

SENTICOLOR

Good practice, CFR Vigo

What is it?

Senticolor is a project born from a training activity in the school CEIP Nosa Señora dos Remedios (Ponteareas, Spain) during the academic year 2013-2014.



It is especially addressed to second year of Primary school but it can easily be implemented in any other primary level.

The five teachers involved felt the need of a methodological change with the integration of IT and the progressive use of mobile devices as tools in the classrooms.

The 24 children, as leaders of their own learning, created an on-line tale to work on

emotions and feelings.

Why is it digital?

Senticolor is digital in itself since the main creation tools are mobile devices. Of course some other materials can be used such as a cardboard box to imagine emotions or posterboards to change Van Gogh's face expressions..

The project offers students opportunities to make their feelings emerge and appreciate their pals' emotions so that they can support and collaborate with one another.

After the implementation of the project in the classrooms, teachers noticed that creativity, collaborative work and empathy increased. It can be put into practice by more than one teacher in the class. Its only disadvantage is the dependence on external elements like the school wifi network.

Pedagogic Background

Senticolor is based on a collaborative methodology in a way that teachers and children learn from one another. Children lead their own learning, collaborating, assuming roles, reflecting about the results of the proposed challenges and creating their own content. Tablets, cardboard, posterboards, markers, boxes have been all the materials that helped to create the content.

The project has been timed for nine sessions, split in two parts.

In the first part (4 sessions) the children illustrate the tale and record the texts to create an online publication.



In the second part, the children have to overcome the challenges that teachers provide in relation to the tale and the emotions. Each team of four is a magician and each member plays a role of the magic wand, the hat, the rabbit and the suitcase. Detailed functions for each app are provided. If one role doesn't work, magic won't show up.

To make things easy, it is advisable to previously install the apps on the mobile devices to prevent any oversaturation or

drop of the web. The teams should be also previously organized so that everybody knows his role.

Senticolor can be implemented in any school as all the steps are clearly modelled in the [webpage](#)

What is transferable?

The emotions and the literature worked in this Project are perfectly transferable to any educational level since the children are asked to reinterpret the challenges , providing new and enriched versions as the children age progresses.



Our success story is:

The biggest success of Senticolor has been the construction of a tale with the children's participation and creations enhancing their creativity, emotions, motivation and communicative and digital skills.

[LINK to BLOG](#)