School life in space and time: A digital scenario of the Greek Language Center linking formal to informal learning Maria Drakaki Adult trainer- Chair Person of Friends Association of School Life Museum of Chania (Greece)

The digital scenario was created on the occasion of the collaboration of the Chair Person of Friends Association of School Life Museum of Chania with the Center for Greek Language, a scientific organization supervised by the Ministry of Education, Research and Religious Affairs.

Its goal is to highlight the crucial importance of the quality of school life for the personal and social development of pupils of all ages. Starting with the school manual and selected digital environments, it attempts to enable students:

• identify differences and similarities in the world's schools today,

• Be aware of the necessity of changes in education over time, but also of the creative connection of the past with the present and the future of education,

through critical searches and approaches based on the comparative advantage of applications of Information and Communication Technologies.

The purpose of the scenario is to awaken the curiosity of students about the school daily life and the specificities of schools in various places today. It also contributes to the realization of the common needs of the students with respect to the diversity of each child, in order to have the quality of everyday school practice. However to make proposals from the students themselves for fertile interventions in the management of their own school space and time.

The scenario uses a variety of digital environments such as the web, electronic dictionaries, databases, text bodies, web portals, thematic websites, creativity and imagination, Webquest, blogs, word processors, educational software, digital openended educational game.

Targeting is dual in order to creatively link learning to school with learning in the Museum. Thus, the author chose a closed-end educational software from the School Life Museum collection and an open-ended digital game of the Acropolis Museum as a starting point for learning and oral history evidence from the Museum of School Life Museum

The web search proposal also includes the opportunity for its recipients to safely carry out their online travel to schools all over the world and in Greece in the past and nowadays