Short explanatory paragraphs for each Learning Object

1. ANTI- BULLYING POLICY	This Learning Object is scheduled to give guidelines to motivated learners to plan a sample of anti-bullying policy for their educational environment. Because it is a complex project, it requires the contribution of all members of a school community. Thus, the peer learning methodology is implemented in this group staged activity. This activity refers mostly to school directors, and members of anti-bullying committees. The author needs to review the training material and other resources to build the sample that is tailored to his/her learning environment. The sample would be available to other users to draw on or to give feedback to the author. Below you can fill in the form entitled "Anti bullying policy". For your convenience each step is linked with specific chapters from your training material. You can also find an example attached.
2. BULLYING EPISODES	With this type of Learning Object the user describes <u>shortly</u> a Bullying Episode to other users. The episode would be real or hypothetical. The aim of this short description of a bullying episode is to be share (by the author) or to be highlighted (by other users) the most suitable technique of dealing with bullying. The reporter may be either one of the actors (teacher, parent, school director) or a member of the wider school community. This app would give them the digital space to present their situation to trained users and to take direct response. In this L.O. the "author" is

	asking others for ideas, or techniques that he/she should use to address the problem. The actors would again be "commenters" who respond to the "author's" requests. Below you can find the form with the fields required.
3. CASE STUDIES	Case studies are typical examples of the kind of knowledge that the project is addressing. It is important for every user to know how to report a case and how to narrate the story in a meaningful way to others. A casae study should give a <u>detailed example</u> of a bullying incident containing information from all actors involved. Peer learning methodology is envisaged in this L.O. through the transfer of the one's experience to others. The author, taking a role of a reporter of a bullying incident, may be either one of the actors (teacher, parent, school director) or a member of the wider school community. The author has to collect all the necessary information to present the case in a integrated way. Below you can find the case study form with the field required. Finally, you can make questions to future readers/commenters (e.g. "How do you think the school director should have reacted?"). The co-learners should answer the questions or comment on the case study.
4. DISCUSSION (FORUM)	Peer learning methodolgy is implemented by its most common type of learning, the discussion among peers. The dialogue itself is a type of peer learning method in everyday life. With this type of Learning Object users, either in groups or individually, can explore thoughts or concerns about issues related to bullying. The user poses a discussion with questions that refer to the training material and reflects various learning outcomes, for example "Which strategy applies to you best?", "Which is the most common type of bullying you encounter at your school?", "What is the legal situation in your country?" etc. Moreover, Forum gives the opportunity to users to learn by colleagues by

	choosing a specific Learners Group to pose the question (e.g. Teachers, Parents, School Directors etc.). You can relpy to others' topics or you can start a new discussion.
5. EDUCATIONAL ACTIVITIES	This type of Learning Object reflects the understanding and deepening at a theoretical subject through the design and implementation of an educational activity. Mostly offered for the teachers, but also available to anyone who would try to design an educational scenario, in which the bullying phenomenon is discussed and addressed in an alternative educational way. Peer learning methodology is built on activities that return the knowledge to the peer community. As soon as a user has been trained in methods dealing bullying he/she could transfer their knowledge to the beneficiaries of it, such as students. The educational activity created by one teacher in one country may be useful for another teacher in another country. Through this activity, the user develops teaching methods in the classroom about bullying (what is it? how you can protect yourself? What others want to do for you?), using alternative educational means. This activity aims to raise teachers' creativity and explore the teaching methods through various materials (such as movies, book, role playing etc.).
6. SURVEY/ RESEARCH	It is important for all users to be involved somehow in a research role in their everyday practice. This L.O. gives the opportunity to most motivated users to conduct a small survey in their class to assess the extent of the bullying phenomenon. The results would then be reviewd by other users. The type of the research would be either desk or field research. In desk research, user after studying a small sample of literature sources writes a report on the issue he/she has studied. Such issues would be a proposal for school safety measures, or playground bully proofing, a report on actors' involved feelings etc. In field research, user (individually or in groups) conduct a small survey at their educational or family environment. The survey can be either qualitative or quantitative, and can be conducted and analysed by a

	wide range of methods, such as questionnaires, interviews, observation, discource analysis etc. Users can choose a questionnaire offered from a source or create their own questionnaire (e.g. 10-12 questions) for use among the students, teachers or parents and collect the data. You can upload your document with the results as an attachment to the form below.
7. COLLABORATIVE ACTIVITY (WIKI)	This type of Learning Object reflects the creative collaboratively produced knowledge via the implementation of the peer learning methodology. Every user can contribute to one or more collaborative projects. The collaborative activity would be realized via the wiki application, which provides a collection of web pages designed to enable any user of the platform to contribute or modify content, in a collaborative environment. Users' contribution could be on any theoretical aspect of bullying "on terminologies or vocabulary on Bullying", or on "collection and presentation of best practices from O1", "List of available Laws about Bullying" "references in (language)" "movies/books for children" etc.
8. BLOG	This Learning Object is scheduled upon the idea of writing an article about an event organized by users, or presenting news about bullying, interesting sites, innovative pedagogical methods of dealing with bullying, fortified with author's personal point of view. The articles could be inspired from news reports or real life incidents. Other users could comment freely on the articles.