

# DIGITAL EDUCATION TOOLS TO FOSTER INNOVATION

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



## 2nd Newsletter

### PROJECT EVENTS

#### 1st LTTA

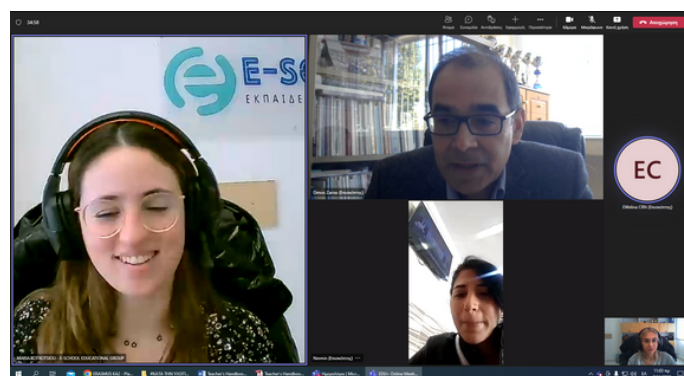
From the 12th – 16th of September 2022, E-SCHOOL Educational Group hosted the 1st LTTA on its premises in Karditsa, Greece. During this week the participants from each partner country fully engaged into the Game-Based Learning and Gamification methodology and are now able to implement it in their classrooms.



### PROJECT EVENTS

#### Online Meeting

2 Online Meetings have been implemented so far. During the 1st Online Meeting the partners got to know each other and the coordinator presented the project. During the 2nd Online Meeting the partners discussed about the implementation of the 1st LTTA and arranged on the dates of the 2nd and the 3rd LTTA.



"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."



Co-funded by  
the European Union

# DIGITAL EDUCATION TOOLS TO FOSTER INNOVATION

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

## RESULTS

The first part of the project Handbook has been created, containing the learning outcomes of the 1st LTTA, and it has been published on our website.

CHECK THE PROJECT'S WEBSITE TO  
FIND OUT MORE!

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



**EDU+**

THE PARTNERSHIP

4<sup>ο</sup> ΓΕΝΙΚΟ ΛΥΚΕΙΟ  
ΚΑΡΔΙΤΣΑΣ



**C**OMPARATIVE  
**R**ESEARCH  
**N**ETWORK:



"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."



Co-funded by  
the European Union