



PORTFOLIO

ANE DENKOVSKA

Project: **DIGITALL**

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Co-funded by
the European Union



Logo creation and design

Project: DigitAll



Presentation on Expectation questionnaire

Erasmus+ project DIGITALL

DIGITALL
Expectation questionnaire

Nowadays digital technology is increasingly present and it is necessary for people to behave positively, critically and competently in the digital environment, relying on the skills of effective communication and creation, to practice forms of social participation that respect human rights and dignity through responsible use of technology.

We made a survey in which 30 students from our school Goce Delchev from North Macedonia took part in whether they have participated in Erasmus projects, what are the benefits and how much they use technology in their everyday life.

Have you ever participated in an Erasmus Project?

01 Yes — 30%

02 No — 70%

If you have participated did you like it?

01 Yes 95%

02 Maybe 5%

03 No 0%

Tell your reasons for your answer to Q2

1. It was great experience to be part of Erasmus projects, because you can learn and see a lot of new things on different topics.
2. I met a lot of new people and discovered their culture. It was interesting and fun.
3. I was traveling to a country that I may never go to individually.
4. I visited places I knew nothing about and they were wonderful.
5. I learned that I need to acquire work habits from an early age.
6. I met interesting traditional dances of other countries.
7. I have found that traditional food is excellent in other countries as well.

What do you think are the main advantages of an Erasmus Project?

Advantage	Count
Improving communication skills	13
Meeting other people	25
Discussing about society and other cultural things	21
Getting the chance to know other cultures	19
Improving English language	6
Getting the chance to work in collaboration with others	10

What are your personal expectations towards an Erasmus Project?

Expectation	Count
Get the chance to know other cultures	12
Meeting foreign people	15
Improving my communication skills	3
Discussing issues about society and other...	8
Improve my English language	4
Get the chance to work in collaboration...	18
Work in a smarter way	9
Travel to another country	14
Learn new things	7

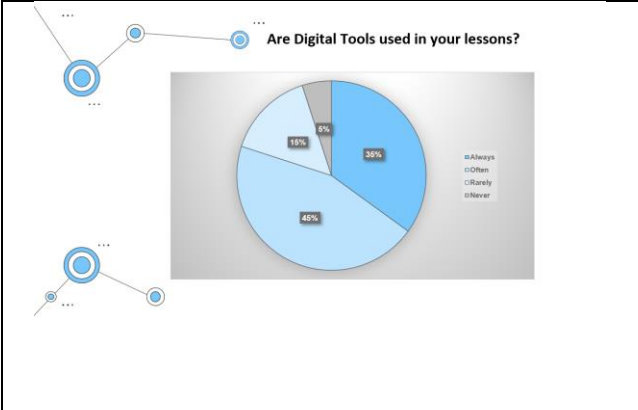
The name of this Project is "DIGITALL" and main topic of this Project is 'Using digital tools in lessons'.

Write 3 words that you will see during the Project time

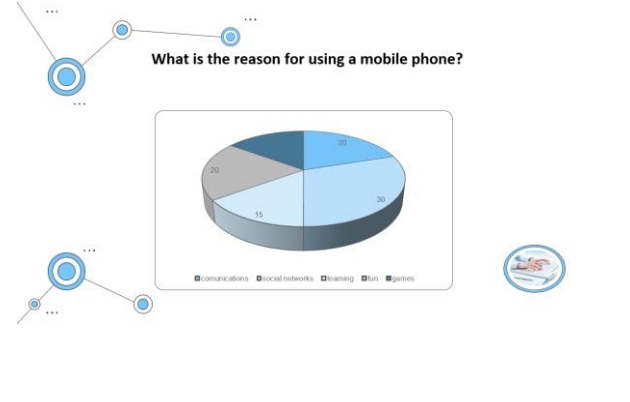
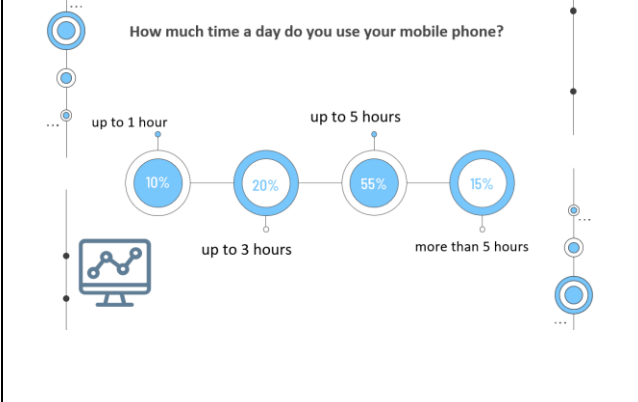
Digitalize Tehnology

1 2 3 4

Education Applications



- ### What would you like to do/expect to see/learn within the project about Digital Tools at school?
1. I look forward to learning and getting to know many new digitization programs.
 2. I would love to learn about new cultures and ways of life in other countries.
 3. I expect to see what technologies are used in teaching in other countries.
 4. I would like to be able to use more advanced technology at school within the Project about Digital Tools and expect to see applications for Virtual Reality and I would love to learn how it works and how to use that kind of technology.
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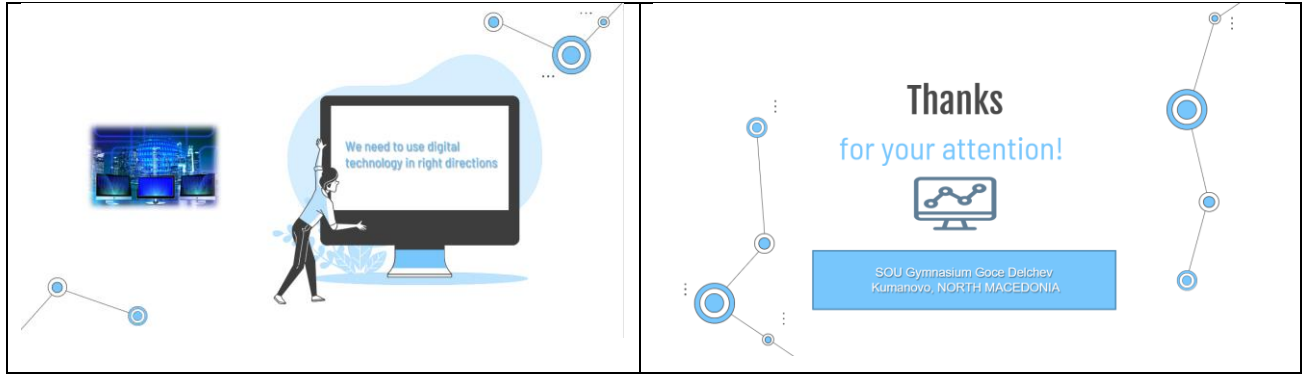
- ### Which applications do you use most on your mobile phone?
- Instagram
 - TikTok
 - Snapchat
 - Pinterest
 - Google Chrome
 - YouTube
-

- ### Which applications do you use most on your computer?
1. Netflix
 3. Microsoft Office
 4. Adobe Photoshop
 2. Spotify
 5. Microsoft Teams
-

- ### Which applications would you like to learn to use?
1. Photoshop
 2. CorelDRAW
 3. Adobe Illustrator
 4. C++
 5. Riders
 6. Python
-

Ways of digital communications

- Digital escape rooms
- Sending an email
- Video chatting
- Playing multiplayer video games
- Online messaging
- Posting on social media



Poster/ Erasmus corner



Internet dairy

TIME SPENT ON INTERNET FROM 15.08.2022 TO 15.09.2022	
<u>ANE DENKOVSKA</u>	
15.08.2022	4hours Instagram(3h), WhatsApp(1h)
16.08.2022	6hours Netflix(3h), Microsoft Word (1h), TikTok (2h)
17.08.2022	2hours Zoom (2h)
18.08.2022	4hours PowerPoint(1h), Duolingo(1h), Netflix(2h)
19.08.2022	5hours YouTube(2h), Wikipedia(0.5h), Microsoft Word(1.5h)
20.08.2022	5hours Instagram(2h), TikTok(2h), Snapchat(1h), Facebook(1h)
21.08.2022	3hours Netflix(1.5h), Microsoft Excel (0.5), Instagram(1h)
22.08.2022	2hours Instagram(1h), Snapchat(1h)
23.08.2022	4hours Netflix(3h), Duolingo(1h),
24.08.2022	5hours Netflix(4.5h), Instagram, Snapchat(1h), YouTube (0.5h)
25.08.2022	2hours Snapchat, Instagram(1h), TikTok(0.5h), Sudoku(0.5h)
26.08.2022	6hours Netflix(4h), Instagram, Snapchat(1h), YouTube (1h)
27.08.2022	1hour Instagram, Snapchat
28.08.2022	4hours Instagram(3h), WhatsApp(1h)
29.08.2022	6hours Netflix(3h), Instagram , Snapchat(1h), Photoshop(1h), Word(1h)
30.08.2022	2hours Microsoft Teams (2h)
31.08.2022	8hours TikTok(4h), YouTube(2), Duolingo(1), Netflix(1h)
01.09.2022	5hours Microsoft Word(1h), Photoshop(2h), TikTok(1h), YouTube(1h)
02.09.2022	3hours Instagram(2h), Snapchat(1h)
03.09.2022	3hours

	PowerPoint(1h), Duolingo(1h), Netflix(1h)
04.09.2022	2hours Instagram(1h), Snapchat(1h)
05.09.2022	5hours Netflix(3h), Microsoft Word (1h), TikTok (1h)
06.09.2022	3hours Netflix(1.5h), Microsoft Excel (0.5), Instagram(1h)
07.09.2022	3hours Instagram, Snapchat(1h), Duolingo(1h), PowerPoint(1h)
08.09.2022	4hours Netflix(3h), Duolingo(1h),
09.09.2022	3hours Instagram(2h), Snapchat(1h)
10.09.2022	5hours YouTube(2h), Wikipedia(0.5h), Microsoft Word(1.5h)
11.09.2022	2hours Zoom (2h)
12.09.2022	1hour Instagram, Snapchat
13.09.2022	3hours PowerPoint(1h), Duolingo(1h), Netflix(1h)
14.09.2022	2hours Microsoft Teams (2h)
15.09.2022	4hours Instagram(3h), WhatsApp(1h)

Educational applications

USEFUL LEARNING APPS
Co-funded by the European Union
Made by: Ane Denkovska
Gymnasium "Dobro Delo" – Kumanovo, North Macedonia

We spend a lot of time on our phones, so why don't we use it for education? One of the ways is learning through educational apps. There are many, here are just a few that I think would help you.

01 LEARNING LANGUAGES

DUOLINGO
Duolingo is language learning app and it is the world's most popular way to learn languages. Duolingo users can practice vocabulary, grammar, pronunciation and listening skills using spaced repetition. This app can offer more than 40 different languages. It is the best way to learn something new and have fun at the same time!

02

LEARNING MATHS

GEOGEBRA

GeoGebra is a mathematics software for all levels of education that brings together geometry, algebra, spreadsheets, graphing, statistics and calculus in one engine. GeoGebra is a useful application to improve and enrich mathematics teaching and learning by allowing students to visualize mathematical concepts, which is extremely useful for mathematical experiments and discoveries at all educational levels, from elementary school to university.

GeoGebra

03

LEARNING CHEMISTRY

PERIODIC TABLE 2023: CHEMISTRY

In the Periodic Table application you will find a huge amount of data about chemical elements for free. You will learn a lot of new and useful things for yourself. The chemistry falls into to number of the most important sciences and it is one of the main school objects. Its studying begins with the Periodic Table. This application is the best way to start learning and improving your chemistry skills.

Pt

04

LEARNING BIOLOGY

PLANTNET

Pl@ntNet is an application that allows you to identify plants simply by photographing them with your smartphone. Pl@ntNet allows you to identify and better understand all kinds of plants living in nature: flowering plants, trees, grasses, conifers, ferns, vines, wild salads, cacti... The more visual information you give to Pl@ntNet about the plant you are observing, the more accurate the identification will be.

Pl@ntNet

PHYPHOX

Phyphox allows you to use the sensors in your phone for your experiments. For example, detect the frequency of a pendulum using the accelerometer or measure the Doppler effect using its microphone.

06

LEARNING GEOGRAPHY

CURISCOPE

Curiscope is a popular biology app that features the 3D model of the different organs in the human body. This app is ideal for supporting STEM activities, for younger students wishing to explore the human body as well as GCSE wishing to revise Biology. It's one of the most innovative and engaging ways for everyone from curious middle schoolers to revising teenagers to learn about Biology. In this app, you can touch each organ (i.e. brain, heart, lungs, stomach, liver, etc.) to see more information and detailed morphological descriptions.

05

LEARNING PHYSICS

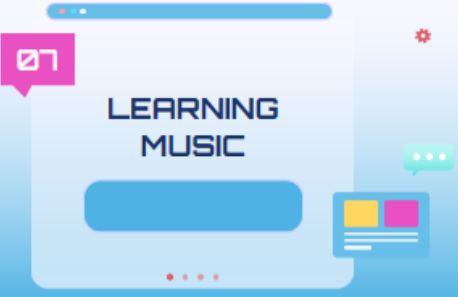
GEOGUESSR AND GLOBLE

GeoGuessr is a geographical browser game in which players guess locations from street view imagery. The game features multiple game modes for both singleplayer and multiplayer competitions.




Globe tasks players with guessing a mystery country each day. Your goal is to guess the mystery country using the fewest number of guesses.

07 LEARNING MUSIC




SIBELIUS

Sibelius is a scorewriter program and it is the world's largest selling music notation program. Beyond creating, editing and printing music scores, Sibelius can also play the music back using sampled or synthesized sounds.




08 LEARNING ART AND DESIGN




ADOBE PHOTOSHOP AND ADOBE ILLUSTRATOR

Adobe Photoshop is software that is extensively used for raster image editing, graphic design and digital art. It makes use of layering to allow for depth and flexibility in the design and editing process, as well as provide powerful editing tools, that when combined, are capable of just about anything.



Adobe Illustrator is a vector graphics editor and design program developed and marketed by Adobe Inc. Illustrator is a graphic design application. Graphic designers use Illustrator to create vector graphics. Vector images and graphics are made of points, lines, shapes, and curves based on mathematical formulas rather than a set amount of pixels, and therefore can be scaled up or down while maintaining image quality.



WHY DO WE USE LEARNING APPS?

Learning apps can be more useful than you can imagine. Learning apps can help you learn new things and gain knowledge from different fields. Educational learning apps are designed to be engaging and enjoyable for students. Knowledge augmentation, tailored learning experiences, improved engagement, access to online study material, ease of communication, and, most significantly, remote access are all advantages of a learning app. I have been using these learning apps for a while now and in my opinion they are very useful and I can always rely on these apps when I have a problem I'm stuck on. I hope they will be useful to you too!



THANK YOU FOR YOUR ATTENTION!

SOU Gymnasium "Goce Delchev", Kumanovo, North Macedonia

