

**\*Objectives: What do you want to achieve by implementing the project?**

Our main objectives are:

- 1.To enlarge the number of new teaching methods involving technologies ( Virtual Reality and Augmented Reality) into the classroom, in order to create engaging, motivational activities
2. To increase the number of students experiencing English in an authentic way in our 5 partner schools
3. To develop life and career skills, both for students and teachers, while strengthening the profiles of the teaching profession
4. To promote and stimulate interdisciplinary teaching

**\* Implementation: What activities are you going to implement?**

We will organize 6 transnational learning, teaching or training activities(1 Transnational Project Meeting,3 short-term exchanges of groups of pupils and two short-term joint staff training events). We will organize a number of 14 local activities during the 2 years of the project. We will have conferences, trainings, workshops, field trips, dissemination activities, informal,cultural activities and activities to promote an environmentally-friendly attitude.

**\* Results: What project results and other outcomes do you expect your project to have?**

Final results

- 1 VR application for arranging furniture
- 1 website
- 1 Facebook page
- 6 newsletters
- 1 collection of virtual reality activities(25 in total, 5/mobility),1 guide
- a VR film
- 9 items 3D printed(3/mobility)
- 1 VR escape room
- 6 guided tours of our schools/towns/areas
- Other key European skills will be developed
- self-confidence through independent work
- development of social skills
- improvement in the use of English
- environmental awareness
- citizenship and civic values
- tolerance and inclusion