

## Educational Ventures

Project Code: 2023-1-IT02-KA220-SCH-000151181



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‘EDUCATIONAL VENTURES’

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### DISSEMINATION PLAN

This plan outlines the dissemination strategy for a new school model emphasizing outdoor learning methodologies, enhancing transversal competences, integrating them with AI and VR.

Since the project ‘Educational Ventures’ has the purpose to arouse the awareness of the cultural resources of the territory, the local institutions will be involved in spreading the new learning model together with national and international agencies to maximize its impact.

The first step is to identify the target audience to determine who will benefit from the research. This could include educators (teachers, administrators) from other schools, parents, students, policymakers and education officials and local community members.

It will be essential to present the new school model and the outputs through clear and concise messages highlighting the benefits and innovations of the project. The presentation should emphasize its innovative impact and how it enhances a new learning approach which has been developed on the students’ needs to face the challenges of the 21<sup>st</sup> century by fostering critical thinking, creativity and promoting social and civic skills in a European perspective.

The presentation of the project should imply the creation of multimedia contents such as engaging videos, power points, infographics, podcasts, and interactive simulations to convey the research findings in a visually appealing and accessible manner. Moreover, it could be useful to spread the results through articles for school magazines and local newspapers as well as leaflets and posters.

This communication should be conveyed through a variety of dissemination online resources.

First of all, the partners could reach the target audiences developing a dedicated link on the partners’ website which will give access to the platform developed by the partner Wide S.r.l. regarding the school model providing detailed information about

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the new teaching methods and students' outcomes. Moreover, utilizing social media platforms like Facebook or Instagram can be of great impact to share pictures and videos displaying the new 'Educational Ventures' experience. In addition, a blog could be created with regular posts on the benefits of outdoor learning, transversal skills development and the importance of local culture integration.

To reach a larger audience the partners could organize workshops and/or educational conferences for educators, parents and students to show the model pedagogy and its innovative approach to be integrated in the school curriculum. Another option could be to organize an event involving the school and local community, the territory institutions to experience the school environment and learning in action. It could be the perfect opportunity to share the students' achievements as well as the outcomes produced with AI and VR, that demonstrate the positive impact and advantages of outdoor learning and cultural exploration.

Another important step of the dissemination plan is to create collaboration and partnerships with environmental educational organizations, government agencies, museums to amplify the message and gain support for implementation. Finally, the cooperation with other schools, not only in Italy, but also in the partners' countries or other European nations, can implement the innovative aspects of the 'Educational Ventures' project to exchange best practices and share initiatives.

Last but not least, it would be of great relevance to continuously monitor the effectiveness of the dissemination plan getting feedback from participants and analyzing student's performance data and documenting the impact of the model on learning outcomes particularly in relation to the acquisition of transversal skills and meta-competences.

By following these steps, the partners can create a comprehensive dissemination plan that effectively communicates the value of their research and reaches a wide national and international audience.

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## *DISSEMINATION PLAN TIME INDICATION*



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Website Creation  
**(WIDE)**  
  
Dedicated link to the  
project website (**all  
partners**)

Creation of n.10 multimedia contents (**one for each partner**)  
such as engaging videos, power points, infographics, podcasts  
and interactive simulations to convey research results in a  
visually appealing and accessible way to disseminate the  
results of WP2 and WP3

Uploading content to the project site (**WIDE**)

Inserting posts, sharing images and videos showcasing the  
new "Educational Ventures" experience on partners' social  
media profiles (**all partners**)

Creation of n. 5 multimedia contents (**one for each  
partner**) such as engaging videos, power points,  
infographics, podcasts and interactive simulations to  
convey the results of the research in a visually  
appealing and accessible way to disseminate the  
results of WP4

Uploading content to the project site (**WIDE**)

Inserting posts, sharing images and videos showcasing  
the new "Educational Ventures" experience on  
partners' social media profiles (**all partners**)

Creation of collaborations  
and partnerships with other  
schools, environmental  
education organizations,  
government agencies,  
museums to amplify the  
message, get support for  
implementation and  
exchange good practices (**all  
partners**)

BY 31/08/24

BY 31/12/24

BY 31/12/25

BY 31/12/26



BY 31/07/24

BY 30/09/24

BY 30/06/25

BY 30/06/26

Target audience  
identification to determine  
who will benefit from the  
search (**all partners**), such  
as: educators (teachers,  
administrators) from other  
schools, parents, students,  
policymakers and education  
officials, and members of  
the local community

Creation of the project manifesto (**Liceo Francesco  
d'Assisi with the support of partners**)

Writing clear and concise messages that highlight the  
benefits and innovations of the project, emphasize its  
innovative impact, and how it enhances a new approach  
to learning (**all partners**)

Creation of tools for constant monitoring of the  
effectiveness of the dissemination plan to obtain  
feedback from participants, analyze student performance  
data and document the impact of the model on learning  
outcomes, in particular in relation to the acquisition of  
transversal skills and meta-competences (**CAIO with the  
support of NARA, CRAS and Liceo Francesco d'Assisi**)

Organize workshops  
and/or educational  
conferences for educators,  
parents and students to  
show the pedagogical  
model and its innovative  
approach to be integrated  
into the school curriculum  
(**all partners**)

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Organization of multiplier  
events, involving the local  
community, local  
institutions to experience  
the school environment and  
learning in action. Perfect  
opportunity to share  
student achievements and  
results produced with  
artificial intelligence and  
virtual reality,  
demonstrating the positive  
impact and benefits of  
outdoor learning and  
cultural exploration  
(**January 2025 (CRAS); May  
2025 (WIDE); November  
2025 (NARA); September  
2026 (CAIO)**).