



Co-funded by
the European Union



Educational Ventures

3° Transnational Project

Meeting

IN ROME

10-11/10/2024

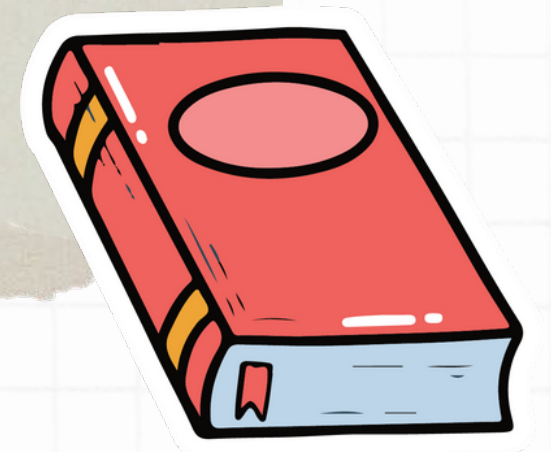
2023-1-IT02-KA220-SCH-000151181

18/12/2023 - 17/12/2026



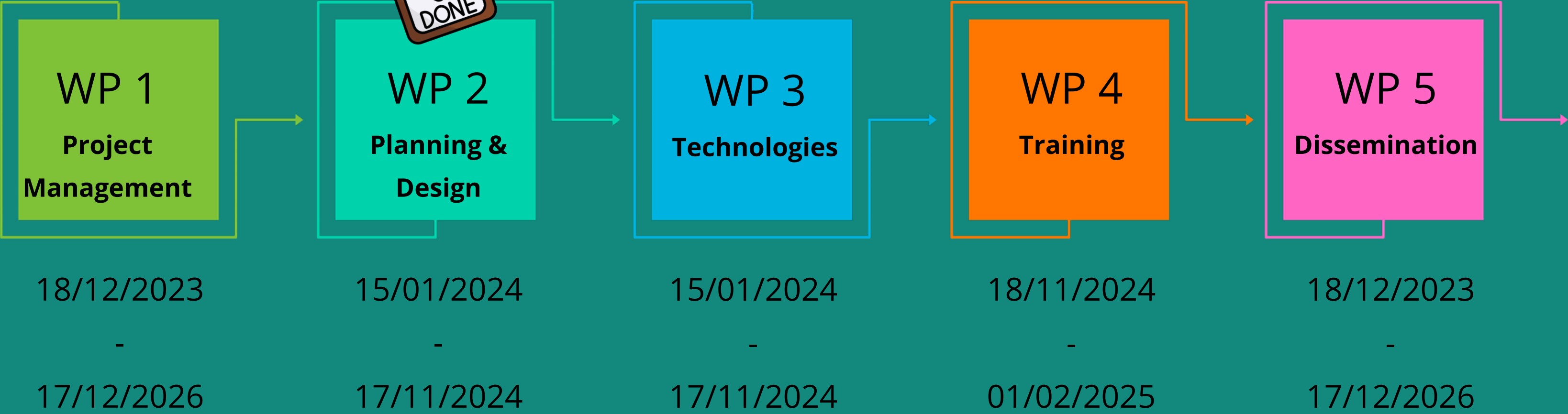
Project summary


The project "Educational Ventures - Learning in an interconnected context" aims to create a new model of outdoor non-formal learning that stimulates active knowledge of students through real-world themes supported by new technologies. The project fully embraces the innovations introduced in the new Call 2023, focusing on the development of innovative teaching methods, the promotion of non-formal learning, and the creation of new relations between educational institutions, training, territory, and new technologies.



DON'T miss it!

Timeline





**Work
Packages**

Work Package 1 - Project Management

Objectives

Monitoring and control of the quality and progress of the project.

Activities

Constant evaluation of progress, measurement of team performance, identification of corrective actions, and realignment of activities if necessary.

Organization of the transnational project meeting in presence.

Lead

Francesco d'Assisi with the support of the partners.

Please remember to fill out the time-sheet and upload them into google drive along with documents which underline the employment relationship (CRAS, Assisi).



Work Package 2 - Planning & Design



Objectives

Development of a theoretical and innovative basis for the project themes, such as cooperative school, immersive experiential teaching, network learning, and outdoor education.

Activities

Develop a research study on the cultural, didactic and technological sector and a mapping of places, target groups, useful topics to identify the necessary skills in school and society. The activities will be supported by the use of questionnaires to be presented to a group of 120 students (30 per 4 partners) and 12 teachers from each country involved.

2.1 Research (Assisi is the leader) 15/01/2024 - 14/07/2024

2.2 Creation (WIDE is the leader) 15/04/2024 - 17/11/2024





Achieved results WP 2

- N. 4 reports on the state of the art in the 4 partner countries on the project topics
- Targeting of direct and indirect beneficiaries
- New cooperative school model between e-learning and immersive experiences
- Training, information and orientation contents to be used in the two areas of the model and to be associated with the categories / topics to be implemented and the places where outdoor education activities can be organized
- Final Report WP 2.



E-learning course «Educational Ventures»



Transversal skills for the XXI century

Digital skills and immersive technologies

Active and responsible citizenship skills

Sustainability, territory and outdoor learning

Meta-competences and use of the RAS

Reticular Activation System



CAIO

UNIT 1: CRITICAL THINKING AND PROBLEM SOLVING

UNIT 2: COLLABORATION

UNIT 3: COMMUNICATION

UNIT 4: CREATIVITY AND INNOVATION

UNIT 5: QUIZ

NARA

UNIT 1: DIGITAL LITERACY

UNIT 2: ONLINE SECURITY AND PRIVACY

UNIT 3: ETHICAL AND INFORMED USE OF TECHNOLOGIES

UNIT 4: AR AND VR TO IMPROVE LEARNING

UNIT 5: QUIZ

ASSISI

UNIT 1: THE FUNDAMENTALS OF CITIZENSHIP

UNIT 2: CONSTRUCTIVE PARTICIPATION IN THE COMMUNITY

UNIT 3: SOCIAL AND ETHICAL RESPONSIBILITY

UNIT 4: EMPATHY AND CULTURAL COMPETENCE

UNIT 5: QUIZ

CRAS

UNIT 1: INCLUSIVITY AND RESPECT FOR OTHERS

UNIT 2: ENVIRONMENTAL AWARENESS AND SELF-PERCEPTION IN THE ENVIRONMENT

UNIT 3: LEADERSHIP, AUTONOMY AND INITIATIVE

UNIT 4: TECHNIQUES AND BENEFITS OF OUTDOOR LEARNING AND CONNECTION WITH THE TERRITORY

UNIT 5: QUIZ

WIDE

UNIT 1: MOTIVATION

UNIT 2: SELF-REFLECTION AND FEEDBACK

UNIT 3: RESILIENCE AND ADAPTABILITY

UNIT 4: PERSONALIZING LEARNING WITH RAS

UNIT 5: QUIZ

Network Activation System



Work Package 3 - Technologies

Objectives

Development of a comprehensive technology infrastructure to support blended, cooperative, immersive and proactive learning.

Activities

Develop a complete and versatile technological infrastructure capable of training, informing and guiding in a "blended experience" mode, i.e. online, in person and in a virtual way, using innovative immersive activities in places dedicated to outdoor education.

3.1 E-learning (WIDE is the leader) 15/01/2024 - 15/09/2024



3.2 Immersive experience (NARA is the leader) 15/01/2024 - 17/11/2024



Achieved results WP 3

- Report on technology in immersive teaching
- Study and creation of the technological infrastructure
- Structuring of the two souls of blended experience: E-learning platform and o Contents in AR and VR
- Evaluation and validation focus groups
- Track of interviews
- Final report of WP 3





Future results WP 3

- Structuring of the two souls of blended experience: E-learning platform and o Contents in AR and VR
- Evaluation and validation focus groups
- Track of interviews
- Final report of WP 3



Work Package 5 - Dissemination

Objectives

Define a precise plan of dissemination activities to ensure that the objectives, methods, benefits and results of the project are widely and effectively communicated and disseminated among all direct and indirect beneficiaries (at local, national and European level) .

Activities

organize, monitor and evaluate the model created through training and experiential AR and VR pilot sessions, in which both the students and the teachers of the samples will be involved.

5.1 Communication strategy (Assisi is the leader) 18/12/2023 - 30/04/2024



5.2 Communication activities (NARA is the leader) 01/02/2024 - 17/11/2025

5.3 Multiplier events (WIDE is the leader) 18/02/2023 - 17/12/2025



Achieved results WP 5

- N. 1 communication plan
- N. 1 logo of the project
- N. 1 Project Manifesto



Future results WP5

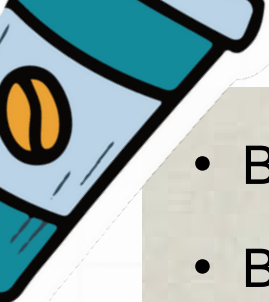


- N. 2000 brochures in English, as well as a digital version for download
- at least 4 articles for the press
- 4 posters for each multiplier event, in English
- at least 2 press conferences
- n. 4 multiplier events (one in each partner country) with 35 internal and 10 external participants
- Concept districts of creativity



Next steps




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- By 20/10/2024 WIDE will upload the e-learning course to the platform.
 - By 20/11/2024, the partners will carry out the first test.

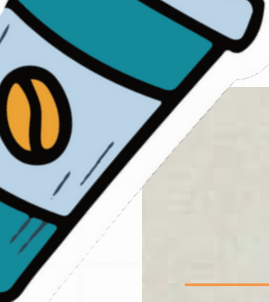


Work Package 3

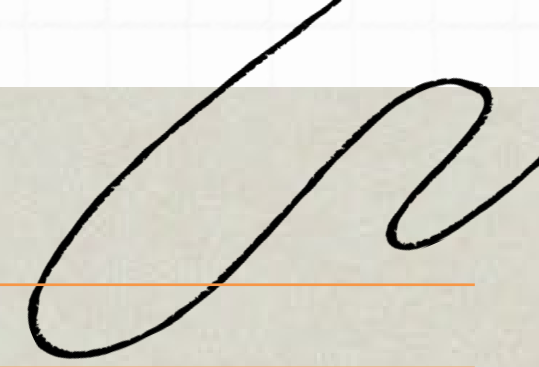
- By 30/10/2024 Assisi, Nara, CRAS and CAIO will organize focus groups with a sample of target groups and with experts in the sector to evaluate and validate the contents and the structure of the technologies. In the next slide you can find different types of focus groups that you have to organize.
- By 15/11/2024 Assisi, Nara, CRAS and CAIO will draw up a position paper that will be sent to Wide.
- By 30/11/2024 Wide will draft the final report of WP3, including the evaluation and validation of the focus groups.

Work Package 5

- By 31/12/2024 each partner will create n. 2 multimedia contents (two 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
 - By 31/12/2025 WIDE Will upload content to the project site.
 - All partners will insert posts, share images and videos showcasing the new "Educational Ventures" experience on partners' social media profiles and they'll give evidence with a short report.
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Focus group for specific stakeholders



	Teachers	Students	Parents
Objective	To assess the effectiveness and practicality of the proposed technologies from the point of view of educators.	To collect feedback on the user experience and perceived effectiveness of technologies in learning.	To understand the perceptions and concerns of parents regarding the use of new technologies in education.
Issues to be addressed	Ease of use of technologies, integration into existing curriculum, challenges in implementation, need for additional training.	Engagement, motivation, ease of use, preferences between different technologies (AR, VR, online platforms).	Online security, balance between technology and traditional methods, support for home learning.

Focus group thematic

	Immersive Technologies	Outdoor Learning	Cross-Cutting Competencies
Objective	To assess the effectiveness and applicability of AR and VR in specific educational settings.	To explore the integration of technologies into open-air learning activities.	To assess how the proposed technologies support the development of skills such as critical thinking, collaboration and creativity.
Participants	Teachers, students, educational technology experts.	Environmental educators, teachers, students, mobile technology experts.	Educational psychologists, teachers, students, curriculum experts.



**Thank
you**

