

DIGITAL EDUCATION TOOLS TO FOSTER INNOVATION

PROJECT CODE: 2021-1-EL01-
KA210-SCH-000034311



1st Newsletter

ABOUT

The Internet and other technological innovations are now fully integrated in our everyday life. Apart from our daily needs, they also serve as essential educational tools that assist teachers and educators in their classrooms. EDU+ is a new Erasmus+ project that launched in November 2021 and aims to provide professional and personal development to the participants of the involved institutes through the exchange good practices and valuable knowledge regarding the use of digital tools and innovative educational methodologies in the classroom, with the intention of enhancing their digital literacy and readiness.

OBJECTIVES

The project was developed with the following objectives in mind:

- 1.to foster Gamification and Game-Based Learning in Digital Education
- 2.to introduce the participants to Design Thinking as an educational method
- 3.to promote Digital Storytelling
- 4.to encourage Lifelong Learning for teaching professions.

TARGET GROUPS

- Teachers and educators
- Students and Learners
- The participants' colleagues
- Other teaching professions, such as Adult Trainers

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EDU+

RESULTS

The expected Result of

EDU+ is:

a Handbook containing the
learning outcomes of each
Training Activity.

CHECK THE PROJECT'S WEBSITE TO
FIND OUT MORE!

[HTTPS://EDUPLUSPROJECT.EU/](https://eduplusproject.eu/)

THE PARTNERSHIP

4^ο ΓΕΝΙΚΟ ΛΥΚΕΙΟ
ΚΑΡΔΙΤΣΑΣ



COMPARATIVE
RESEARCH
NETWORK:



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