



Erasmus+

Main objective of the project Exchange of Good Practices

Project Title Exchanges of Digital Unity- Technology

Project Acronym Edu-Tech

Project Start Date (yyyy-mm-dd) 2020-11-25

Project Total Duration 24 months

Project End Date (yyyy-mm-dd) 2022-11-24

EDU-TECH

The 21st century education demands new teaching methods to teach students the needed 12 most essential skills:

- * Critical thinking
- * Creativity
- * Collaboration
- * Communication
- * Information literacy
- * Media literacy
- * Technology literacy
- * Flexibility
- * Leadership
- * Initiative
- * Productivity
- * Social skills

Today the importance of technology and widespread usage of technological items are essential. It is impossible to live without using technological innovations daily, so in teaching the importance of using technologies is even higher.

The project "Exchanges of Digital Unity- Technology" activities will concentrate on educating teachers on using modern digital applications in the teaching process to make the lessons more interesting. At the same time students will learn how to use technologies reasonably. The project will also promote transnational cooperation among the partners as it is

underlined in EU policies.

The coordinating school of the project is Zentas Maurinas Grobinas novada vidusskola

(Latvia) and the partner schools are;

1. Sincan Primary School (Turkey)
2. CEIP ALISIOS (Spain)
3. Scoala Gimnaziala Lucian Blaga (Romania)
4. Osnovna skola Visnjevaca (Croatia)
5. Zespól Szkól w Janowcu (Poland)

The objectives of the project "Exchanges of Digital Unity- Technology" are as follows:

- * to increase teachers' knowledge of digital learning
- * to provide methods and support to teachers for integrating digital tools into pedagogic practice
- * to ensure equal access to digital platforms to all the learners, including the ones with economic and study difficulties
- * to teach students how to use technology not only in mobile and computer games, but also in the learning process.

The tangible outputs of the project will be :

- new digital teaching methods will be integrated into the curriculum as the created materials on the use of different digital apps in teaching will attract both teachers and students
- teaching materials using digital tools will be created with the help of students and they will be actively used in lessons.
- different digital apps will be created on different technologies - robotic coding activities, activities on using smart boards, ICT, Web 2.0.tools, gamification and CLIL methodology
- leaflets and flash memories
- the created project website on the etwinning platform.

There will be 6 learning/teaching activities during the project. All of them will be devoted to the usage of one digital app.

All the learning/teaching activities will follow the same pattern:

1. Teachers will demonstrate the educational app they created on the material discussed in the previous LTT.
 2. The hosting school will show how they make use of technologies in lessons.
 3. Teachers will learn about a certain innovative method and techniques that can be used in teaching.
 4. There will be an international evening on getting to know different aspects of the partners' culture.
 5. The task for the next learning/teaching activity will be to create educational materials on the usage of the digital app discussed in the learning/teaching activity.
 6. All the created educational activities using different digital apps will be piloted at all partner schools.
 7. All the created activities will be included in the final project product - the booklet " Edu-Tech"
 8. Students will take part in
 - * preparing and piloting home tasks
 - * a drawing contest - students will draw their dream technological device
 - * digital games, such as finding locations of countries on the map will be played and tournaments will be organized.
 - * joint activities with grandparents - they will be invited to watch movies together and play computer games. As a result of this activity, all family members will cooperate in different areas using technologies
 - * preparing a video about their native place and sending it to their pen pals. Thus students' e-mail writing skills will be developed
 - * introducing the cultural or traditional events of their country during the LTT in their country
 - * digital games will be created by using different digital apps and tournaments of the games will be organized at school.
- The impact of the project and its sustainability will be monitored by surveying the involved teachers and students.