AR 4 EFL

Transforming Primary School Students' English as a Foreign Language Learning (EFL) with Augmented Reality (AR)

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1st Newsletter

Finding new ways to empower English teachers and students of English as a Foreign Language through Augmented Reality; AR4EFL is an Erasmus+ project that is worth your attention.

The AR4EFL project started in June of 2021 with the aim of providing English teachers with the training they need to use Augmented Reality in their classrooms to better engage their students. The project is run by a multinational conglomerate, in an effort to identify the needs of English teachers in as many countries as possible. The countries of the partnership include the United Kingdom, Cyprus, Spain, Finland, and Greece.
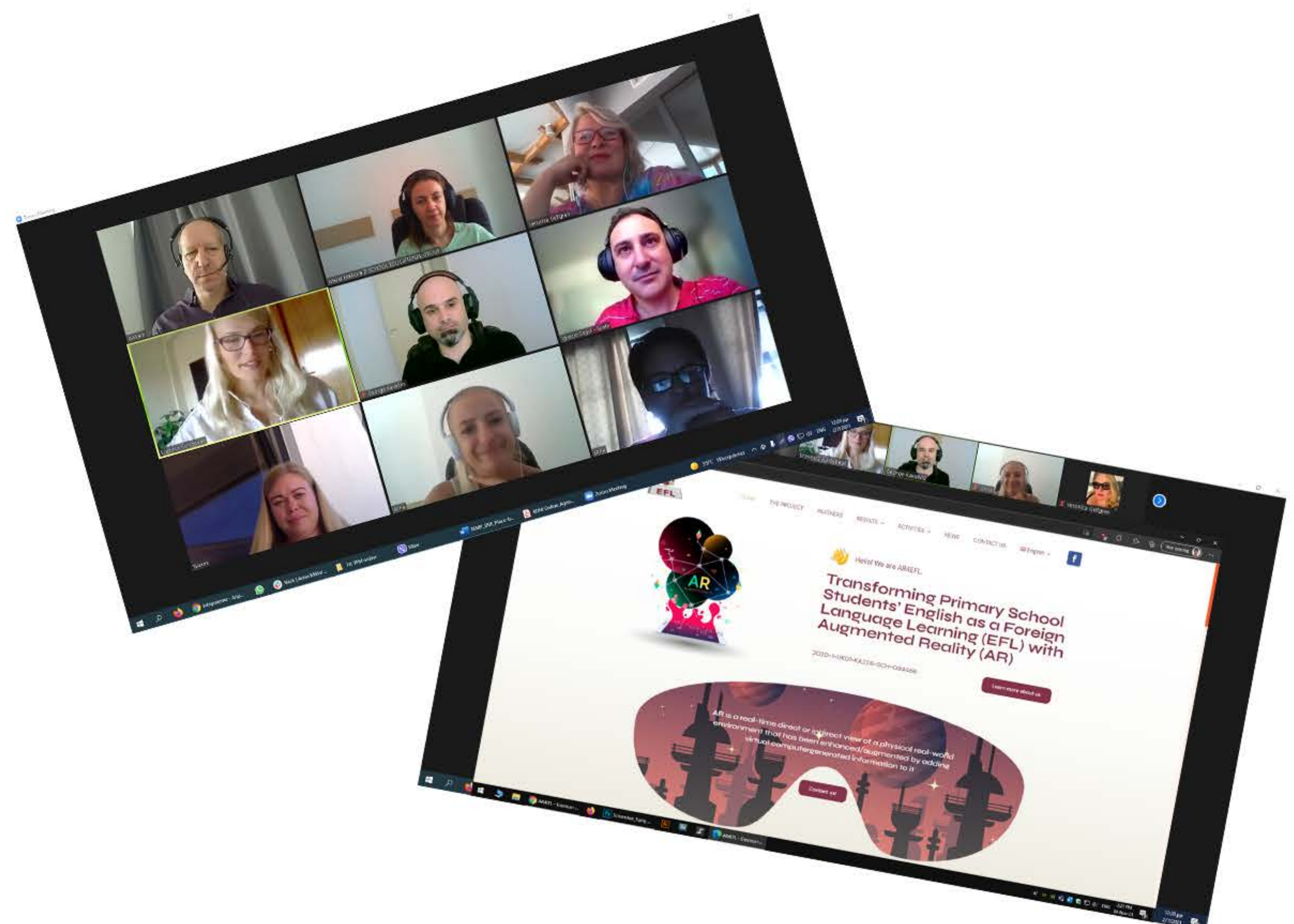
The overall objective

of AR4EFL is to create an environment where students and teachers are able to experience the learning process through the help of Augmented Reality, which is fully integrated into the learning content. It is considered that AR4EFL can contribute to raising awareness among stakeholders. The project is planned to have two Learning, Teaching, and Training Activities, as well as three different results:

- Desk Research comparing traditional approaches and augmented reality in language acquisition
- The Teacher's handbook on Augmented Reality and Foreign Language Teaching
- A new and innovative Augmented Reality application

The meetings

During the first month of the project, managers from all partners gathered online for its first meeting. This meeting was a huge success, as partners were able to know more about each other and which strengths each one brings to the project, as well as giving them the opportunity to better plan for future activities. These include certain procedures such as quality assurance and dissemination, but also how to best plan for the success of the project's planned Results.
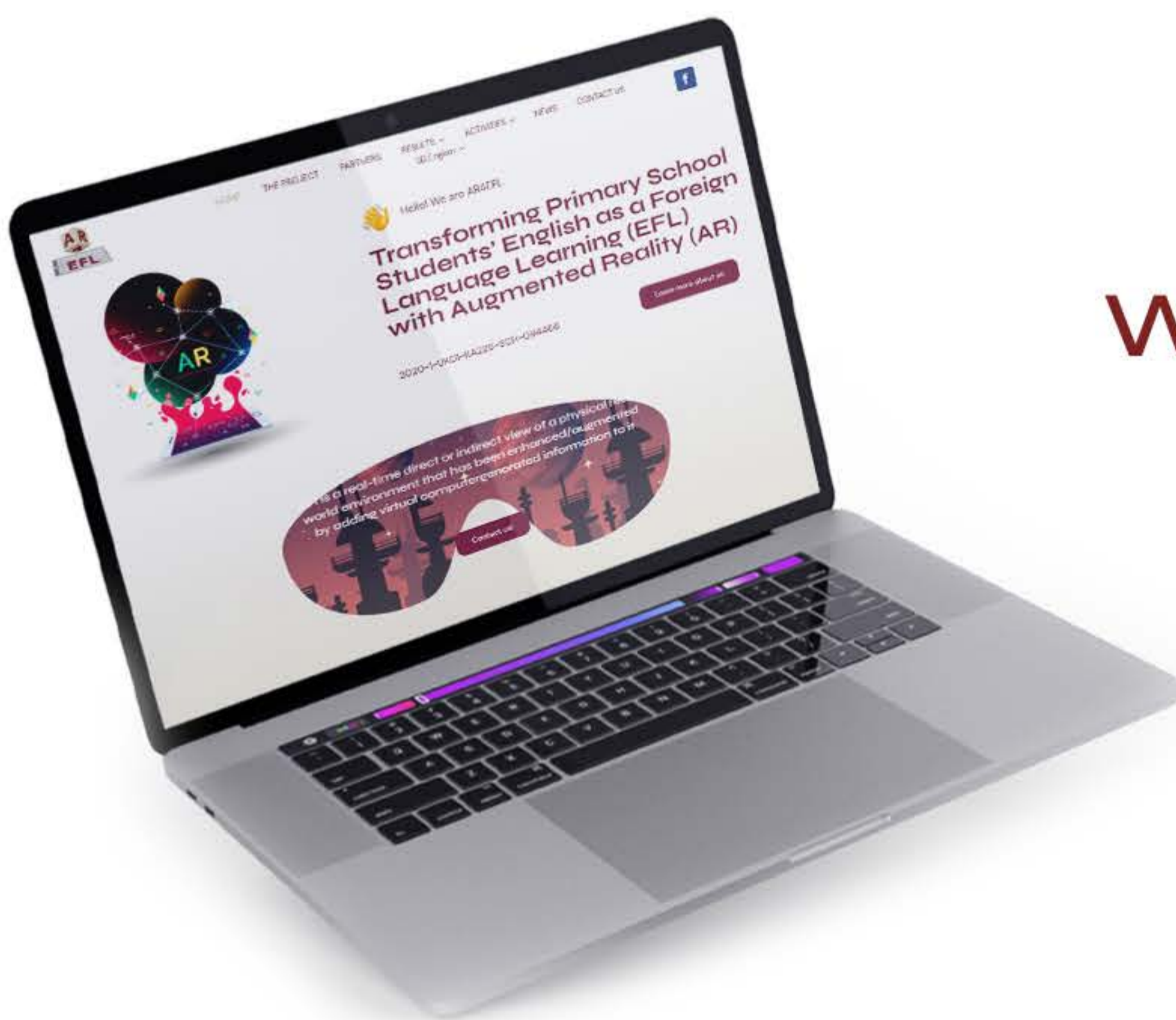
The website

A significant milestone in the project's early life is the creation of its website. The website is a portal of information about AR4EFL and in particular the project's objectives, its intellectual outputs, and the project news. The website is meant to provide a useful and reliable source of information for everyone interested in the project. In addition, the AR4EFL website provides relevant information concerning the project's partners (including all the institutions that have helped the project development so far) and the activities that have been organised to date.

It is available in all languages of the partnership (English, Finnish, Greek, and Spanish).
Along with the website, the project's ever-growing Facebook account has also been created and maintained by all project partners, where they each post interesting and inspiring content about Augmented Reality and its use in English language teaching.

We look forward to you visiting our website, and learning more about our project!

www.ar4efl.eu

PARTNERS