





anpcdefp
Ministerul Educației și Cercetării
Departamentul Relații Comunitare

 Erasmus+

CHANGING
LIVES.
OPENING
MINDS.
2014 – 2020



1.CURSUL



21Knowledge.pt

Teaching in a 21st Century School

17th – 22nd February 2020

Madeira Island, Portugal

Participants from:

Czech Republic, Estonia, Italy, Latvia, Lithuania, Germany, Norway, Poland, Romania, Slovakia, Spain and Turkey.



COURSE AGENDA

1st day, Monday, 17/02 (14h30/18h30)

14h30
/
18h30

Venue:

Hotel Four Views Baía . Rua das Maravilhas 74, 9000-177 Funchal
See more information in [Google Maps](#) .

Agenda:

Course Welcome.

Introduction to the course content and learning outcomes.

Different countries, different cultures in the same Europe.

Participants introduce themselves, their school and their experience.

Key Competences for 21st Century Citizens.

Team building.

Trainers: *21Knowledge Team*

(Remember pre-course tasks):

Individual Presentation: bring 1 small object and use it to introduce yourself.

School Presentation: prepare a short presentation/video/photo-album/etc. in English about your school and your town. If you want you can also bravely present your Erasmus+ KA1 project (for schools with more than one participant, only one presentation is required). This presentation will be made available online for access to all participants.

17h30 – “End Break” **Taste of My Home Country With Madeira Wine** *(we will taste the typical snacks that the participants brought with the famous Madeira Wine).*

Venue: Hotel Outdoor (Swimming Pool)



COURSE AGENDA



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2nd day, Tuesday, 18/02 (09h00/16h30)

09h00 / 12h00	<p>Venue: Divisão Formação Pessoal Direção Regional de Educação (DFP-DRE). Rua dos Ilhéus, n.º 1C, Funchal GPS: 32°38'48.5"N 16°55'09.8"W / 32.646817, -16.919394 (9 minutes walk from the "Hotel Four Views Baia") See more information in Google Maps.</p> <p>Meeting Point: 1st Floor</p> <p>09h00/12h00 (Group A, right room)⁽¹⁾ 1st Workshop: "eTwinning - the most exciting Learning Community in Europe" Trainer: Rosa Luísa, Madeira award winning eTwinning teacher</p> <p>09h00/12h00 (Group B, left room)⁽¹⁾ 2nd Workshop: "Apps for Teaching in a 21st Century School" Trainers: 21Knowledge Team</p> <p>⁽¹⁾ To ensure the quality of the activities, in courses with a "big" number of participants (this course has 82 participants), in practical activities, 21Knowledge divide the participants in working groups.</p>
12h00 / 13h30	<p>Lunch Time (Pay for each individual) / Free Time. Suggestions: to be indicated later.</p>
13h30 / 16h30	<p>13h30/16h30 (Group B, left room) 1st Workshop: "eTwinning - the most exciting Learning Community in Europe" Trainer: Rosa Luísa, Madeira award winning eTwinning teacher</p> <p>13h30/16h30 (Group A, right room) 2nd Workshop: "Apps for Teaching in a 21st Century School" Trainers: 21Knowledge Team</p>
16h30 / 17h30	<p>Cultural Activities / Walking Tour (Optional) Passage through Quinta Vieja (Official residence of Madeira Regional Government: 10 minute walk). External view to Quinta Vieja Gardens (Will be closed at this time. But it is next to Santa Catarina Park). Walking Tour at Santa Catarina Park and Santa Catarina View Point (Amazing view across Funchal bay). Walk down (5 minutes) to the Cristiano Ronaldo (CR7) Statue and CR7 Museum (external visit). Walk along (30 minutes) Funchal Bay to the Funchal Old Town. End Point: Funchal Bay / Funchal Old Town</p>



Meeting Point: 1st Floor

3rd day, Wednesday, 19/02 (14h00/18h30)

AM	<p>Free Time</p> <p>Suggestion: Cultural Activities at Funchal City</p> <ul style="list-style-type: none"> ➤ Mercado dos Lavradores ➤ Cablecar Funchal-Monte ➤ Funchal Cathedral ➤ Madeira Wine Museum ➤ ...
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14h00 / 18h30	<p>Venue: Escola Secundária Jaime Moniz / Secondary School Jaime Moniz Rua Jaime Moniz 12, 9060-343 Funchal (downtown) GPS: 32°38'58.7"N 16°54'05.1"W / 32.649625, -16.901415 See more information in Google Maps.</p> <p>Meeting Point, 14h00: Front Gate (shown in the image)</p> <p>Conference "Supporting Innovation in STEM Education"</p>
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Meeting Point, 14h00: Front Gate (shown in the image)

4th day, Thursday, 20/02 (09h00/16h00-16h30)

09h00 / 12h30	<p>Venue: (DFP-DRE. Same place 2nd day)</p> <p>09h00/10h30 (Group A, right room) 3rd Workshop: "Apps for Augmented Reality" Trainer: Fábio Ribeiro, Teachers Trainer</p> <p>09h00/10h30 (Group B, left room) 4th Workshop: "The European Schoolnet and its Projects." Trainer: 21Knowledge Team</p>
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Course Objectives:

- Promote the debate about Key Competences for 21st Century Citizens;
- Experiment and develop new learning practices and teaching methods;
- Promote educational innovation and stimulate the use of ICT in schools;
- Promoting interdisciplinary work through STEAM (Science, Technology, Engineering, Arts and Mathematics);
- Develop methodologies, strategies, techniques and resources for differentiated teaching;
- Create spin-off effects such as curriculum development and research collaboration;
- Improve educational practices through collaborative working approaches among teachers;
- Promote a deeper understanding of the practical ways of incorporating eTwinning in teaching;
- Improve quality and efficacy in management of international projects;
- Increase knowledge of social, linguistic and cultural matters.

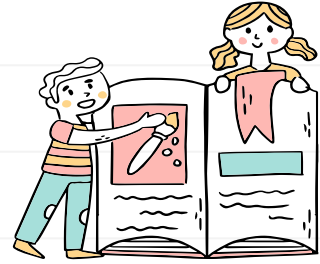
Why Madeira Island ?



<https://www.madeira.gov.pt/dre>



ETWINNING



eTwinning facilitează cadrelor didactice crearea de proiecte de colaborare interșcolară pentru elevi, utilizând platforma europeană www.etwinning.net. Cadrele didactice pot elabora proiecte educaționale în colaborare cu colegii lor, prin intermediul cărora să vizeze obiective de formare și de dezvoltare a competențelor elevilor în diverse domenii. Platforma etwinning.net este o comunitate a școlilor din Europa, reunind peste 654.000 de cadre didactice din peste 205.000 de școli.



8 easy steps to set up a project!

1



REGISTER!
on eTwinning!



Go to **eTwinning Live**, especially the **PARTNER FORUMS** where you can check the ideas proposed by other teachers and answer their posts. Or be proactive and **post your own ideas** on the suitable forum.

2

3

Contact teachers first

to check their availability, and interest in working with you. Make sure you are available for an eTwinning Plus project.

Once you find a colleague, look for them in

PEOPLE and send them a **CONTACT REQUEST**.



4

5

When they accept your request, you are **ready to set up the project**.



Decide which one of you is going to register the project - **only one** can do it! Go to **PROJECTS** and click on **CREATE A PROJECT**:

A.

Carefully select the name of the school

B.

Invite your colleague to the project

C.

Complete the form with all the details

D.

Use in the description a language that your colleague can understand when they read the application

Don't forget to enable access to your project for eTwinning Plus countries

6

After you submit your project, your colleague will receive a notification in their eTwinning live to **accept it**. Once they accept the project invitation, the project will have to be approved by the National Support Services of both countries.

7

Once the project is approved you can find it in the section **PROJECTS** and you automatically have your own private **TWinspace** workspace.

8

You can now go to **PROJECTS** → **YOUR PROJECT** → **ADD NEW PARTNER(S)**: other colleagues who want to work in your project or colleagues from your school that you will collaborate with.



www.etwinning.net



10 steps for a SUCCESSFUL PROJECT!



CREATE

a detailed schedule of your activities (timetable for the activities and holidays in each school)

DECIDE

in collaboration with your colleagues what activities you will organise and what tools you will use

AGREE

upon the **ethic** rules together with your project partners and publish them on the Twinspace

INFORM

your local teachers, other colleagues and your students about the project and invite your students in the Twinspace

PLAN

your Twinspace with care and create pages for each of the activities you will organise with a short description on the top of the page

USE

the Twinspace communication tools: Forum, Teacher Bulletin, Discussion Forum

ADD

a regular live element
Chat or live event

INTEGRATE

collaborative activities into your eTwinning project, train the students up in international groups and assign roles or train your students up according to their interests/talents. Try to have a concrete outcome as a result of the collaborative work, e.g. an album, a shared story, a video etc.

GET

recognition for your project. Apply for a Quality label, put your project forward for awards and prizes and promote your project on the website of your school, the school community and at different educational events.

PROVIDE

- Feedback by:
- encouraging students to comment on each other's work
 - integrating ongoing assessment activities
 - updating the public journal with new activities introduced or the work accomplished, and
 - asking students to comment on their experience there.

www.etwinning.net





QR code **APSS FOR TEACHING IN 21TH CENTURY**

Google Classroom

MENTIMETER

TRANSLATOR

EMAZE



Augmented Reality in Education



Quiver Augmented



Curiscope Virtuali-Tee



Augment app

What is Augmented Reality and Virtual Reality?

To start with, it is important to distinguish between the two technologies:

Augmented Reality (AR)



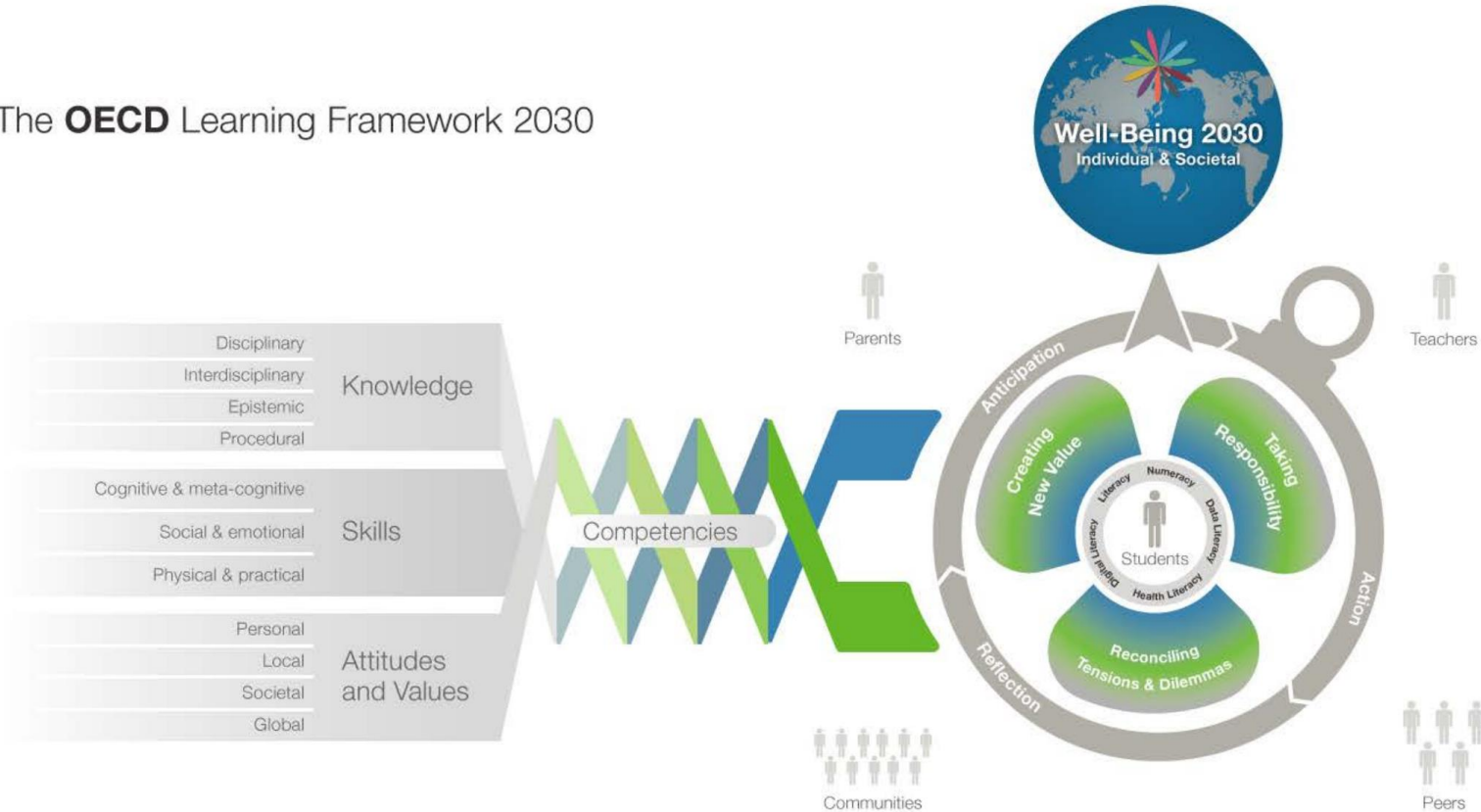
A digital layer is superimposed on the physical world, integrating the physical, real environment with virtual details to enhance or "augment" the real-world experience. Experienced with: Smartphones, tablets, smart glasses and other head-mounted displays.

Virtual Reality (VR)



Creates an interactive, completely digital environment that provides a fully enclosed, synthetic experience incorporating auditory and visual feedback, experienced often through the use of a head-mounted device (HMD).

The **OECD** Learning Framework 2030



21st-Century Skills

Foundational Literacies

How students apply core skills to everyday tasks



1. Literacy



2. Numeracy



3. Scientific literacy



4. ICT literacy



5. Financial literacy



6. Cultural and civic literacy

Competencies

How students approach complex challenges



7. Critical thinking/ problem-solving



8. Creativity



9. Communication



10. Collaboration

Character Qualities

How students approach their changing environment



11. Curiosity



12. Initiative



13. Persistence/ grit



14. Adaptability



15. Leadership



16. Social and cultural awareness

Lifelong Learning



21 Partnership for
21st Century Learning
A Network of Battelle for Kids



The 4 C's

of 21st Century Skills

AKA: Learning Skills

1. Critical Thinking

Finding solutions
to problems



2. Creativity

Thinking outside
the box



3. Collaboration

Working with
others



4. Communication

Conveying
ideas



WHAT ARE THE 4 C's?

Applied Educational Systems /

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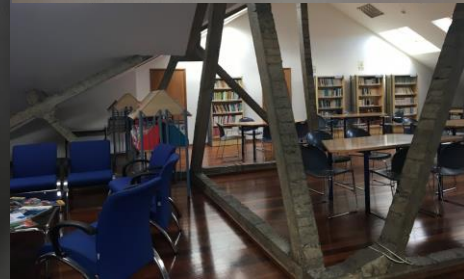
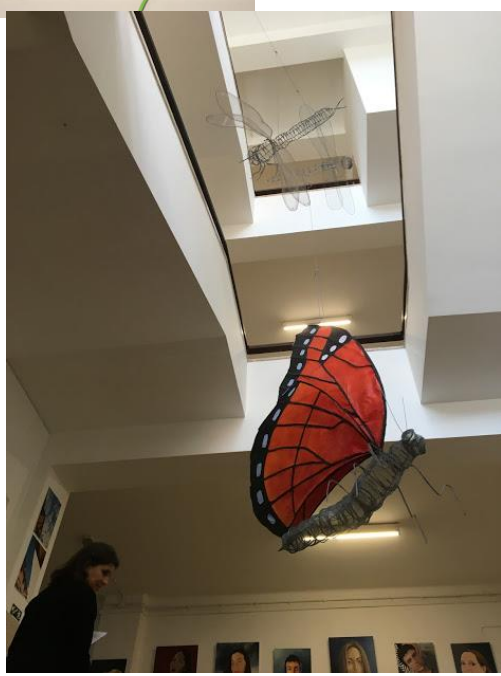
 **Applied**
educational systems

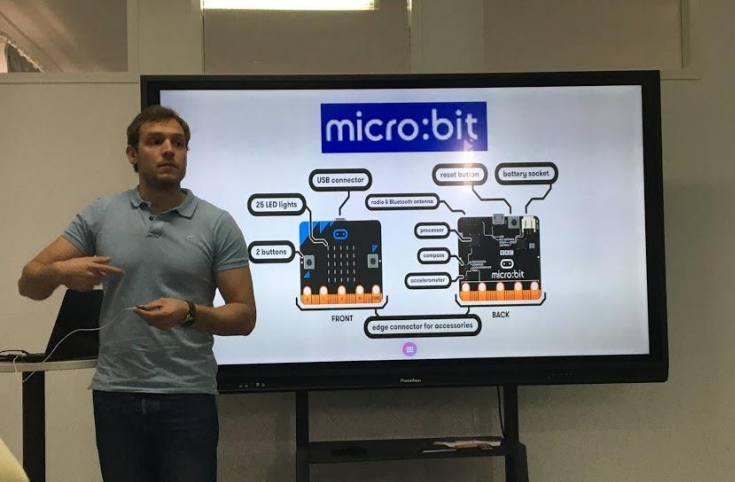




VIZITELE PRIN LICEE







VIZITELE PE INSULA



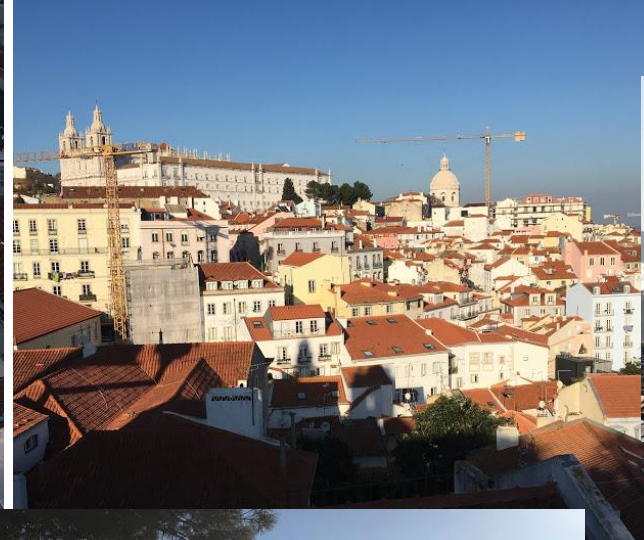








LISABONA





Sonia Dobrotă și Erika Mereș