

Innovators in Education: Winning Projects 2022-2023

Domain	Participant/s Category	Rank	Title of the project	Name of participant/s	About the project
Educational Tools	Educators	1st	Impact of Educational tools on the educational community	Moayia Adel Alghool	Preparatory school students face a general problem in understanding and working on the lessons of engineering transformations. Therefore, simple, easy-to-use and low-cost educational tools have been developed to assist with solving the problem and enhancing the higher-order thinking skills of the students
		2nd	An educational package to understand the multiplication process and memorize multiplication facts	Safa Ibrahim Abdulghani	A multiplication unit could be presented in a distinct way in this educational package, assisting the mathematics teacher in helping students understand multiplication operations, memorize, and master multiplication facts. It also aims at changing the children's negative attitude towards learning multiplication, by translating all the problems and exercises in the student's book into sensory-kinesthetic-visual activities that take into account learning patterns.

					Thus translating the abstract multiplication unit into an interactive learning experience.
		3rd	Masra	Amani Mohamed Allouh	This tool aims to teach and disseminate the culture of Al-Aqsa Mosque among all segments of society, particularly children. The challenges faced by younger generations in knowing some of the terms and information related to Islamic holy sites and Al-Aqsa Mosque in particular, prompted the participant to create educational tools such as: booklets, lego, coloring games, and posters.
	Students	1st	The space of shapes and numbers	Fatima Yousef Alsheib	This tool enhances the idea of project-based learning at an early age. It addresses the problem of basic shapes and numbers from one to ten. This project is distinguished by its harmonious designs that are close to a child's world, led by an iconic cartoon

					character and a template that is inspired by a space theme.
		2nd	Replica	Alya Rashed Hamad Al- adba	The project involves presenting models with Side Views and Sectional Views identical to those drawn in orthographic projections in technical sketches. The purpose of this project is to deepen the understanding of the students, especially those who have difficulty visualizing it, by presenting them with a 3-dimensional object that they can examine and relate to what they draw in the technical sketch.
Educational Games	Educators	1st	Who is stronger?	Ahmad Hichem Yasine	The idea of “ the strongest is based on using the things that most motivate school-age students, such as: camels, horses, cars, or animated characters. In addition to this, the project aims at supporting students

					<p>with a group of diverse and enjoyable competitions that make education fun. The end goal is transforming math classes into classes that students will await with eagerness and enthusiasm.</p>
		2nd	Brain vs Muscle	Kawthar Alsaddat Jaafrian	<p>This tool is designed to evaluate students on a specific topic through a set of questions and physical activities that require the work of the brain and muscles away from electronics. Using this tool encourages</p>

					<p>cooperation and communication between students by applying a specific system for collecting points.</p>
		3rd	Fun Match Games (FMG)	Sari Baatha Wahbi Shahada	<p>Taking into account the students' poor performance in international tests such as PISA and TIMSS the project with games was designed. Designing interactive games that simulate mathematics resources for the State of Qatar. This series is the first of its kind and employs problem-</p>

					<p>solving practices and helps by designing short tests using this series that simulate the TIMSS international tests. They were approved by the Ministry of Education, to train students for these tests, which will be held in April 2023. A special guide will be prepared under the name (The Guide – Geo Gebra User Guide). The part of the experimental electronic tests has been published For international tests TIMSS 2023.</p>
--	--	--	--	--	---

	Students	1st	Outstanding Butterfly	Maha Ahmad Haiki	Designing a practical tool and presenting assessment activities that are used in teaching all subjects to enhance the participation of students with special needs and hearing needs in particular, it makes learning more enjoyable.
Multimedia and learning software	Educators	1st	Tashbeek borders: Multimedia & Learning Software	Norma Ghamrawi	A platform dedicated to Arabic-speaking educators and learners from all over the world, to build knowledge, capabilities, educational and technological programs, and the

					platform supports the production of knowledge as opposed to its consumption.
		2nd	Learning Channel (EDUKIDS)	Tahani Mohamed Ellouh	Integrating moral values and religious principles into educational lessons through an educational channel that tells stories and cartoon films that simulate children's imagination for the English language curriculum.
		3rd	Accounting series with Bilal	Bilal Ahmad Alsalem	Enriching the Arabic language visual library for accounting courses and reaching a wider

					<p>audience in Qatar and the Arab world through attractive animations, storytelling and a flipped classroom approach in accounting for undergraduate students.</p>
	Students	1st	I am Learning	<p>Ines Alawadi Najlaa Alkhater Nihaya Khaled Mustafa</p>	<p>Designing an educational unit in science as an integrated, fun and self-learning educational technology curriculum that takes into account individual differences, develops values, links learning with</p>

					life experiences, and enhances parents' participation in the educational process. 
		2nd	Virtual Reality Lab: Redefining Remote Education	Ahmed Ayman Ammar Abdul Aziz Al-Hams Muhammad al-Yazidi	Developing a virtual educational laboratory that simulates reality for practical experiments, and enables Qatar University students to practice practical application during exceptional circumstances. 
		3rd	With a Click we Learn	Al-Kuwari share Aisha Hamad Al Kuwari Nujoud Al-Musifiri	The first digitized social studies e-book for the primary stage achieves deep integration with all other disciplines,

					and adds fun and flexibility to learning.
Public vote award			Interesting learning with an innovative tool.	Haneen Youssef Al-Shouli	An educational tool is designed as the first model that simulates virtual reality at a low, economical cost, helping students to tour different places without having to visit them. It aims to attract students to the subject of history in particular, and not to make it just narration stories, and to avoid indoctrination.