Evaluation of Erasmus+ Project "Educational Ventures" Questionnaire (IT)

Questionnaires can be an incredibly positive tool for understanding student's needs and to adapt the creation of the school model to their individual and collective aspirations. The data collected through the questionnaire proposed by the different partners, will help the researchers to develop targeted interventions for specific learning needs. Moreover, the very act of participating in a questionnaire has made the target group's students to feel more engaged to share their learning experience as well as allowing the teachers to create a learning environment that can cater to their needs

This questionnaire provides valuable data on students' feedback on educational approaches and skills development. The findings can give a detailed insight to the researchers of the Erasmus+ Project "Educational Ventures" in order to enrich the educational proposals and tailor learning experiences to develop the new teaching model and better equip students for future success.

In general, the questionnaire received a good response rate of 39 participants: the average completion time of 21.49 minutes suggests the questionnaire was neither too short nor excessively long. Moreover, it covers a wide range of topics related to educational needs and preferences as well as using clear and concise question formats. Finally, it includes two open-ended questions (questions 11-12) to gather valuable insights.

Detailed analysis of the students' answers

- **Skills for Employability:** Students value STEAM subjects (Science, Technology, Engineering, Arts, and Mathematics) and foreign languages as the most valuable skills for future jobs.

1. **Which school subjects do you think will be more useful for future employability?**

● Foreign languages	14
● STEAM subjects	13
● Humanities	2
● Economics and Law	10
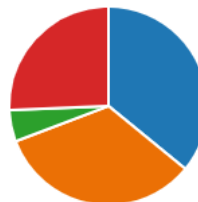
Transversal Skills: Critical thinking is seen as the most important life skill,followed by digital competence, problem-solving, and teamwork.

2. **Which transversal skills for life should be enhanced at school?**

🔵	Problem solving	8
🟠	Team	6
🟢	Digital competence	10
🔴	Critical thinking	15
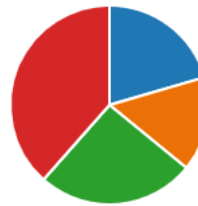
- **Gap Between Learned and Valued Skills:** There seems to be a discrepancy between the skills students report learning (logical-mathematical) and the skills they believe are important (digital competence). It is interesting to note that while **logical-mathematical competence** is reported as the most learned skill (25 votes), students value **digital competence** more (24 votes want schools to emphasize it). This suggests a gap between perceived learning and desired skills. Consequently, the questionnaire shows that they have developed logical-Math competence as well as the Linguistic competence but they think the school should insist on the acquisition of digital competence.

3. **Which competences have you already learned at school?**

🔵	Logical- Math competence	25
🟠	Analytycal /Synthetic competence	0
🟢	Linguistic competence	14
🔴	Digital competence	0
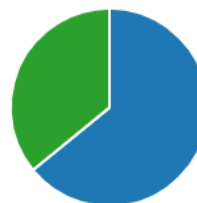
4. **What competence do you think school should insist on?**

🔵	Logical- Math competence	3
🟠	Analytical /Synthetic competence	3
🟢	Linguistic competence	9
🔴	Digital competence	24

- **Desired Educational Support:** Extra-curricular activities, ICT (Information and Communication Technologies), and lab-based learning are the preferred methods for enhanced learning. Students overwhelmingly favor **extra-curricular activities (16 votes)**, **lab-based learning (11 votes)**, and **ICT integration (10 votes)** over traditional methodologies (only 2 votes).

5. **In terms of education, what kind of support or resources do you feel would help you to succeed more?**

🔵 ICT	10
🟠 Traditional methodology	2
🟢 Extra- curricular activities	16
🔴 Lab based learning	11
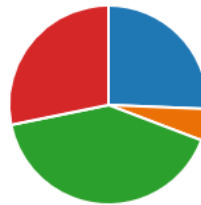
- **Social Skills Development:** Empathy and understanding others are seen as crucial social skills, followed by receiving and giving feedback, cooperation, and developing leadership.

6. **Which social skills should teaching practices focus on?**

🔵 Receiving and giving feedback	7
🟠 Empathizing with and understan…	21
🟢 Developing leadership	6
🔴 Cooperation	5

- **Communication Skills:** Verbal communication and constructive criticism are the most valued communication skills.

7. **Which communicative skills do you value as essential for your personal fulfillment?**

🔵 Active listening	7
🟠 Verbal -communication	16
🟢 Non-verbal communication	2
🔴 Giving constructive criticism	14

- **Learning Success Factors:** Motivation is the top factor for successful learning, followed by self-confidence and innovative teaching methods.

8. **What can help you to succeed in the learning process?**

🔵 Motivation	16
🟠 Self- confidence and self -aware…	11
🟢 Innovative teaching methodolo…	12
🔴 Extra- curricular activities	0

- **Emerging Technologies:** A significant portion of students find virtual reality (VR), augmented reality (AR), and artificial intelligence (AI) to be very useful for their future. Collaborative project management tools, are also seen as beneficial for learning and social interaction.

9. **How important can the use of virtual reality (VR), augmented reality(AR) and artificial Intelligence (AI) be for you future ?**

🔵	Not very useful	1
🟠	Quiet useful	9
🟢	Useful	14
🔴	Very useful	15

- **Community Engagement:** While some participate in community projects, there is room for improvement. Students desire more outdoor educational programs and dedicated study spaces.

10. **Do you actively participate to projects promoted by the local community?**

🔵	Never	7
🟠	Rarely	13
🟢	Sometimes	18
🔴	Very often	1

The questionnaire includes two open questions that aim at exploring the target group community needs, how the project can be welcoming to all teenagers by offering them both environmental benefits and a space for teens to 'think out of the box' and how new technologies are important to them to enhance their learning experience and stimulate their creativity.

1. What kind of community initiatives or outdoor projects that cater specifically to the needs and interests of teenagers in your area, would you like to participate?

2. In terms of innovative technologies, what do you think would be beneficial for teenagers to enhance their learning and social experience?

The target group's answers highlight that students would like to participate in outdoor educational programs in order to be involved in different activities: from volunteering with children and elderly people to interactive school project based on peer to peer strategies and group works, from sport initiatives to the rediscovery of their cultural territory. Moreover, with reference to the second open question, the students underlined how the use of innovative technologies like Virtual Reality and, above all, Artificial Intelligence, could be really beneficial for their learning journey as well as for their future career.

Based on these results, the researchers of the project 'Educational Ventures' can draw the following conclusions:

- balance STEAM and language acquisition by ensuring a strong foundation in both STEAM subjects and foreign languages, potentially emphasizing practical applications of STEAM.
- integrate life skills: weave critical thinking and digital competence activities across the curriculum, not just in specific subjects.
- bridge the skill gap focusing on strengthening digital literacy skills while maintaining a balance with other competencies.
- diversify teaching methods and incorporate more hands-on learning experiences, project-based work, lab activities and technology integration as students prefer these methods.
- emphasize social-emotional learning in order to create opportunities for collaborative learning activities that allow students to practice empathy, communication, and teamwork.
- utilize strategies to boost student motivation, like personalized learning and fostering a positive learning environment.
- explore innovative technologies, research and pilot ways to integrate VR, AR, and AI into the curriculum in a meaningful way.
- strengthen community connections with local organizations to create engaging projects that cater to student interests and provide real-world learning opportunities.

Educational Ventures

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