

NET

New Approach In Educational Technology

About NET

Erasmus+ project NET promotes innovative teaching methods and didactical approaches that support the effective use of ICT in education. ICT learning materials, tools and actions are able to foster creativity, critical thinking and project-based learning, and promote the use of interactive methods for students' diversity.

RECENT EVENTS

The partners managed to organize another face-to-face meeting. It took place in Cracow on 23-24 September 2021. A lot of important issues were discussed. The partners exchanged their opinions about the project website and the e-learning platform. The very important issue was the preparation for the pilot testing. The partners agreed on the criteria for selecting participants and set the division of work. Also, the Virtual World and the game was presented and discussed.

Project goals

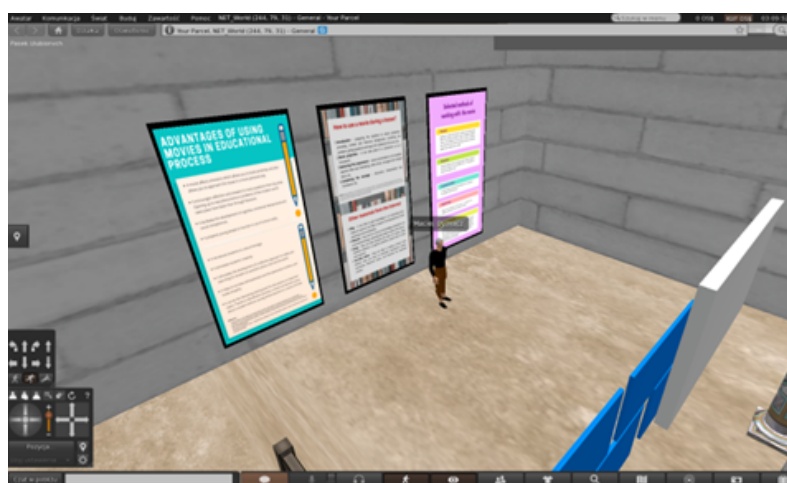
- Developing cooperation between the community, school, teachers and students through the use of advanced information technology tools.
- Supporting learning environments with educational software, electronic references, application software and educational games.
- Integrating information technology tools into any learning environment.
- Providing access to all sorts of advanced information technology tools throughout the life of each student.
- Providing all students with the ability to use the right information technology tool at the right time and in the right place.
- Ensuring that computer teachers use lesson plans, improve assessment tools, prepare educational materials and improve themselves.

What next?

The next steps are pilot testing and multiplier events in every partner country. University and school teachers, educational institutions and students will read the materials and play the game to check the quality of the project results and share their comments and suggestions. It will help us improve the materials. Multiplier events will be a perfect occasion to show the results of the project's lifetime and share the experiences of the partners and invited guests.

Outputs

- O1 – Curriculum & Training Scheme
- O2 – E-learning Platform and Open Education Resources
- O3 – Educational game



Creation of a didactic material

Glogster EDU

- CREATING:**
 - Set the wall and page background.
 - Add text box shapes.
 - Add text.
 - Add multimedia:
 - a graphic
 - an image with a frame
 - effects to a graphic
 - a video, a sound
 - link to a video on a website
 - Add data.
- SAVING AND SHARING OR PRINTING GLOG**
- EMBEDDING A GLOG ON YOUR SCHOOLWIRES WEBSITE**

NET

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PROJECT PARTNERS



VISIT US:

www.net-project.eu

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