

# NEWSLETTER



Co-funded by the  
Erasmus+ Programme  
of the European Union

*in Split,  
Croatia*



## INDIG ERASMUS+ PROJECT

The project "Innovative digital approaches in learning environment in European schools" was set up to offer to the students and teachers involved a new way of understanding technology and how to use it in the classroom.

The project intends to analyze all the causes, short-term and long term consequences of the outbreak, in an attempt to answer a basic question – How digitalization will help our teachers in the teaching process after Covid-19?

## WHAT TO ACHIEVE?

With this project it is aimed to reduce the absences of our students' school by increasing their interest in school subjects connected with IT and STEM disciplines. It will be provided students with better learning of subjects by using Web, 3D, media and other digital tools in the project in order to contribute to achieving the EU goals.



# Countries and institutions involved

## **OGRES TEHNIKUMS**

TINUZU PAGASTS

Latvia

## **Association Scientia Nova Kavadarci**

Kavadarci

The Republic of North Macedonia

## **Escola Secundária da Ribeira Grande**

Ribeira Grande

Região Autónoma dos Açores

## **Ibrahim Kozacioglu Ortaokulu -Javna ustanova UČILIŠTE,, CENTAR**

Tarsus, Mersin

Turkey

## **SPLITSKODALMATINSKE ŽUPANIJE“ USTANOVA ZA OBRAZOVANJE ODRASLIH**

Split, Croatia

## **METIS GENCLIK VE SPOR KULUBU DERNEGI**

Izmir, Turkey



*"Move forward.  
Good things are  
up ahead."*



# IMPACTS

## **Students:**

how to use technologies; more confidence in creating designs and plans; control technologies becoming an active part of the digital age; responsible European citizens; the need to work together as a part of a larger community; increase the interest in communication in foreign languages using the last generation information technology; improved skills and competences will make better school results and enhance chances to a better education and future career; improvement of problem solving skills: analyze errors when attempt to solve a problem.

## **Teachers:**

how to make the educational environment more attractive and enjoyable; how to use different types of coding platforms; sharing pedagogical experience with other colleagues; know different teaching and learning methods; exchange good practices; improve communication skills using foreign languages; start friendships, which in the future may lead to other projects within the Erasmus+ Programme - and exchange good practices with the other teachers, will observe different systems of organizations, and transfer them into their schools; practical skills in designing digital materials and create similar materials for needs on various occasions.

## **Partner schools:**

experience with outdoor projects; resources of educational materials to use in classes; stronger connections with a lot of communities; exchange of good practices; change in management policy aiming to shift the learning approach from teacher and content on students; professional development of teachers: motivation and enthusiasm for lifelong learning; the schools and organizations will improve collaboration at European level which may have long-term benefits, as communication.

## **Local communities:**

knowledge of cultures of the partner countries; connections with the school to organize local events.



*in Split, Croatia*

