# Train-the-Trainers
## WORKSHOP

## AR4EFL

Transforming primary school students' English as a Foreign Language Learning with Augmented Reality

## Training Program

**Day 1:**
- Teambuilding activities, ice-breakers, discussion on the objectives and contents of training course
- Presentation of the report (IO1)

**Day 2:**
- Augmented reality in education
- Presentation of the Handbook (IO2) and the AR app (IO3): Participants familiarise themselves with the app and have the opportunity to use it

**Day 3:**
- Delivering EFL/ESL (or any other language) lessons with the AR app
- Evaluation

After the completion of the workshop all participants will have the chance to give their feedback on the quality of the content and the structure of the training methodology and course content.

AR4EFL will provide the following
**INTELLECTUAL OUTPUTS**

iO1 **Desk research**

A literature review com–
paring traditional approaches and
augmented reality in language acquisition

iO2 **Teacher Handbook**

with lesson plans for language learning through AR

iO3 **Augmented Reality App**

An application with which we aim to generate
a methodology that makes students an
active part of learning,
and also allows
collaborative
learning

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