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Project Newsletter

1 EnForSe
2020-1-IT02-KA204-079745
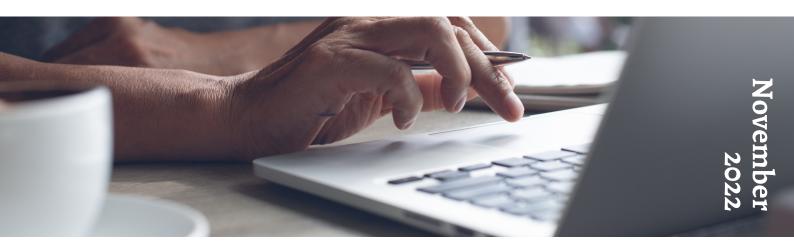
The aim of the project 'EnForSe - English for seniors, practicing English with the Montessori Method' is to build bridges between seniors in different European countries and fill their time with meaningful activities, using a respected, pedagogical approach to teach a foreign language.

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2 AWARDS
2020-1-TR01-KA204-094615

The objective of project 'AWARDS - Autonomy and well-aging reinforcement for the adult people with Down Syndrome' is to improve the abilities and skills of individuals aged 30+ with Down syndrome and professionals who work with them, for them to achieve autonomy and increased quality of life.

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3 STEM – Labyrinth
2020-1-PT01-KA201-078645

download our APP

Project STEM Labyrinth aims to develop high school students' skills regarding Science, Technology, Engineering and Math (STEM). Skills such as digital skills, critical thinking, cooperation, problem-solving, innovation, and analytical thinking are required more than ever in today's world.

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4 Integrating Digital Learning
2020-1-CZ01-KA201-078315

'Integrating Digital Learning Competencies into the Education Curriculum' is a project which aims to raise digital skills among students. Digital competence includes the safe and critical use of Information Society Technology (IST) for business, entertainment and communication.

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5 Use your time creatively
2020-1-PL01-KA227-ADU-095421

The 'Use your time creatively!' project is based purely on the exchange of good practices, a cultural initiative with an educational dimension. The project aims to extend the competences of educators in the field of new methodologies for adult learners, as well as preparing an innovative set of educational materials dedicated to a group of young parents.

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6 AR4EFL
2020-1-UK01-KA226-SCH-094466

For teachers, the COVID-19 Pandemic has demonstrated the complexity of keeping young primary school students attentive to the online explanations of teachers. The project 'AR4EFL – Transforming primary school students' English as a Foreign Language Learning with Augmented Reality' aims to train school teachers to use AR when teaching English as a foreign language to young students.

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7 Digital Health Literacy
2021-1-NL01-KA210-ADU-000034096

The project 'Digital Health Literacy' aims to increase digital health literacy to increase the resilience of the disadvantaged group (elderly, disabled, stay-at-home mothers) who cannot get out easily in accessing digital skills applied in the health sector. This project develops tools for letting users better manage their health and make their health literate.

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8 Empowering Disadvantaged Women
2021-1-NO01-KA220-ADU-000033467

The project 'Empowering Disadvantaged Women' aims to provide special learning opportunities to low-skilled adults and women, to encourage them to educate by removing the space and time limits, and by increasing women's economic empowerment/basic skills and competencies through distance education. In particular, the project focuses on housewives, immigrant or refugee women with multiple disabilities who want to be educated but can't.

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9 Digit & Learn
2021-1-LT01-KA220-SCH-000027737

The Project 'Digit & Learn' supports teachers and professors in a digital upskilling journey that enables them to exploit the potential of digital means and technologies, such as virtual reality environments (VRE) and game-based learning (GBL).

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10 Multi-I
2021-1-NL01-KA220-ADU-000026000

'Multimodal Interaction and Information (Multi-I)' is a 24-month strategic adult innovation partnership aimed at empowering trainers of adults and educators by equipping them with powerful instruments and methodologies aimed at integrating adult refugees through the creation of multimodal pedagogical literacy tools.

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11 LEAD – Learning in difficult Times
2021-2-TR01-KA210-ADU-000050028

The aim of the project called "Learning in difficult times" is to break the prejudices of educators working in the field of adult education and to draw attention to the use of tools such as skype, zoom and blue button in adult education – based on learning methods according to their individual needs.

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12 E-Safety
2021-1-ES01-KA210-SCH-000032341

The project 'E-safety – Learn E-Safety and Be Safe on Digital World' aims to create a safe internet environment for students by increasing digital competencies. In addition, the aim is to train better equipped educators and more conscious generations by sharing good practices in ICT technologies with project partners in European countries and transferring good practices to the schools.

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13 Skills4Mums
2021-2-EI01-KA210-ADU-000049774

The project 'Skills4Mums – Job skills for unemployed mothers' aims to increase social and economic mobility among stay-at-home mothers with no job and low income by providing the tools they need to thrive in their life, thereby strengthening generations of families and children to flourish and succeed both in work and life.

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14 DIMPE
2021-1-ES01-KA220-HED-000022963

The objectives of the project 'DIMPE – Digitalisation of multilingual programs in the EHEA' are supporting multilingual program coordinators and directors in designing, developing, implementing, managing, and evaluating multilingual programs as well as guiding and supporting lecturers and students participating in multilingual programs in order to increase their intercultural and linguistic competences.

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15 RE-THINK / RE-ACT
2021-1-ES01-KA220-SCH-000032542

This project called 'RE-THINK / RE-ACT' focuses on the INCLUSION of Secondary Education students with adaptation difficulties and / or behavior in classrooms due to poor training of SOFT SKILLS, which, currently, supposes a real challenge for education systems, since they tend to focus their training on HARD SKILLS as a priority.

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16 Designing the Future
2021-1-NL01-KA220-ADU-000026000

Adaptability must be built into our educational systems in order to ensure that important skills remain a priority for all students. Particularly, in the 21st century we aim to grow a generation that produces technology rather than consuming it by spreading the different dimensions of technology and raising awareness to digital literacy/readiness with our project 'Designing the Future'.

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17 Development Guidelines
NPJR-2022/10096

The aim of the project "Development of guidelines for the inclusion of preschool children with behavioural and learning disabilities" is to ensure an inclusive preschool education. The guidelines will facilitate the daily work of preschool teachers, will ensure an inclusive environment in preschools and will develop the social and emotional skills of children who have disabilities, including the ability to understand one's emotions and build positive relationships with others.

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18 StemCoil
NPHZ-2021/10050

The project 'STEM COIL' aims to develop the Handbook for teachers and teacher trainers in different educational sectors. Both school, vocational, higher and adult, and formal, non-formal and informal teaching methods. The handbook will support online teaching materials for work with learners, including disadvantaged ones, for their skills' improvement in green sustainable ecosystems and increasing educational and social inclusion.

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19 Recycling
2022-1-TR01-KA210-ADU-000084308

The project 'Recycling' aims to increase sensitivity to climate change and environmental pollution, which are the primary problems of not only the environment we live in but also the whole world. With this project, we aim to create strategies to reduce plastic/paper/textile waste to a minimum, to inform about health risks and to showcase climate friendly alternatives (e.g. glass containers, recyclable plastic)and habits.

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