EVALUATION REPORT ON TESTING ACTIVITY

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Introduction

The Evaluation Questionnaires for the Intellectual Outputs have been addressed to 34 persons: 1 project manager, 14 teachers and 19 students who have been involved in the project activities. The teachers questioned are part of the network of schools directly involved in this project or in the associated partners schools.

These teachers have been invited to fill in the questionnaires as they have been involved in the project activities since the beginning. Most of them have collaborated either in the creation of the On-line Repository of legends, or in the Essays on European legends.

They were asked to fill in the evaluation form in order to provide feedback on the impact of the project activities.

The common activities done during the project period has created a really cohesive project group of teachers and students who have changed their perspectives on the traditional school system patterns in general.

There have been 5 secondary schools involved in the testing activity.

Out of a total 14 teachers who filled in the questionnaire, there were 9 English teachers, 2 Science teachers and 3 Romanian language teachers, who involved a number of 200 students in the project activities.

All the children involved in the testing activity were also involved in the development process of the intellectual products of the project. They are middle school students, aged 11-14 years.

Activities with teachers and students

The teachers involved in the testing of the intellectual outputs were first asked to analyse the on-line repository of legends, the essays developed and to test the interactive map and then to provide feedbacks on the impact that the involvement in the project activities have had produced on their students. Their participation in the project activities have help them development of a learner-centred pedagogical approach.

The students involved in the testing were asked to provide feedback from the perspective of the direct beneficiaries and to measure the impact of the intellectual products of the project on them.

Evaluation

Most of the teachers said that the repository of legends and traditional tales represent an excellent educational resource to improve students' literacy and digital skills by resorting to students' cultural heritage. The project makes use of ICT based devices and the European cultural heritage, particularly traditional tales and stories linked to historical, cultural, geographical, and artistic issues. Legends give insight into the values of a culture and also promote common European roots. Identifying shared values and similarities helps students develop a sense of commitment to global solidarity and a deep feeling of caring for the heritage. Cultural heritage offers many opportunities to tell stories about the past which students can relate to their own experience. Also, the teachers believed that the project offers an interdisciplinary approach, which allows the delivery of content, stories and legends, in innovative ways, suitable for other disciplines, including scientific ones.

Most students said that the activities within this project helped them realize how many similarities there are between Romanian and European stories and how much our culture resembles the others.

All of them considered the idea of the project a very good one and said that the project seems well thought-out and has a lot of potential and a wide-reaching impact.

RESULTS OF THE QUESTIONNAIRE SUBMITTED TO THE TEACHERS AND STUDENTS
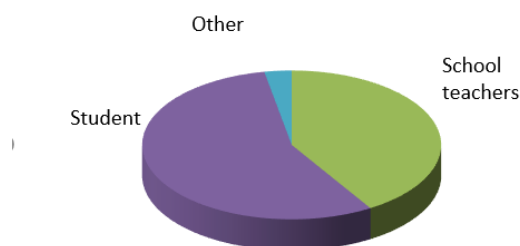
Role

Fig.1. Personal and Professional Details of respondents

The questionnaires have been submitted to the teachers and students who had been involved in the project activities. They have worked directly with the students and were asked to provide feedbacks on the impact produced on their students. The students involved in the testing were asked to measure the impact of the intellectual products of the project on them.

Legends

Fig.2. IO1 Evaluation
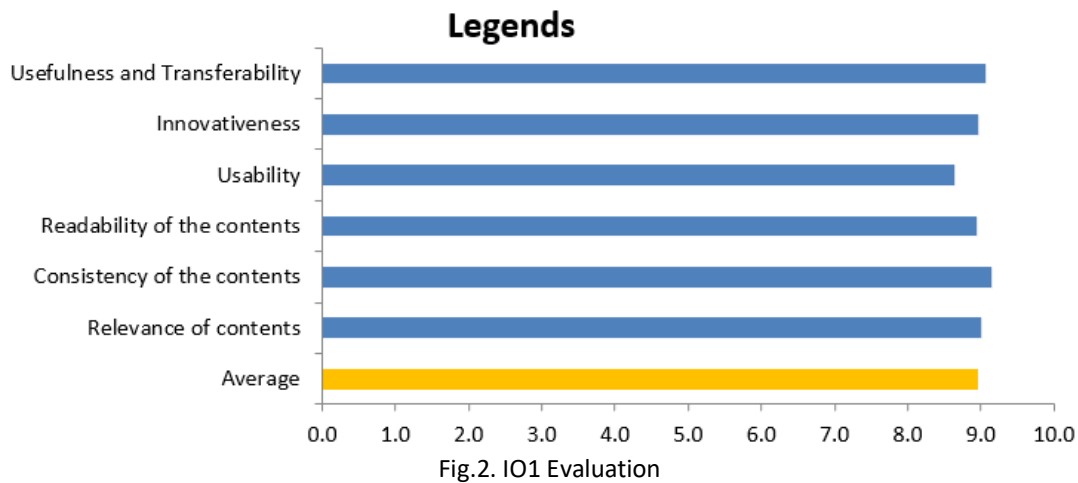
At this point the teachers and students have been asked to evaluate the On-line Repository of legends. Overall, the answers in the questionnaires showed that Repository of Legends proved to be very useful in the teachers' activity in schools. Consequently, all the criteria mentioned in the questionnaire have been evaluated over the average of 9.0, on a scale 1-10.

The respondents considered that *Consistency of the contents* is the strongest point of the On-line Repository of Legends with an average of 9.1. *Relevance of contents* and *Innovativeness* come next in importance with an average of 9.0. *Readability of the* contents follow with an average of 8.9., and *Usability* with an average of 8.6.
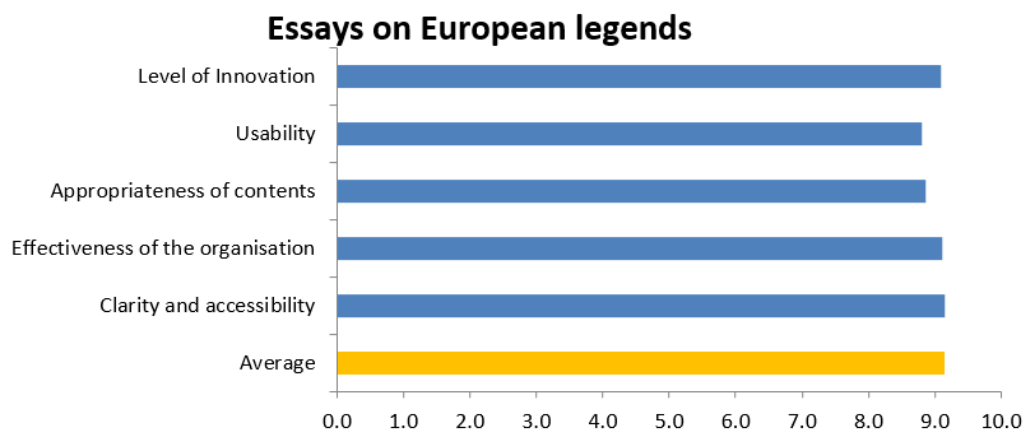
Essays on European legends

Fig.3. IO2 Evaluation

This is the part where the teachers and students had to assess different criteria related to the Essays, also on a scale 1-10. The highest in importance were considered to be *Clarity and accessibility*, *Effectiveness of the organisation*, *Appropriateness of contents* and the *Transferability* with an average of 9.1. These items were followed in the ranking by *Usability*- 8.9 and *Level of Innovation* 8.8.

The total average of 9.0 clearly shows that the Essays collection is a very useful resource for educators.
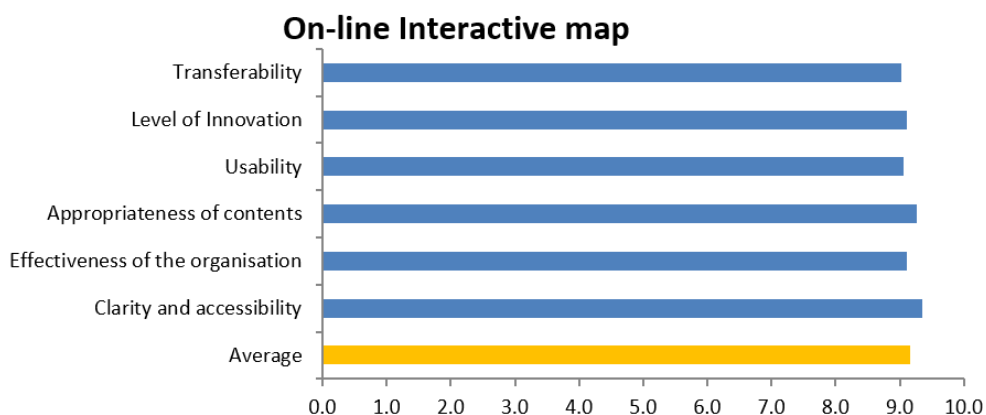
On-line Interactive map

Fig.3. IO3 Evaluation

At this stage, respondents were asked to evaluate according to specific criteria the On-line Interactive map. Overall, the answers in the questionnaires showed that On-line Interactive map proved to be very useful tool in the teachers' activity in schools. Consequently, all the criteria mentioned in the questionnaire have been evaluated over the average of 9.2., on a scale 1-10.

The respondents considered that *Clarity and accessibility* is the strongest point of the On-line Interactive map with an average of 9.4. *Appropriateness of contents* come next in importance with an average of 9.3. *Effectiveness of the organisation, Usability* and *Level of Innovation* follow with an average of 9.1., and *Transferability* with an average of 9.0.

Conclusion

The new educational activities promoted by the PARSIFAL project have strengthen the use of ICT based devices and the knowledge of European cultural heritage, particularly traditional tales and stories linked to historical, cultural, geographical, and artistic issues. Most of the teachers said that the repository of legends and traditional tales, along with the Essay collection and the interactive map represent an excellent educational resource to improve students' literacy and digital skills by resorting to students' cultural heritage.