



Architecture in an eTwinning project

eTwinning Seminar, the 11th of January 2019



This is an online information seminar about how the teachers and pupils can understand the role of eTwinning projects in order to improve their practical skills and competences in the field of old wood building tradition across Europe.

This seminar can be taken as a good combination between architecture, mathematics, design, languages, history, culture and traditions, and a good collaboration between pupils and teachers from European schools; about how to create a 3D virtual reality of the rural wooden buildings.

If you believe that this can be the beginning of an eTwinning project, we are waiting for partners. Write your message to interactive_education@yahoo.com

Nowadays, the virtual environment is essential for the development of a high quality education in schools.

The eTwinning platform helps us to develop such an education. We present here a combination between architecture, mathematics, design, languages, history, culture and traditions, how to create a 3D virtual reality of the rural wooden buildings.

This project can be used in technological schools, especially for those who would like to become carpenters or builders, technicians, engineers or architects. Undoubtedly, the lessons we created are also good for pupils from the general education because the 3D models and activities realized during optional courses or extracurricular activities could contribute to the development of knowledge in the field of culture and traditions and improve the pupils' skills and competences in other major fields.

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SketchUp is preferred by pupils and a part of teachers because it is less complicated than ArchiCAD. You will find below two open educational resources used during international projects where professionals in the field of architecture, constructions and education, pupils and teachers created virtual tools which were used during classes.

We started from the idea of raising the interest of our pupils in their own culture and traditions and in other European countries'. In the last years we have found out that the interest of the pupils in culture and traditions, in reading or writing has decreased significantly, many of them pointing to gaming or social networks. How can we direct their attention to culture and traditions but also to modernity and active life?

In order to have more attractive classes, gamification is the main tool in optional, extra-curricular classes or, to have a better approach, an eTwinning project. In the era of internet and electronic devices this is a good starting point.

First of all, there was a discussion about traditional wooden construction in Romania with a group of pupils, aged 15-19, interested in carpentry, constructions and architecture.

The pupils were given information about a village museum where there are many wooden houses, water mills and many other wooden objects and a wooden church which was included in the UNESCO patrimony. These tourist spots are found in the south of the country.

The pupils wanted to go on a trip and went there with their teachers who proposed the project in order to see the place.

The guide presented them the story of each wooden building separately and what tools and methods were used in order to obtain those buildings. There were technical aspects and knowledge accumulated by the students. The houses and the other wooden objects date back to the 18th, 19th and 20th centuries.



The pupils and their teachers chose a few wooden construction in order to create a 3D models using their photos, sketches, measurements.



They use SketchUp programme in order to realize 3D virtual models.

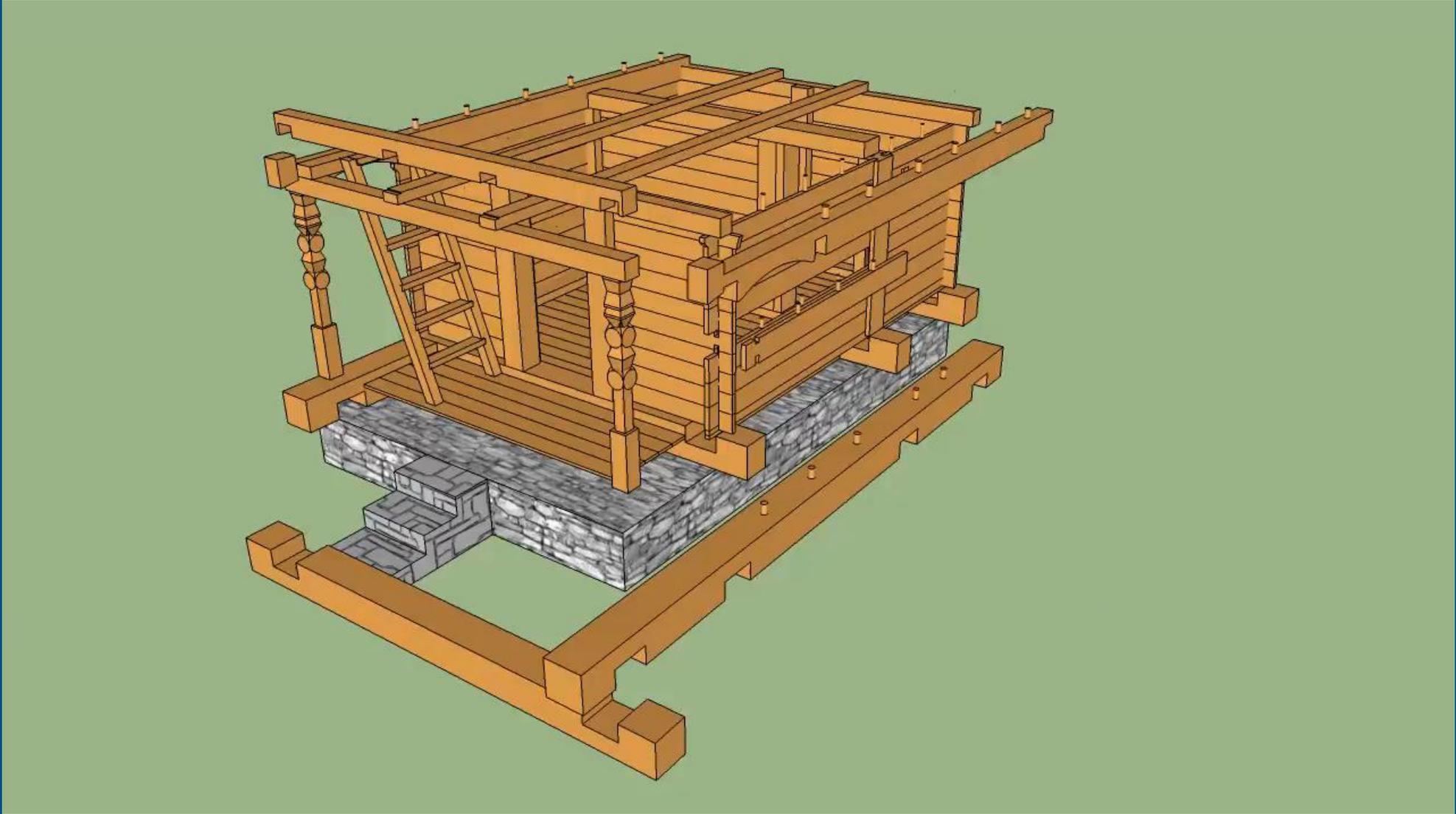
They also made 3D model made of wood

These are two wooden houses they realized.

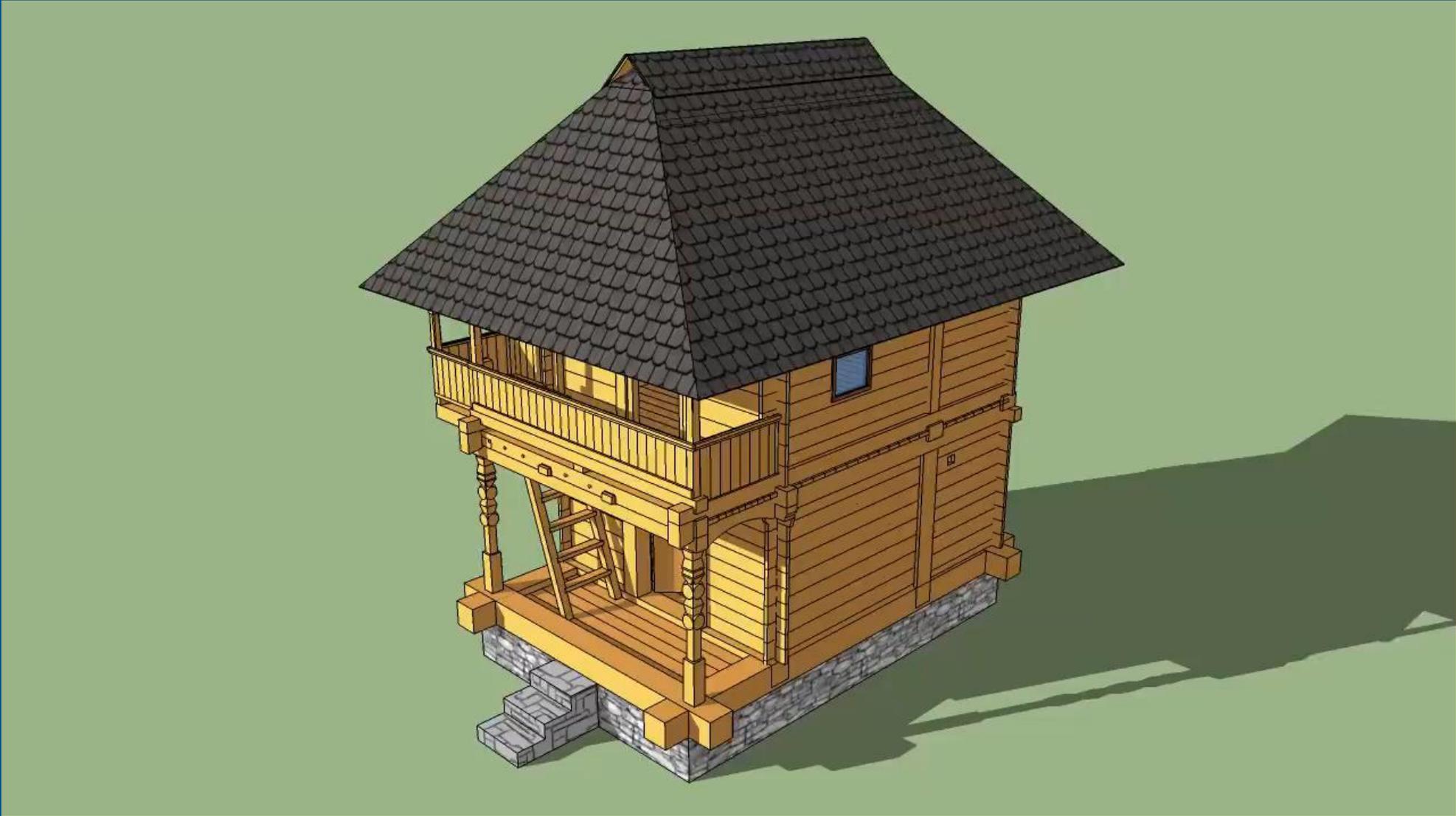


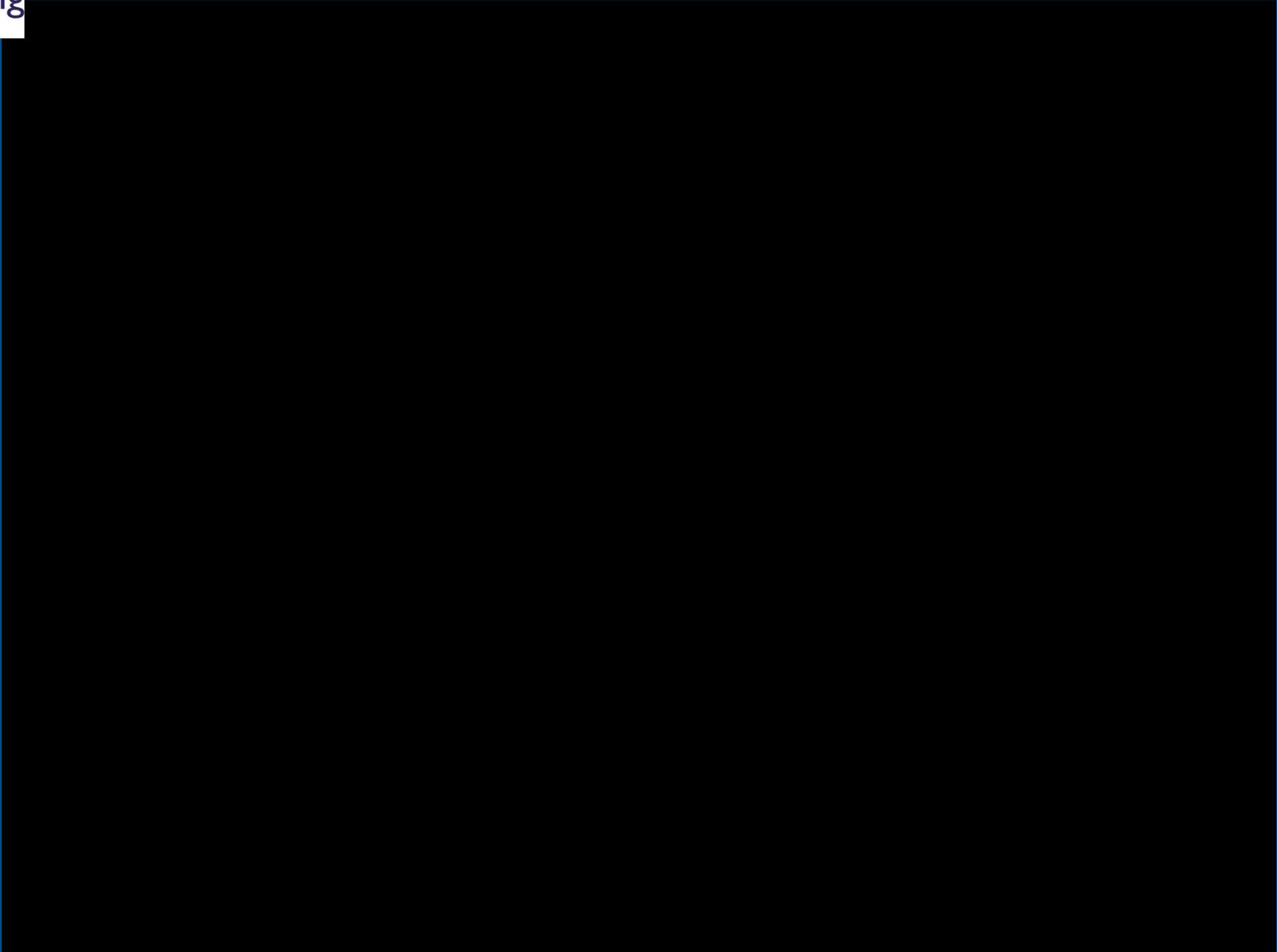
Just watch the images!

**... and these what the
pupils realized.**









Thank you for watching!

If our idea is good for you, too, we are waiting for your ideas in order to develop an eTwinning together.

Questions?