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

## 2020-1-UK01-KA226-SCH-094466

### 4th Newsletter

## Promoting English language learning with Augmented Reality!!!!

### The Project's Results

We are happy to announce that all our project's results have been pilot-tested and completed and are now available on the project's website!

IO1: The Desk Research comparing traditional and augmented reality approaches to language acquisition in each partner country

IO2: A Teacher Handbook with lesson plans for language learning with the AR application

IO3: The AR app is also completed! The partners have created an AR application making students an active part of learning and allowing collaborative learning.

Download the AR4EFL app from Google Play to make your English lessons more interactive than ever!

### Multiplier Events

The partners of the project are currently planning the multiplier events that will allow them to promote the developed materials to adult trainers, foreign language teachers, and other stakeholders in the field of education, thereby enhancing their knowledge of novel classroom practises. More than 190 individuals are anticipated to participate in the multiplier events, which will consist of a brainstorming session or workshop to discuss the quality, efficacy, and transferability of the presented outputs and to investigate additional actions.

## Last Project Meeting

During the 27th and the 28th of April the partners met in Helsinki, Finland for their final Transnational Project Meeting. They had the opportunity to address various managerial matters concerning the quality of the Results and the achievement of the project's objectives. In addition, they specified the nature of multiplier events and proposed sustainability practises to be implemented after the project's completion.



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