



Empowering teachers for a more interactive, efficient and appealing digital learning experience

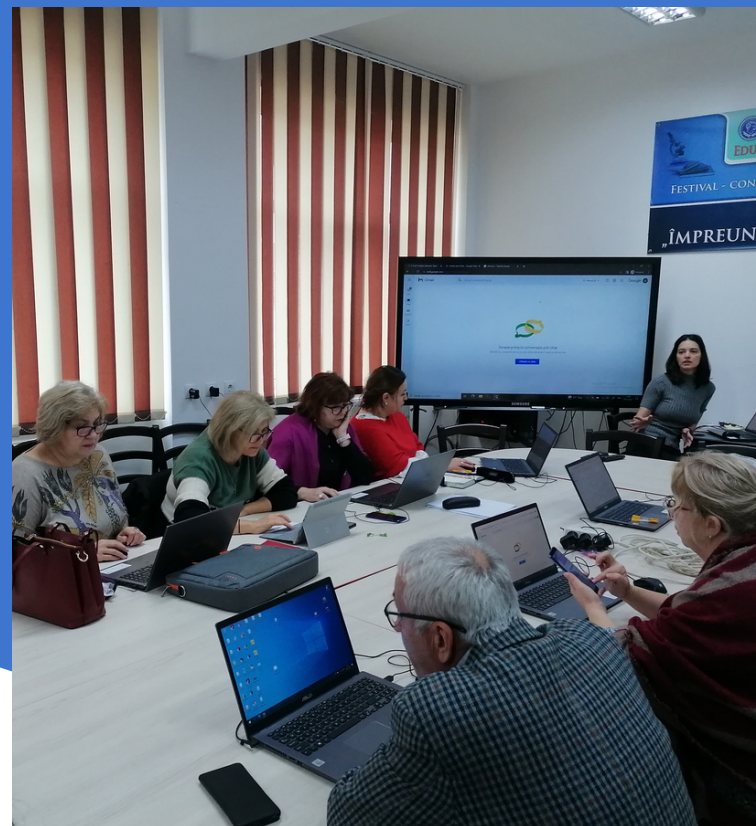
During online meetings, the Digit & Learn team have reviewed the progress that has been made in the training format, as well as the development of Output 2 and Output 3.

## Output 1: Training Format

Output 1, which is the training format, has been finalised. The team has made great strides in executing the research and creating the modules, and tested the training workshops with trainers in their countries in the different topics.

The workshops cover several important topics, such as ICT and digital literacy, developing digital content and integrating it into teaching, and VR literacy and tools for teaching. to name a few. The team have created engaging and interactive training modules that are designed to help educators to provide high quality education to their students.

To ensure that the training is accessible to all, the team have translated all the training modules to partner languages, and will make them available on the learning platform. This will help to reach a wider audience and make the training more effective.



## Project Partners

- Mine Vaganti NGO (Sardinia, Italy)
- Best Cybernetics (Patras, Greece)
- Learnmera Oy (Helsinki, Finland)
- Iznic Ilce Milli Egitim Mudurlugu (Iznic, Turkey)
- Colegiul National Spiru Haret (Constanta, Romania)
- Pakruojis "Zemyna" basic school (Pakruojis, Lithuania)





## Output 2: Toolkit

Output 2 and 3 are currently being planned and developed. The team is starting to prepare the implementation. To ensure that the training is tailored to the needs of the students, the team have circulated a survey to gather feedback and have created guidelines for Output 2, the toolkit based on the outcomes of the surveys. The objective of the survey is to gather feedback that will be used for needs analysis and to understand the expectations of students. The team aims to include a wide range of topics in the toolkit, such as interactive video lessons, virtual tools, games, tips for teachers, and useful resources.



## Output 3: Assessment System

Output 3 is the creation of the assessment system for the toolkit, which will be done simultaneously. The team aims to create a platform that is easy to navigate and user-friendly, making it accessible to all. They hope that this will help to make the training more engaging and effective, as educators will have easy access to the resources they need to provide high quality education to their students.

Overall, the project is progressing according to plan, and the team is committed to providing high quality training to educators and ensuring all students to have access to high quality educational material.



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