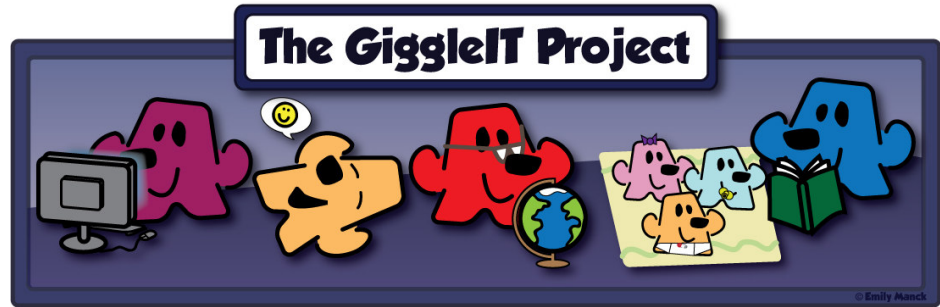




**International  
Association of  
School Librarianship**



The GiggleIT Project invites you and your students to take part in an international collaborative project. The elected language for this project is English, but as the project progresses we would like to include languages other than English. While this project would suit children from ages 10 – 14, it can be adapted for other year levels.

The GiggleIT Project aims to produce an eBook of original children's writing using humour as a theme. It is intended to be an international children's publication written by children for children. Through the Project your students can contribute to the publication of a global work of children's writing that features iconic humorous literature. Humour, just like tragedy, is a vehicle that can be used to promote cross-cultural understandings and collaboration for children and young adults around the world.

Students today are faced with an ever-changing workplace where instantaneous communication and access to information is a fact of their working life. They need to develop life-long learning skills that will enable them to be adaptable and flexible - skills such as literacy, using telecommunications and computer technology, the ability to work collaboratively in a team environment, problem-solving skills and good work practice.

The GiggleIT Project recognises that such skills are generic across the curriculum and apply to all Learning Areas. The GiggleIT Project and the teaching framework embedded into the GiggleIT Project specifically encourage students to:

- think objectively, critically and creatively about written texts;
- further develop oral and written communication skills;
- further develop information research skills;
- expand their use and knowledge of language in a number of contexts;
- work collaboratively in a team environment and independently as a responsible team member;
- work collaboratively with students from other cultures/countries; and
- develop understandings about how people from other cultures use language for communication.

By taking part in the GiggleIT project your students will have opportunities to develop a range of skills and demonstrate a number of specific learning outcomes, including the following:

- Learning Outcomes
- Literacy
- Information Literacy
- Using Technology
- Social – Cultural
- Other

The GiggleIT Project is run and moderated by the **International Association of School Librarianship** in partnership with the **International Children's Digital Library**.