

Proiect finanțat prin: **PROGRAMUL ERASMUS+ AL UNIUNII EUROPENE**  
Acțiunea cheie: **ACREDITARE ERASMUS+ KA1- PROIECTE DE MOBILITATE**  
Domeniul: **EDUCAȚIE ȘCOLARĂ**  
Durata proiectului: **15 LUNI (01.06.2024 – 31.08.2025)**  
Numărul de identificare al contractului: **2024-1-RO01-KA121-SCH-000216209**  
Beneficiar: **C.Ș.E.I. PAUL POPESCU NEVEANU TIMIȘOARA**



**COURSE NAME: TEACHING THE FUN WAY IN THE DIGITAL ERA**

**COURSE LOCATION: CROAȚIA**

**OBJECTIVES AND LEARNING OUTCOMES:**

Participants will acquire the following competences:

1. Be able to apply information and communication technology in the classroom to boost motivation and creativity
2. Use Plickers, QR Codes, Building Escape Rooms using Google forms, Goosechase, Jeopardy games, board games, Wordwall, Quizlet, Flipgrid
3. Implement digital technologies in their practices of teaching, learning and assessment in order to create a fun and engaging environment
4. Gain inspiration to apply digital technology in the classroom and practice how to make higher level presentations
5. Learn about the method of blended learning and flipped classroom
6. Use various ICT tools, applications and web platforms
7. Apply digital technology into foreign language teaching as well as special education needs
8. Integrate project based learning and develop critical thinking
9. Learn how to use the collective intelligence of the groups they are working with to increase their results
10. Learn new techniques that will empower learners with a sense of personal initiative and entrepreneurship and help them create their personal drive and learning to learn their own way (eu key competences “sense of initiative and entrepreneurship” and “learning to learn”)
11. Learn how to promote European cooperation in the field of education within the framework of the Erasmus+ program by partnership building