Board.
SWOT	*Strengths:* - ICON offers a variety of teaching tools and it is relatively easy to use. - ICON combines on line learning activities with tools that allow easy consultation of texts, images and encyclopaedia entries connected with Italian culture. - The ICON interface has been translated in multiple languages - In addition to the images contained in the Museum, by virtue of agreements with CIBIT -*the Interuniversity Centre for the Italian Telematic Library* - and with the Institute of the Enciclopedia Italiana, ICoN presents an extensive selection of texts and encyclopaedia entries on its website. The Digital Library gives all registered users the possibility to consult and freely download 318 works by 104 of the major authors of Italian literature. - E-*learning effectiveness* - ICoN's online courses are designed by experts in the teaching of Italian. All the courses have been created using techniques that allow students to benefit from the most advanced distance learning research. - *Interactive approach* - The courses emphasize communication and interaction. All the courses share the same fundamental approach: "learning by doing".There are ready-made style templates for the content creator to use. - *Multimedial contents* - Every course is made up of about **1000 activities**. Each activity is provided with an **automatic correction mechanism**, as well as images and texts. All the activities are also enhanced by audio and video material, which has been created with the aid of professional actors who are native speakers of Italian. - *Personalization of the learning paths* - All the courses are designed for **"self-access" learning**. The activities proposed in each course follow a recommended path, but the users can also navigate the materials according to their own preferences and create your own route. *Weaknesses:* - The courses in Italian Language can be accessed only by purchasers. Students enrolled on the Degree Course have access to all the teaching/learning resources, the Community section and the forum pages. Access to the virtual classes and interaction with the tutors is reserved to students enrolled on the tutored

	degree course and on the Master's courses
	- All the other resources can be consulted both by ICoN students and subscribers who have to register to the platform
Other comments	Icon is an important example of Networking (19 Universities) with the aim to offer programs of high quality

Practice 4

Name/abbreviation	La scuola scomposta (decomposed school)
Type of practice	Application of the school physical and technical resources to transform the traditional space in ICT learning space
Institution/ organisation/editor	Scuola superiore Liceo "F. Lussana" di Bergamo/ Centro studi "impara digitale"
Usability	Indications and practical application of the ICT in terms of new approaches to the daily didactic activity
Technical requirements	Availability of e-book readers and i-pad in class, Digital Board and good Internet connection
Web address/ link	http://ricerca.imparadigitale.org
Users/ target group	Universities, colleges, primary schools, secondary schools, educational centers, teachers and students
Brief description	The project intends to re-shape the space of the class and the organization of the didactical approach with a daily use of e-documents. The classroom is re-designed in order to follow the Montessorian indication of a space to be adapted to the learning style of the students and full interconnected with the other classes in order to have a very integrated cooperative learning In the decomposed schools not paper materials are used but all the material are basically produced by the teachers or by the students or are selected in the Internet The students are asked to prepare the lessons with originals and in group preparative research about the topic and the teachers has the task to "systematize" the knowledge

SWOT	*Strengths:* The students are really involved in the activity and can experiment what is cooperative learning The school learning space is more conformable and suitable for creating a good and positive atmosphere Creativity is developed and promoted The approach per competences is very useful also in order to prepare the future life of the students *Weaknesses:* - Re-designing a learning space is a very positive adventure but not all the school can do that - ICT tools are not very expensive at the moment but for the educative institutions provide e-book readers and i-pad can be a problem - The teachers need to assume a new role, their training if not accurate risk to represent a weakness - A mentality change is needed for assuming a more "native digital" attitude by the teachers
Other comments	Project addreress to re-design the physycal space http://www.imparadigitale.it/wp-content/uploads/2015/11/Lago@ImparaDigitale.pdf ebook about the project (in IT only) http://www.imparadigitale.it/formazione/formazione/gli-ebook-sul-metodo-bardi-imparadigitale/

Practice 5

Name/abbreviation	eKnow
Type of practice	Small and operative e-learning courses, also provided in one-to-one modality for teachers and school operators
Institution/ organisation/editor	Smart skills center-IBIS multimedia
Usability	Eknow is a web portal with the possibility to intehrate short courses with experts and short video advises addressed to teachers
Technical requirements	Internet connection
Web address/ link	http://www.smartskillscenter.it/eknow/?redirect=0
Users/ target group	Universities, colleges, primary schools, secondary schools, educational centres, teachers and students
Brief description	The portal is dedicated to the training of teachers, trainers and other educators. The portal hosts courses and learning environments on various topics and proposes innovative teaching methods and experimental approaches, focused on the interaction between experts of area (EMS) committed to produce digital content, set up online courses and interact with the participants, e-tutors (ET) pledged support participants both about the content of the courses in relation to the motivational aspects, methodological and organizational information broker (IB) are able to search, evaluate, select and organize digital resources on specific topics, both from form of knowledge base in response to requests of the participants. The courses are divided into 5 categories: MOOCs, SPOCS, Profs, and GLOCs PLECS.

	eKnow Search courses English (en) Hide blocks Full screen **Comunità di Innovazione** Benvenuti su **eKnow**, il portale di e-Learning di **Smart Skills Center** dedicato alla formazione di insegnanti, formatori e altri operatori didattici. Il portale, curato da **Mario Rotta**, ospiterà corsi e ambienti di apprendimento su vari argomenti, proponendo metodologie didattiche innovative e sperimentali e puntando sull'interazione tra **esperti di area** (SME) impegnati a produrre contenuti digitali, allestire corsi online e interagire con i partecipanti, **e-tutor** (ET) impegnati supportare i partecipanti sia riguardo ai contenuti dei corsi che relativamente agli aspetti motivazionali, metodologici e organizzativi, **information broker** (IB) in grado di cercare, valutare, selezionare e organizzare risorse digitali su argomenti specifici, sia sotto forma di knowledge base che in risposta a eventuali richieste dei partecipanti. I corsi sono suddivisi in 5 categorie: **MOOCs, SPOCs, PROFs, GLOCs e PLECs**. Al momento sono già attivi vari corsi e ambienti interattivi. Seguite le news. Per altre informazioni si può contattare: info@smartskillscenter.it. **Proposte in evidenza:** PBL & PBL: introduzione alla didattica centrata sui problemi — MOOCs — Come rendere Piattaforme e trampolini: introduzione agli ambienti di apprendimento integrati — MOOCs — Learning & Information Brokering 1: strategie di ricerca di informazioni e risorse in rete — PROFs — E-Tutor 1: profilo PBL & PBL nella didattica dell'arte — SPOCs — Imparare a Cittadinanza europea, competenze chiave e apprendimento permanente — MOOCs — Knowledge Main menu News del sito Navigation Home News del sito Courses Course categories CDP MOOCs PROFs SPOCs GLOCs PLECs
SWOT	*Strengths:* It is a very practical approach to the e-learning activity, with personalized activities that can be considered an alternative to massive MOOCs It provides not only an educative approach but also a very short an not time-consuming learning activity in specific topic It is quite cheap and adapt to be provided in the national program of individual training of the teachers *Weaknesses:* It is a payment activity and for the schools it is not always simple to have a personalized activity for categories of teachers The program does not favor the development of teaching and learning communities
Other comments	The SPOCS (Small Private Online Courses) are learning environments for small groups interested in sharing issues or experience. It is a micro-learning experiences, the aim of which is typically in increasing both the accuracy of the work of trainers and teachers, student engagement and the ability to discuss issues and very specific topics, enhancing interactivity broadly, granting that the motivation and performance of the participants can be supported by focusing in particular on the problem based approach Examples of spocs http://www.smartskillscenter.com/prodotto/imparare-a-conoscere-il-paesaggio-italiano/#.Vo6SVzbuEVh

Practice 6

Name/abbreviation	Dyslexia MOOC
Type of practice	Mooc platform and web interactive portal
Institution/ organisation/editor	Centro studi Montesca- Provincia di Perugia
Usability	Available in all the devises
Technical requirements	Internet connection
Web address/ link	http://www.montesca.eu/dyslexia/ http://montescalearning.com/main/mod/page/view.php?id=14
Users/ target group	colleges, primary schools, secondary schools, educational centres, teachers and students
Brief description	The Portal contains all the information about how to face situation where students with dyslexia characteristics are involved Mooc courses are provided in Italian and cover specific issues generally not involved in training addressed to dyslexia problems such as management of the class in case of presence of students with learning difficulties A wide library of video about dyslexia is available in Italian A specific manual is provided about how to organize the teachers in order to have a positive response to the problem

SWOT	*Strengths: *** The courses are very practical and can be followed by the teachers organizing their own time The manual is useful and gives a lot of simple practical indications The video library is quite well organized and covers different aspects There is a very good and participated learning community *Weaknesses:* The Mooc courses sometimes do not obliged the teachers to follow a common organization and the sense of learning community risk to be disperse The manual is practical and simple but it needs the involvement of the school management and to have it is not always possible and simple The video library does not defined in details the contents of the videos and the only way to know the contents is watching them *** based on the evaluation of an external expert*
Other comments	It is also possible obtain a certification valid in Italy with the trademark MontescaDyslexia Friendly registered in Italy

Practice 7

Name/abbreviation	**ALEXANDRIA**net.it REPERTORIO APERTO E MARKETPLACE DI RISORSE DIDATTICHE DIGITALI Alexandria.net
Type of practice	Repository and interactive ICT library for teachers
Institution/ organisation/editor	Wikiscuola S.r.l.
Usability	Very huge possibility of creating and publishing documents in the more common formats
Technical requirements	Internet connection
Web address/ link	http://www.alexandrianet.it/htdocs/index.php/site/page?view=about
Users/ target group	Primary schools, colleges and secondary schools, educational centres, teachers and students
Brief description	The portal unlimited access to all resources and content contained in the catalogue, for all subjects and for all levels of school, to be found in the archives for keywords, tags or other more advanced ways of cataloguing, that you can view, download and use with your classes and your pupils It is also possible loading publication, already processed in digital format (text, images, audio, video, eBooks, presentations etc.), to be sharable with colleagues and pupils interested in that content The portal can be also used as personal library online accessible from any computer or device to upload and classify content and resources, in order to have everywhere - in class, at home or in any other professional context and not – materials for teaching,

SWOT	*Strengths:* Wide categories of topics and documents The list of categories helps the teachers and the students to find easily what they need The format of the documents and teaching and learning material is various and can satisfy all the devises Most of the learning objects are free The research engine is very useful *Weaknesses:* The contents are not always described in details and to know the usability of the contents it is needed to use them and it is very time consuming The registration form asks a lot of data (e.g. fiscal code) Creating new object or uploading them it is a bit difficult
Other comments	Alexandria is an environment dedicated to "self-publishing" of teachers for the Italian school, or to the online publication of materials and digital resources produced in-house by teachers, preferably in open formats, to promote educational cooperation, knowledge as a common good and the 'use of open educational resources (Open Educational Resources - OER) in the Italian school. Every day, throughout the year and for all the materials, there are thousands of school teachers of all levels that produce digital educational content for their students. All this huge amount of

	material - in many cases good if not great quality - often likely to remain closed in the classrooms, or in the hard disk of individual teachers, without being able to become a common heritage, as it can now easily be done with the digital formats and the Internet

Name/abbreviation	Repubblica@scuola
Type of practice	*Educative interactive web tv for developing project of journalism*
Institution/ organisation/editor	News paper "la repubblica"/gruppo editoriale L'espresso
Usability	Different activities and video experience for all the devises
Technical requirements	Internet connection
Web address/ link	http://scuola.repubblica.it
Users/ target group	Colleges, primary schools, secondary schools, teachers and students
Brief description	the initiative is leaded by Gruppo Editoriale L'Espresso, the daily newspaper La Repubblica, and the site www.repubblica.it, leader in the field of information in Italy. From

The project, entirely free, is online to be closer to the world of young people and new media. On the website young people, with the support of teachers and the guidance of the editors of the Republic, can also take confidence with the different tools of journalism.

The portal of the Republic @ School, www.repubblicascuola.it, is increasingly interactive and full of opportunities:

Principals and teachers can be featured on the channel Rep @ School Repubblica.it that has millions of readers every day.

They are able to:

Having the opportunity to be interviewed by the editorial staff and express their opinions on schools http://scuola.repubblica.it/archivio-interviste/.

Give visibility to set up and to school initiatives in the "Showcases school http://scuola.repubblica.it/vetrina-scuole.

Exchange opinions and experiences with colleagues from all over Italy in the Forum of teachers |

The editorial department offers insights, news stories to expose students to the world of information and help them learn how to write an article and describe, in first person, the reality around them.

- APPRENTICES PHOTOGRAPHERS AND ARTISTS.

Students with a passion for the arts can contend for the podium in races involving photography and design launched at national level and scanned twice a week, by the editorial staff.

SWOT

Strengths:

The on line activity is provided together with a very large list of on didactical resources with the participation of famous Italian writers and artists in what it is defined "the largest Italian classroom"

Due to the relevance of the publisher "l'espresso" a lot of connections and links with national and European events are possible

The journalistic activities are original and quite important for the Italian schools

The completions launched by the site can be very interesting and attractive for the students

Weaknesses:

- Being addressed to a large scale audience the activities are not

	personalized - Sometimes is not very intuitive to verify the contents and the usability of the materials - The conferences and the video lessons are not selected per categories of students but only per the topics they cover
Other comments	The editorial activity of the students can be recognized and certified by the Ministry of education. In the site it is possible to have a space for the school journal http://scuola.repubblica.it/ricerca-scuola/?name_school=&type_search=M&region_search=ABR&province_se arch=&searchSchool=Cerca

Practice 9

Name/abbreviation	RAI scuola
Type of practice	Educative interactive web tv for sharing video RESOURCES
Institution/ organisation/editor	RAI
Usability	Different activities and video experiences for all the devises
Technical requirements	Internet connection
Web address/ link	http://www.raiscuola.rai.it
Users/ target group	Universities, colleges, primary schools, secondary schools, teachers and students
Brief description	Rai School is addressed primarily to provide video resources about school subjects at different school levels and degrees. The school subjects concerning science, English language, but also road safety education. The main project is the D, a container of training programs and the BBC sitcom produced by RAI. From 19 March 2012, the programming has been renewed, with the addition of a new cultural wing daily, called Nautilus, which includes programs already above on the channel (CultBook, Art News, Gap) and new programs (Zettel, a program about philosophy and lessons from the crisis, a program of economy and). The programs of Rai School are often produced in collaboration with the Ministry of Education, University and Research. In 2006 it was starting broadcasting the British series Goal - Speak English, Play Football in the original language, but without subtitles. The channel was launched in 2000 and was originally popular only satellite. Until 1 February 2009 Rai Edu 1 was available on digital terrestrial television in much of the Italian territory with the MUX B. Since Feb. 2, 2009 has been replaced in this Multiplex Rai History. Until the night of 17 and 18 May 2010, Rai School was also available on DTT. On 21 December 2011, the returns on digital terrestrial channel for areas covered by RAI multiplex MUX 2 until September

14, 2015 when it moved to the multiplex MUX RAI 3.
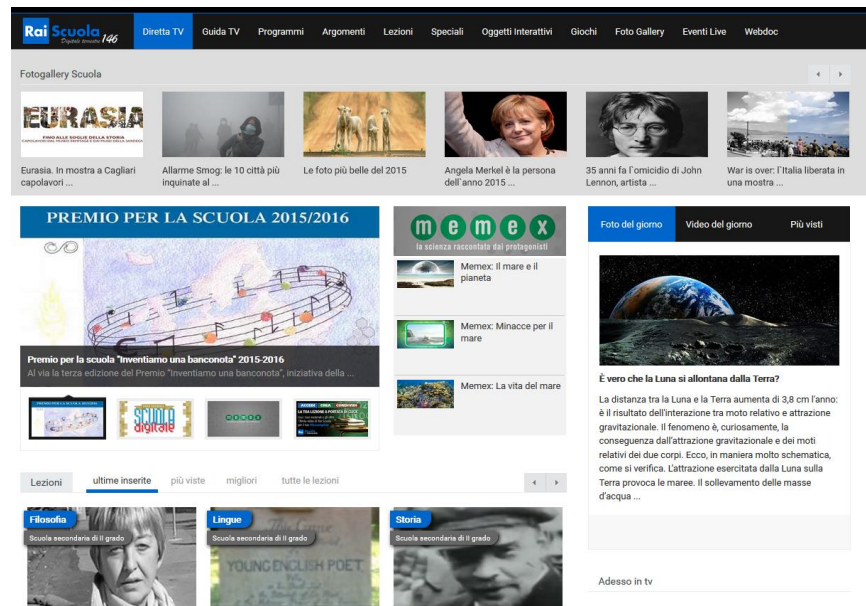
SWOT

Strengths:

It is a very large repository of video lessons covering a lot of topics

The quality of the videos is very good and presentation of the lessons is very professional

It is possible to create and to organize video lesson to be added to the proposed ones

The interactive videos (especially about science education) are very well realized and are very innovative

Experts and teachers are mostly very important person in their fields

There is the possibility to follow very interesting live streaming events

Weaknesses:

- The site is not addressed to create any community of students and teachers

- Even being a very large repository of video is not a real educative web tv

- Some events are broadcasted in live streaming but no interaction is allow

- The interaction with the social media is not entirely explored

- Most of the resources are broadcasted in TV and not realized expressly for the school audience

- The virtual tour are quite interesting but not always interactive

	- Most of the video are shared with Rai letteratura and are not expressly addressed to the schools
Other comments	You can have a look about how to create a video lesson http://www.raiscuola.rai.it/startLezioni.aspx?crea=1