



Welcome to the **European Competition 2.0** - The Ed2.0Work Network

Using Internet & mobile apps in education

How do you use technology, apps, games or Web2.0 tools in your teaching?

This is your chance to show your great ideas for teaching to the world and win prizes and a expense paid trip to present your ideas at European Conference in the Applications of Enabling Technologies, 2014 20-21 November 2014, Glasgow, Scotland;

We can't wait to see what you are doing.

Introduction

The Ed2.0Work European project is looking at how Internet technologies and mobile apps can be used in teaching.

We are running a Europe-wide competition for teachers. You can show us how you are using technology to enhance your teaching.

You need to be innovative and communicative and can show your ideas on a video. We do not need lengthy text explanations.

About the competition

The competition asks teachers to make short (2.30 minute) videos about the practice and technology they use.(see 'What you will produce' below). All tools and apps shown must be freely available, entries for paid for technologies or time limited will not be eligible and discarded.

We decided on a short video so that the resulting examples will be very focused and stretch competitors to find the most useful and direct way to communicate.

There are prizes in the form of Amazon book vouchers and the overall winner will have an expenses paid trip to present their idea at the European Conference in the Applications of Enabling Technologies conference in Glasgow on November 20 and 21 2014 (**please note, only flights originating within Europe can be funded**).

There are also Logos that you can include on your websites, or blogs and all correct entries will receive a Certificate of Entry.

The video results of the competition will be added to the repository of resources of the Ed20work project and also saved on YouTube.

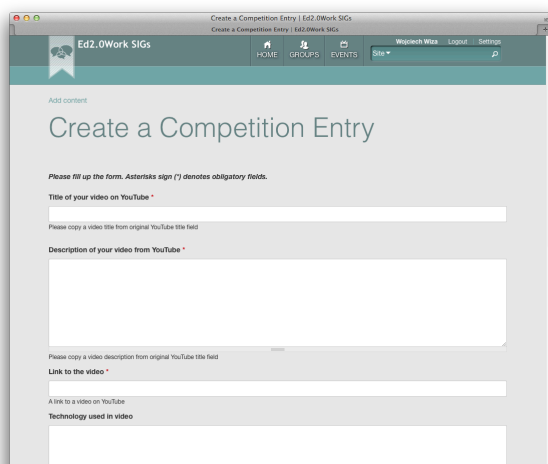
Entries can be made until the deadline on **12 September 2014 at 12.00 noon** Central European Time.

How to enter

To enter the competition you will need to register on the project community pages. After registering you will see a text, 'Enter the competition' click here.

The entry form will be displayed. Please complete all fields as fully as possible. You can then save your form.

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After saving a form, you may return to your entries through the following page:
<http://sigs.ed20work.eu/myentries>

Please note, that your entry will take part in the Competition **only** if you check “My entry is ready for Competition” checkbox. You may alter your submission as long as the checkbox is not checked.

In the form you will see a field: “Link to your video”. Before using the ‘Save’ button you should have uploaded your video on YouTube – setting the privacy button to ‘Public’. You can see a ‘How to video’ showing how to upload a video to YouTube and what information you need to copy in to the entry form [www.youtube.com/watch?v=Kq8M13jx5ng] Then take the link and paste it in the field.

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When you upload your video, it is important that you give your video an appropriate title and description. These will be used as the title and description for your entry in the competition and in the future repository of videos.

The title should include the name of the software you are using.

The description should include a very brief description of how you used the software in your teaching..

What you will produce

Parameter	Description
Length of video	2.30 minutes maximum
Language (any)	Better in English or with English captions
Title of video	Name of technology used, Name of best practice
Description	Should include the name of the competitor. Includes the name of the application/tool, what you do with the tool, online links to examples (if available) and the tool
Privacy status	Video setting must be set to Public to allow everyone to view.
Tags	Please include ‘Ed20Work’ as a tag

Suggestions for the contents of video

- An introduction – possibly a voice over
- Show use by students (if there are permission issues with showing faces, it is fine without)
- Show results of use, screen shots, print outs

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Be as innovative as you wish, we will not be judging the quality of the video (audio & video), but the use of the tools. Obviously we must be able to understand what you say and can see properly.

Rules

Each person can enter a maximum of **3 entries**, **only one entry per person** may win a prize.

The technology used much is free and widely available either:

- On the Internet, through a browser
- or
- As a free App on a smartphone or tablet device.

By submitting an entry you must agree that the video you submit and content you make is available with a Creative Commons licence – <http://creativecommons.org/choose/> .

All entrants must agree that their videos are publically available for a period of 3 years at the link supplied in the entry form. If the holding repository changes the link, this clause is no longer operational.

Videos must not be longer than 2.30 minutes in total. Including opening and closing credits.

The results are final and no correspondence can be entered in to.

All entries must clearly state, to the satisfaction of the judges, how the app is being used in education. All levels and subjects are acceptable.

Companies or individuals that have created a software or teachers sponsored by a company cannot enter the competition using the application that is sponsoring them. A sponsored teacher can enter but with a different software. Entries that do not comply with this rule will be removed from the competition, but can stay in the repository.

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Submitting your entry

On the project website you will find the competition entry form at: <http://sigs.ed20work.eu/competition>

Step 1 - Upload to YouTube

- Add a title (you will copy this in to the entry form)
- Add a description (you will copy this in to the entry form)
- Make sure your video privacy settings are public and add Tags including Ed20Work.

Go to the project entry form and complete the parameters. You will need to copy the video link, title and description in to the form.

The other information we will need is:

- Your name
- Email (will not be published on the website of the competition)
- Subject/s taught
- Name of school (freelance entries are accepted)

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- Website of school
- Subject/s taught
- Age/s of students
- Technology used in video (name/s)
- Website of technology or app store link

Judging

The judging will be in two stages:

Round 1: Initial round - by partners of the project.

Round 2: Finals: by an all-star set of external judges

The current judges that have indicated they would be happy to help are:

- Sylvia Guinan (Co-organiser of the ELT-techniques MOOC, which has 2860 learners and she moderates and presents webinars such as EVO events. Won awards and been a featured blogger)
- Russell Stannard <http://www.teachertrainingvideos.com/> Expert in training teachers to use web technologies
- Shelly Terrell (the most followed language educator on Twitter, 49,500 followers) <http://www.visualcv.com/shelly>

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This list is not final and may be adapted before final judging takes place.

The criteria for the judging will be kept as wide as possible and the quality of the video (audio & video) will not be a primary issue, as long as it is intelligible,

- Length – must be under the limit
- Relevancy to general teaching objectives for the age level, type of lesson, learning objectives (as decided by the educator judges)
- Creative use of technology and teaching pedagogies
- Innovative ideas
- Suitability for the target group and the lesson's goal
- Appropriate title and description

In addition, the public are invited to vote as well. This will be on the Competition Entries Page where all the results will be shown.



Awards

Amazon vouchers:

Winner: €250

Runner up: €150

All entries will receive participation certificates (providing valid email addresses have been received)

All entries will receive, by email, Logos for display on websites/blogs.

The Winner will be invited to present at the final conference in Glasgow on 20 & 21 November 2014 (reasonable expenses paid). If the winner cannot attend, then the runner up will be invited (**please note, only flights originating within Europe can be funded**).