

KA2 - Cooperation for innovation and the exchange of good practices

C1 - Short-term joint staff training events

Project – “Future Unique To Us, Robotics and E-Learning”

THE PROGRAMME OF THE FIRST MEETING IN VILA REAL DE SANTO ANTÓNIO, PORTUGAL

26th-30th. November 2018



### MAIN GOALS

1. Increasing knowledge and developing skills in Web 2.0 Tools, Coding and Robotics
2. Improving language learning skills
3. Developing occupational motivation among teachers
4. Using ICT effectively during lessons
5. Developing the internationalization capacity of the schools
6. Learning different cultures
7. Improving mathematical and critical thinking skills

### PARTNER SCHOOLS

- Murrallı Sabahat Oguz Ortaokulu / TURKEY
- Agrupamento de Escolas de Vila Real de Santo António / PORTUGAL
- OOU JOAKIM KRCHOVSKI Kriva Palanka / MACEDONIA
- Štaulių Medelynų progimnazija / LITHUANIA
- Szkoła Podstawowa nr 5 w Jiedcach / POLAND

First mobility of teacher training took place in Portugal between 26<sup>th</sup> – 30<sup>th</sup> November in 2018. Three teachers from each partner school took training on Web 2.0 tool;

**Kahoot!**

*Kahoot!* is a tool for using technology to administer quizzes, discussions or surveys. It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their smartphone, tablet or computer.

**Pickers**

*Pickers* is an assessment tool made by a teacher who was looking for a quick and simple way to check student understanding. This assessment tool allows teachers to collect on-the-spot formative paper and pencil.

**Google Docs**

*Google Docs* is a free Web-based application in which documents and spreadsheets can be created, edited and stored online. Files can be accessed from any computer with an internet connection and a full-featured Web browser. Google Docs is a part of a comprehensive package of online applications offered by and associated with Google.

**QR code** (abbreviated from Quick Response Code) is the trademark for a type of matrix barcode (or two-dimensional barcode) first designed in 1994 for the automotive industry in Japan. A barcode is a machine-readable optical label that contains information about the item to which it is attached.

**Canva**

Canva is a graphic-design tool website, founded in 2012. It uses a drag-and-drop format and provides access to over a million photographs, graphics, and fonts. It is used by non-designers as well as professionals. The tool can be used for both web and print media design and graphics.

**Augmented reality (AR)** is an interactive experience of a real-world environment where the objects that reside in the real-world are "augmented" by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory, and olfactory.