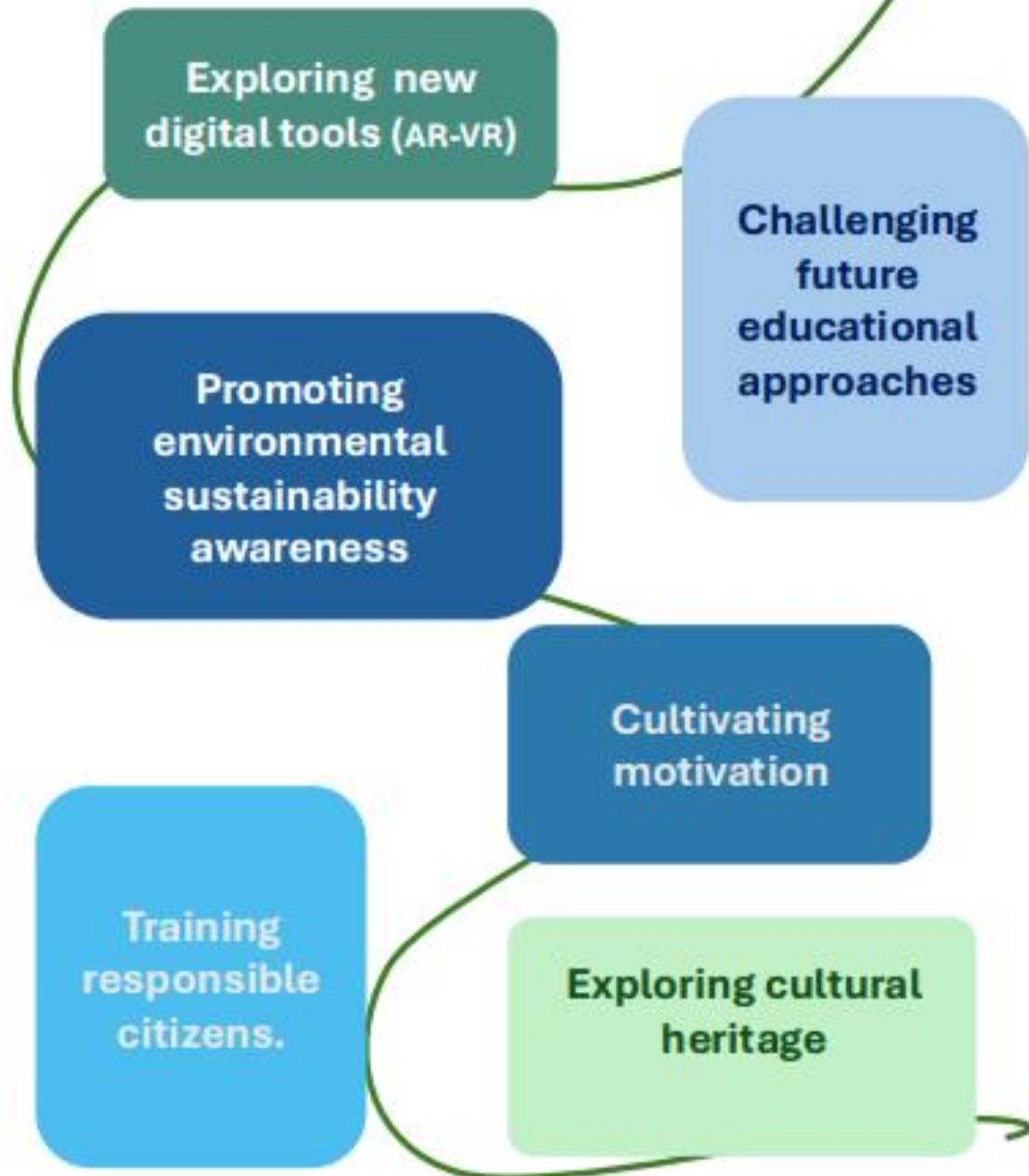




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The project Educational Ventures has the goal to create a new school model by integrating outdoor learning with digital skills. It aims at:



EDUCATIONAL VENTURES

PROJECT HAS REACHED AN IMPORTANT STAGE WITH THE COMPLETION OF WP2 AND WP3



...LAYING THE
GROUNDWORK FOR
THE UPCOMING
PILOT PHASE.



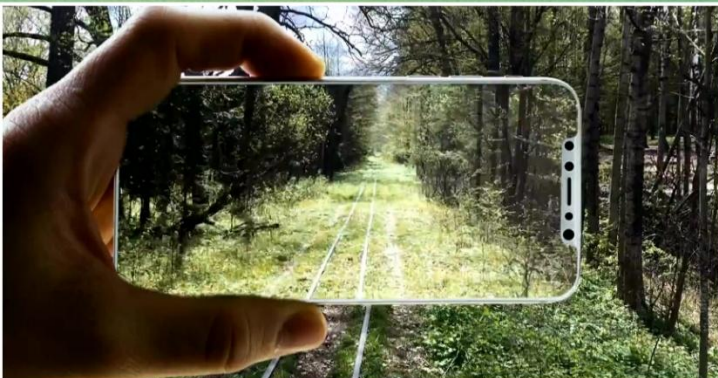
WP2_
FOCUSED ON DESIGNING A COOPERATIVE SCHOOL
MODEL THAT COMBINES IMMERSIVE LEARNING WITH
OUTDOOR EXPERIENCES, STRENGTHENING
CONNECTIONS TO LOCAL CULTURE AND COMMUNITY.



WP3_
DELIVERED THE DEVELOPMENT OF AN
E-LEARNING PLATFORM AND AR CONTENT TO SUPPORT
EXPERIENTIAL AND INTERACTIVE EDUCATION.

THE NEXT STEP WILL BE

TO PILOT THIS INNOVATIVE APPROACH,
INTEGRATING OUTDOOR LEARNING WITH
ADVANCED DIGITAL TOOLS TO ENHANCE
COLLABORATION AND ENGAGEMENT.



STAY INFORMED AS
EDUCATIONAL VENTURES
CONTINUES TO SHAPE THE
FUTURE OF EDUCATION THROUGH
ITS BLEND OF TECHNOLOGY,
CULTURE AND COOPERATION.



2023-1-TR02-KA220-SCH-080151181



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This project aims to transform education by developing a collaborative school model that enhances students' soft skills through innovative teaching and digital tools.

AR Application



What is AR?

Augmented Reality (AR) is a technology that overlays digital content—such as images, sounds, or other virtual enhancements—onto the real world.

It enhances the physical environment by integrating interactive elements that can be viewed and interacted with through devices.

AR in Education

Augmented Reality (AR) is revolutionizing education by bridging the gap between theoretical knowledge and practical understanding. It enhances traditional learning methods by creating immersive, interactive, and engaging experiences for students of all ages.



Exploration and Inclusivity

Many historical areas are spread over a wide geography. Both disabled individuals and individuals who cannot visit these areas are deprived of this culture of discovery. With this application, users can explore the mentioned areas in the environment they are in. Since the sizes of the models in this application can grow according to the area, users can explore the area with a sense of travel.

Accessibility

The application aims to provide information to more people by providing audio descriptions in addition to the information text. It is planned that users can adapt quickly without needing a user manual with the interface prepared as simple and easy to understand for users.



Ministry of National Education
Turkey

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This project aims to transform education by developing a collaborative school model that enhances students' soft skills through innovative teaching and digital tools.

MODULE 01



Transversal Skills for the XXI Century

The aim of the module is to teach young people transversal skills. There are practical examples to reinforce what is learned in this module.

The main topics covered in this module are;

- Critical Thinking and Problem Solving
- Collaboration and Team Building
- Communication
- Creativity and Innovation

MODULE 02



Digital Skills & Immersive Technologies

The aim of the module is to explore and develop a set of skills critical for technology education and online safety.

The main topics covered in this module are;

- Digital Literacy
- Online Security and Privacy
- Ethical and Informed Use of Technology
- AR and VR to Improve Learning

MODULE 03



Social and Ethical Responsibility

The aim of the module is to define the knowledge and skills necessary to become an engaged and responsible citizen.

The main topics covered in this module are;

- The Fundamentals of Citizenship
- Constructive Participation in the Community
- Social and Ethical Responsibility
- Empathy and Cultural Competence

MODULE 04



Sustainability, Territory and Outdoor Learning

The aim of the module is to explain the issues related to outdoor education and to raise awareness of the significant benefits of this type of activity.

The main topics covered in this module are;

- The Fundamentals of Citizenship
- Constructive Participation in the Community
- Social and Ethical Responsibility
- Empathy and Cultural Competence

MODULE 05



Meta-Skills and use of RAS

to explore and improve soft skills that are critical for educational and personal success. The module consists of four teaching units that deal with key topics such as motivation, self-reflection, resilience and network activation system (RAS).

The main topics covered in this module are;

- Motivation
- Self-Reflection and Feedback
- Resilience and Adaptability
- RAS and Learning



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EDUCATIONAL VENTURES

A blended learning model combining e-learning with experiential AR sessions for students.

Educational Ventures is an Erasmus+ project that aims to revolutionize the educational landscape by **creating a new cooperative school model**. This model focuses on developing students' **transversal competences through innovative learning methods and digital tools**.

Join us on our journey to foster active citizenship, social cohesion and employability across Europe.

The project aims to enhance students' learning and appreciation of cultural heritage while fostering civic and social skills for better collaboration.

- Locally, it seeks to share outcomes with other institutions.
- Nationally and internationally, it highlights the value of communication and collaboration.

Project Goals



Develop a cooperative school model to enhance transversal skills.



Promote interconnected learning and participatory approaches.



Link education to cultural heritage and human experience.



Foster creativity, critical thinking and collaboration.



Apply innovative methods inspired by cultural heritage.

Target groups

DIRECT TARGET

students aged 14–18 and teachers actively involved in training and experimentation on the project themes.

INDIRECT TARGET

Institutions, local communities, residents and additional students and educators engaged through dissemination activities.

Partnership



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Centrum Rozwoju Aktywności Społecznej

A collaboration that combines academic, business and technological expertise from four European countries to create innovative teaching methods, combining place-based storytelling, advanced technologies and cultural enhancement to reshape learning and skills development.

WELCOME TO THE REPORT OF THE 'EDUCATIONAL VENTURES' PROJECT



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the European Union

WHAT WILL YOU FIND IN THIS REPORT?

A presentation of a new approach to learning: Combining outdoor education with digital technologies (AR, VR).

Information on the impact of outdoor education on the development of key skills: Creativity, Collaboration, Critical Thinking.

Examples of good practice: Inspiring educational solutions from Italy, Poland, Turkey and the Czech Republic.

WHY IS IT WORTH IT?

The report shows how education can go beyond the school walls, combining culture, nature and technology through innovative teaching approaches. It's a chance to learn about modern methods that support young people's development and engage them in exploring the world.

TOPICS COVERED IN THE REPORT

Outdoor learning and its benefits.

The use of augmented and virtual reality in education.

Methods to support the development of soft skills and meta-skills.

FOR WHO

For teachers, educators, parents and anyone interested in modern education!

Read and join the change in education!

Modern approaches, real benefits and inspiring examples await you!

Find out more about the project and download the report at:
educationalventures.site



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Yatay Akademi
Yatay Akademi

Project Code: 2021-1-TR01-KA202-H000111881

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EDUCATIONAL VENTURES

A new dimension in education!

Visit the Educational Ventures platform and discover new development opportunities!

Do you want to develop your skills, gain knowledge and meet the challenges of the future?

Educational Ventures is an innovative learning platform that combines modern technology, a hands-on approach to learning and interactive training modules to help you succeed!

Start your journey today and learn at your own pace!

Discover key skills through our learning modules:

Module 1 **TRANSVERSAL SKILLS FOR THE 21st CENTURY**

Develop critical thinking, creativity, teamwork and effective communication - the foundations for success in today's world. Gain the tools you need to solve problems effectively and develop innovative solutions.

Module 2 **DIGITAL SKILLS AND IMMERSIVE TECHNOLOGIES**

Master the principles of online safety and use technology with mindfulness and ethics. Explore innovative solutions such as VR and AR that make learning interactive and engaging.

Module 3 **SOCIAL AND ETHICAL RESPONSIBILITY**

Learn the principles of civic responsibility, community collaboration and empathy to become an informed member of society. Feel part of the global community and discover how your actions can have a positive impact on the world.

Module 4 **SUSTAINABILITY, TERRITORY AND OUTDOOR LEARNING**

Discover the importance of outdoor education and learn to appreciate the beauty of nature. Develop environmental awareness and learn how to make responsible decisions that support sustainability. Explore new ways of learning that inspire and develop creativity.

Module 5 **META-SKILLS AND USE OF RAS**

Increase your motivation and resilience by learning to self-reflect and adapt to change. Learn practical networking tools to support effective learning and build sustainable

Join us and learn how to build the future!

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Ministero dell'Istruzione, dell'Università e della Ricerca
Ministero della Trasformazione Digitale
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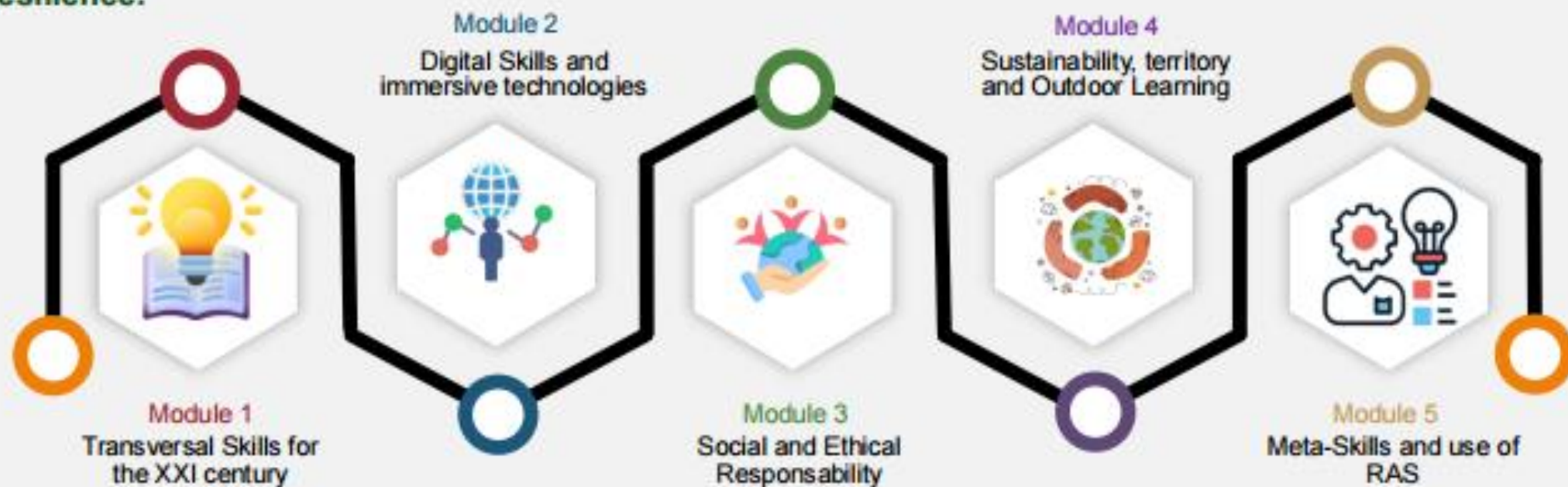
Project Code: 2023-1-IT02-KA220-SCH-000151181

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The project Educational Ventures has the goal to create a new school model by integrating outdoor learning with digital skills. Each module covers different topics from digital literacy and critical thinking to active citizenship and from environmental awareness to self-motivation and resilience.



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WI DE



Stowarzyszenie CRAS
Centrum Rozwoju
Aktywności Społecznej