



Press Release – AR4EFL project

The journey of the EU project AR4EFL, co-funded by the Erasmus+ Programme, is coming closer to its end and the partnership has many creative results to share with you. During this project, six organisations, Eurospeak Language Schools Ltd from the UK, STANDO LTD from Cyprus, E-SCHOOL Educational Group from Greece, Associació Educativa i Cultural Blue Beehive from Spain, Learnmera Oy from Finland and CONLAN SCHOOL LIMITED from the UK, worked together in order to **create an environment where students and teachers are able to experience the EFL/2nd language learning process through the help of Augmented Reality (AR).**

The main work was focused in (i) carrying out a **Desk Research**, comparing traditional approaches and augmented reality in language acquisition, (ii) creating a **Teacher's Handbook with Lesson Plans** which generate a methodology for language learning through the use of the AR application and (iii) **creating an AR application** which makes students an active part of learning, and also allows collaborative learning.

Through the three (3) intellectual outputs, the project is offering a tool that has the ability to transform learning and teaching of English as a Foreign Language, thus making students more interested.

The project's main activities are the implementation of training activities in partner countries that aim to achieve the objectives of the project. So, initially, a training course was implemented in Cyprus, in July 2022, with the aim to train VET trainers on the developed material of the project (O1-O3) and give them the skills and competencies they need to train school teachers on the topic of Augmented Reality in foreign/second language teaching. A total of **14 VET trainers** were trained in the AR application and had the opportunity to expand their knowledge on the use of Augmented Reality in education.

In continuation to this, another training activity will be provided to primary school teachers in September, 2022, in the UK, so as to present them with effective educational methods they can use when teaching English (or another language) as a foreign/second language, using the AR app (O3) as a tool and the Handbook (O2) as a guide. At least **50 teachers** are expected to attend the training and improve the way they teach.

Read more about the project on its website available in this link

<https://ar4efl.eu/>

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