



Digital Readiness for European Distance Learning (DIGI.R.E.DI.L)

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Project Summary

This is an Erasmus+ KA226 strategic partnership of five schools situated in countries all over Europe: Greece, Portugal, Iceland, Serbia and Belgium. Its title is "Digital Readiness for European Distance Learning" (DIGI.R.E.DI.L) and it will last 24 months. Partner schools all belong to secondary education, most of them to the vocational one. Teachers involved are experienced in the use of ICT and in distance learning long before COVID-19 imposed its restrictions on school life as well. They are also eTwinners and open to innovation. The main objective of the project is to update the digital competences of teachers and students of partner schools. by introducing new software and methods that can be used to make distance learning qualitative and fruitful for the educational procedure. The institutions involved will share their knowledge and experience in the use of ICT in education and develop teaching material together. This teaching material will be tested in virtual, mixed but also some regular classes and will be uploaded on project twinspace and blog so as to be available to any teacher in and out of the schools involved. Basic project info like participants, objectives and activities, mobilities and procedures will be disseminated in the form of newsletters and the results will also be published in the form of an e-book where all partners will contribute.

[Project blog](#)

Second LTTA meeting in Belgium



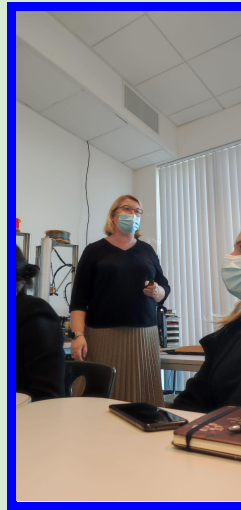
The second *Learning /Teaching/ Training Activity* of the Erasmus project “Digital Readiness for European Distant Learning” was realized in GO! Atheneum Brakel, Belgium. Participating countries other than Belgium were Greece (coordinating school), Portugal, Iceland and Serbia. Serbia participated in a virtual way in this *blended event* from the 7th of february to the 11th.

Main objects of this second LTTA meeting was how the host teachers used lesson plans in the platform of *Google Classroom* in Covid time, especially concerning STEM (science, technology, engineering and mathematics) courses and an introduction on the school platform *Smartschool* to manage all aspects of students' learning, grades, attendance, communication and distance learning.

[Our e-book \(in process till the end of our project\)](#)

Introduction to the Belgian school system and overview of international Erasmus + projects for GO! Atheneum Brakel

by Isabel Truyen and Katrien De Schepper



General director of the group of the schools from the *Flemish Ardennes* region, including *GO! Atheneum Brakel* gave information about the Belgian school system and the way the integration of new

innovative methods of teaching and learning is carried out in this group of schools. Katrien De Schepper, headmaster of GO! Atheneum Brakel, explained about the progress in international projects of GO! Atheneum Brakel and the benefits of Erasmus+ programs.

During the opening lunch the group could taste Belgian cuisine.



E-safety

by Stefanie Vanden Hautte

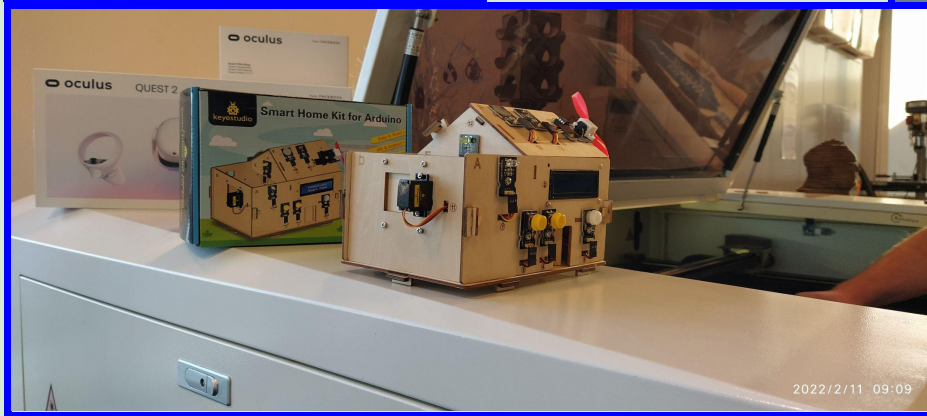
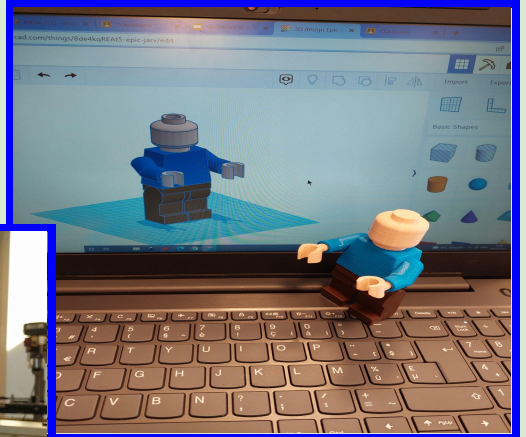
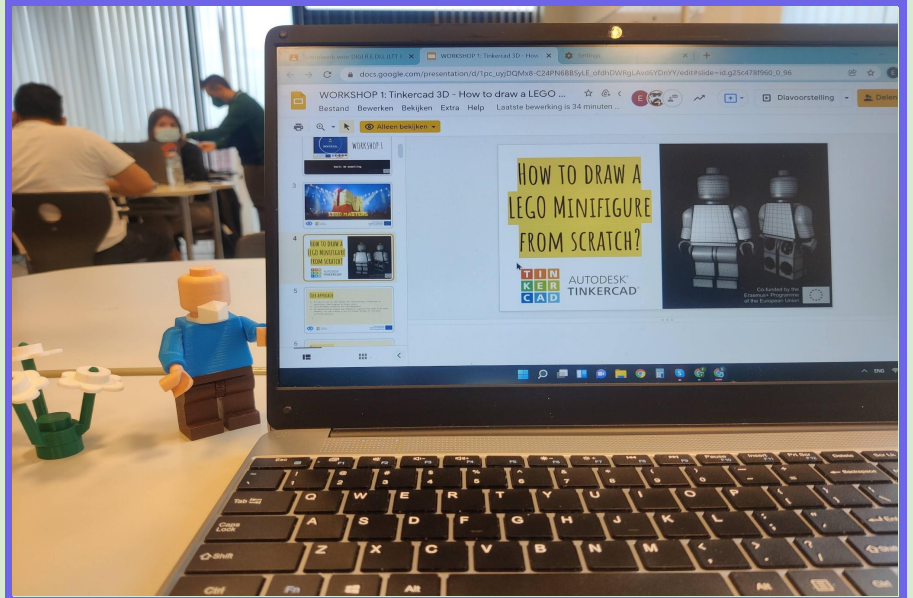
Teachers at *GO! Atheneum Brakel* have to make use of double authentication to use the school platform *Smartschool*. *Itsme* is a possible authentication method to make all your accounts safer. During the courses *media literacy*, pupils are educated to raise awareness to be safer on the internet. As the 8th of February was also the *safer internet day 2022*, we talked about some initiatives for the pupils to protect themselves from cyberbullying, sexting, safe passwords etc.

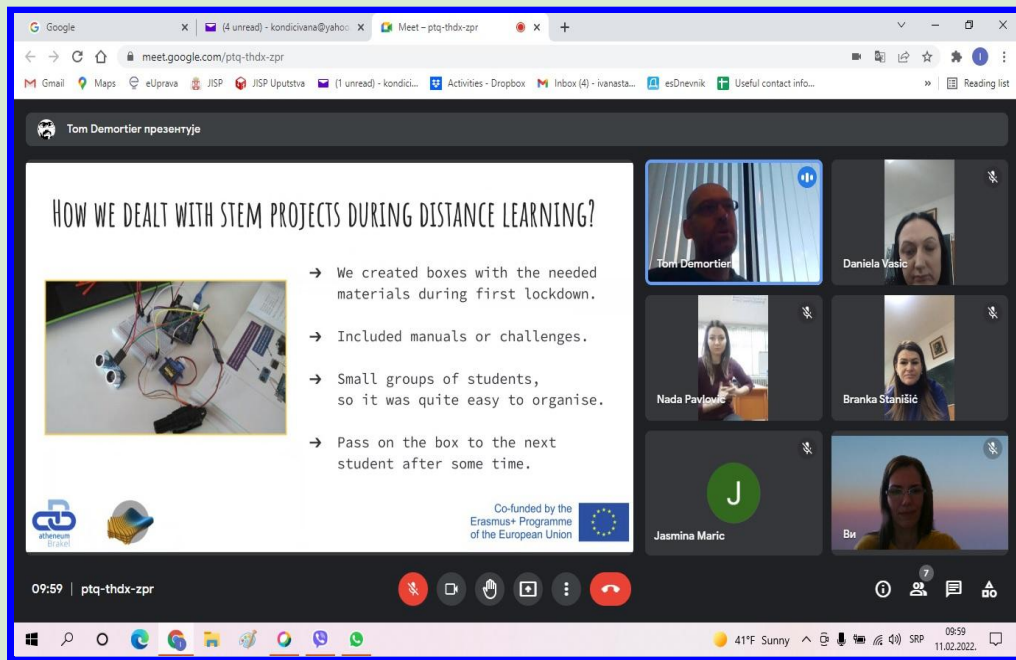


2D and 3D Design and distance learning

by Tom Demortier en Mark Ceuppens

Demonstrations by using the lesson plans for lego figures and other designs in Google Classroom on 3D designing with Tinkercad and other software, as GO! Atheneum Brakel managed to use during COVID time, were the main issues of these workshops. Participants tried out different lesson plans on how to design different figures and how to print in 3D their own drawings. Participants could experiment and make lesson plans on how to evolve from 2D to 3D by using laser cutting with software such as Cura and Fusion 360.





Gamification in education as a tool in distance learning

by Michaël De Borre

Applying game elements and game techniques in education ? Michaël has a lot of experience in this way of motivating students during COVID. He used games for instance to explain to his students about COVID and to increase motivation during distance learning. As he is a history teacher and a gamelover he developed lesson plans for the educational version of Assassin's creed, the very famous game, in collaboration with Ubisoft. These lesson plans create the opportunity to take a history lesson from home in a fun and interactive way. Michaël gave a demonstration of a tour in ancient Egypt and Greece.

VR-KUUB is an educational VR game developed by a team of teachers to stimulate collaboration, communication and problem solving, in addition to critical thinking,

self-management and ICT skills. These are central to the competences of the 21st century. Michaël explained how it worked to our guests and they created their own VR game to experiment with.





Cultural day

by Carla De Pessemier

On wednesday the Belgian team accompanied their guests on a guided excursion in Bruges. The guide told about the importance of Bruges during earlier days and explained why the city center of Bruges kept its medieval view. She took the group to see the main highlights in Bruges. The visit of the museum and the local brewery in the city center completed this cultural visit. They enjoyed Bruges delicacies.



Virtual reality

by Tom Demortier and Mark Ceuppens

During this workshop the teachers could experiment with apps and instruments to create virtual reality. They designed low budget VR glasses to distribute to pupils. With these glasses and a mobile phone it is possible to invest in experience-oriented education. These low budget VR glasses have been used at home during distance learning for the pupils of GO! Atheneum Brakel.

It is again an educational tool to make abstract concepts more tangible. The group experienced some practice on this subject for biology and geography lessons.

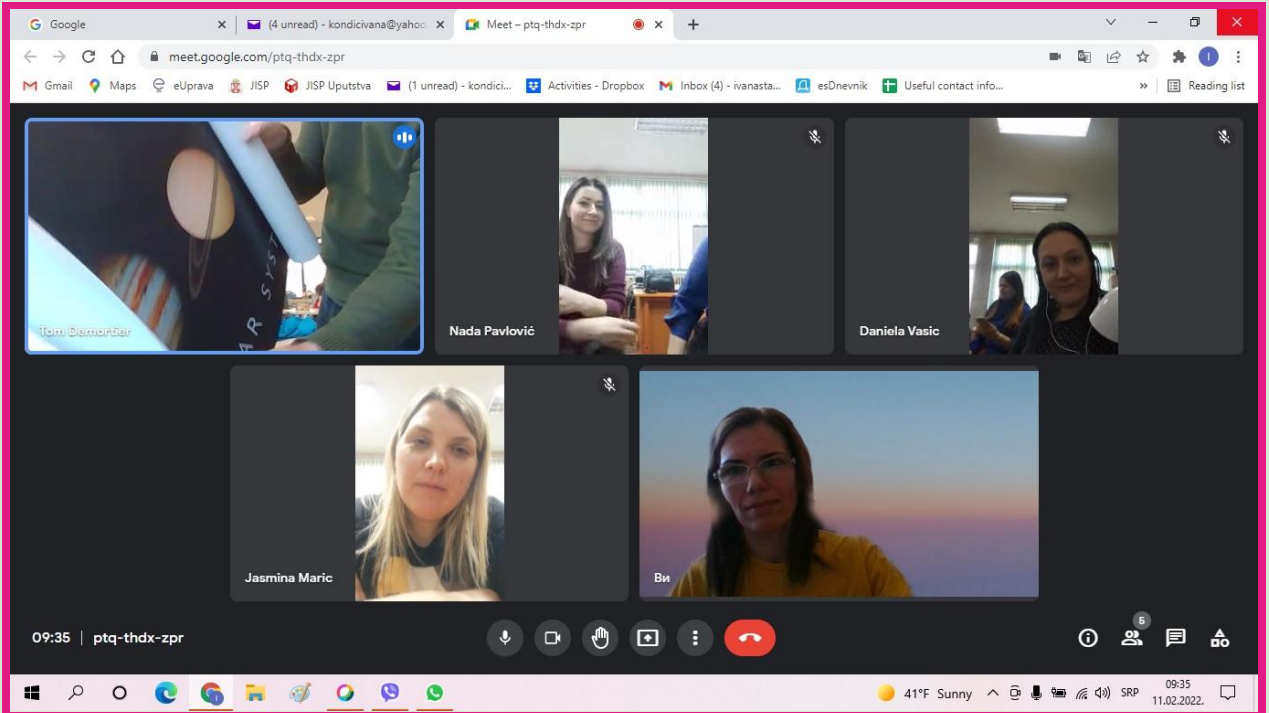
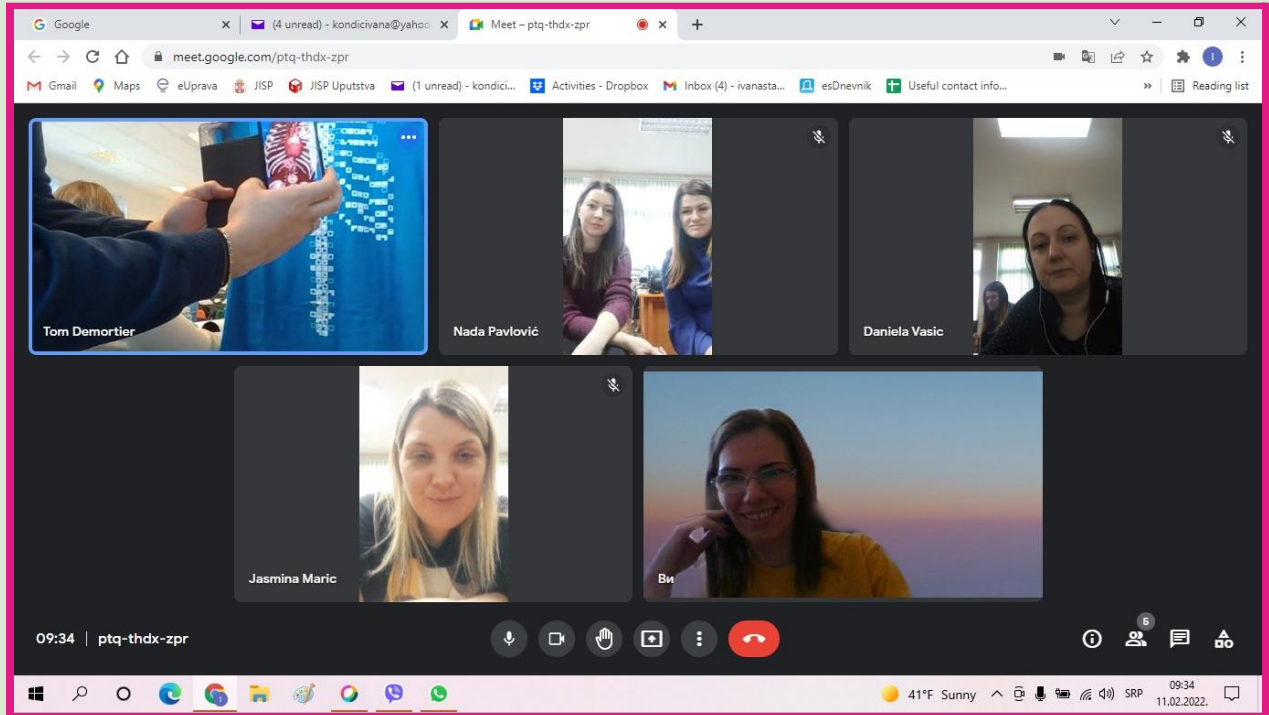


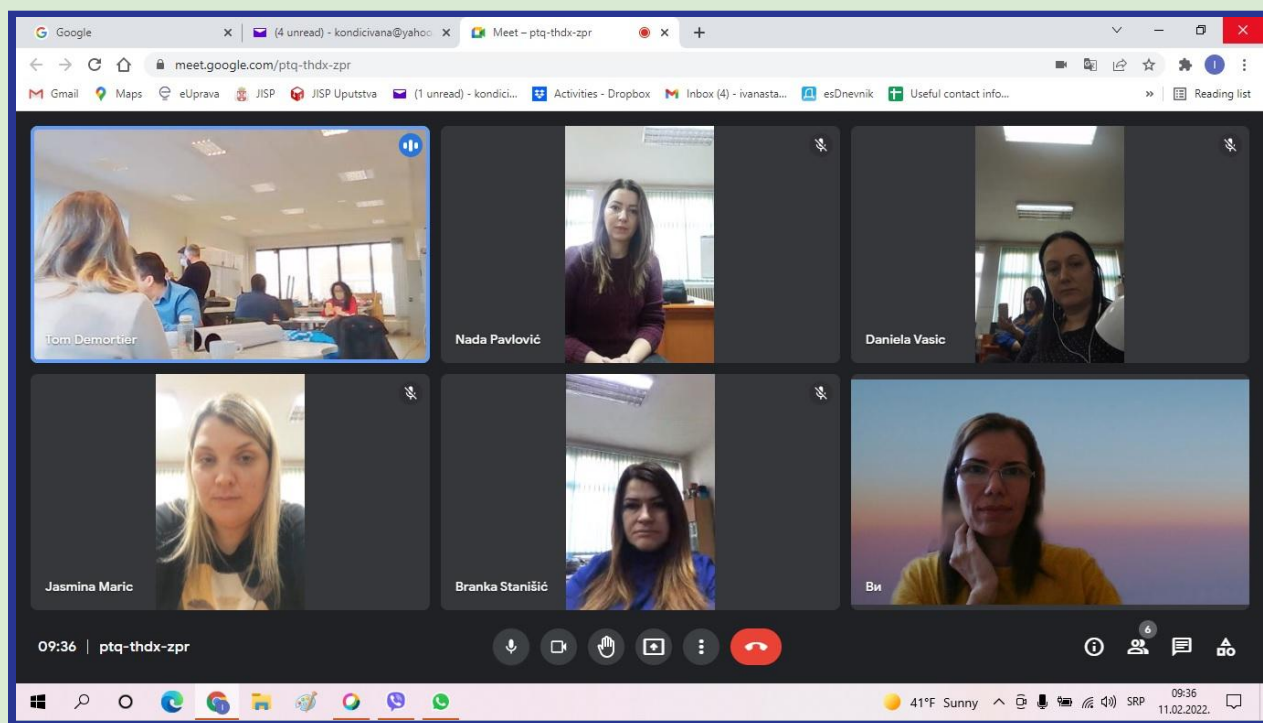


Synchronous Blended learning

by Carla De Pessemier

As the Serbian team could not attend Belgium for this LTTA due to Covid restrictions , we made a blended version of this LTTA week. Our Serbian colleagues teachers followed the workshops with meetings throughout the google classroom.





Project meeting

by Carla De Pessemier

During the end of Hosting week on Friday we shared impressions, discussed the effects of this week and the distance learning topics with the group. After evaluating the effectiveness of the lesson plans and workshops and the whole learning process, the coordinators discussed the timeline for the next meetings, the budget and the objectives achieved by this training week as well as the objectives still to be achieved. The Serbian and the Portuguese coordinators joined us in a digital way.

