

**VR & AR Classroom Transformers**  
**Erasmus+ KA220-SCH Project Newsletter | Issue #1**  
**March 2024 - “This is us better”**

**First Mobility in Martinique, France– A Transformative Learning Experience**

The TPM - Transnational Project meeting of the Erasmus+ KA220-SCH project **"VR & AR – Classroom Transformers"** successfully took place in **Martinique, France from 10-14 March**, hosted by **Lycée Professionnel Lumina Sophie Batelière**. This mobility marks the beginning of an exciting journey where students and teachers from across Europe engage in innovative digital learning experiences.





## **A Unique Blend of Culture, Technology, and Environmental Awareness**

Participants from **Romania, Curaçao, Turkey, Portugal, and Greece** joined their French counterparts in a week-long exchange filled with **workshops, cultural activities, and hands-on training in Virtual Reality (VR) and Augmented Reality (AR)** applications. The goal was to explore new teaching methodologies while also connecting them to environmental and cultural topics.

### **Key Highlights of the Mobility:**

#### **Day 1: School Presentations & Agricultural Identity**

- The first day began with participants presenting their schools and organizations, creating a warm and engaging atmosphere.







- A key focus was on learning about **Martinique's agricultural identity**, which was explored in the context of the project's environmental goals.



## Day 2: Exploring Digital Innovation & Inclusive Education

- Participants visited [Parallel 14](#), a leading academy specializing in **3D animation, visual effects, and video game design** in the Caribbean.
- A highlight was meeting a teacher who contributed to the digital creation of films like *The Hobbit*, *Despicable Me*, and *Invincibles*.







- The group visited [Jardin de Balata](#), a stunning botanical garden that highlights the importance of biodiversity and sustainable landscape management.





- A meeting with **the Martinique representative for inclusion in education** introduced apps and tools that support students with special needs.







### Day 3: Cultural Exploration & Environmental Awareness

- A visit to [Maison du Bèlè](#) provided insight into the deep connection between music, dance, and Martinique's cultural identity.





- A tour of [Saint James Sugar Cane Plantation](#) revealed Martinique's **economic and environmental challenges** linked to agriculture and rum production.





## Day 4: Innovation in Education

- The participants visited Lycée Polyvalent Victor Anicet, a pioneering school in **digital education and technology**. Students there combine **programming, digital design, and professional career goals**, making real-world applications of digital skills.







- The visit to the [Saint Pierre](#) revealed that volcanos are nature's superpower, fertilizing the earth and changing people's life, since in Saint Pierre a whole city disappeared, reminding to us the tremendous power nature has.



## Day 5: Digital Policies & Closing Ceremony

- Each country presented its **national digital policies**, exploring how **VR and AR can be further integrated into classrooms** to benefit students, particularly those with special needs.













- Participants attended **specialized courses** on applying VR/AR in education.
  - The final ceremony featured **traditional Martinique cuisine**, and certificates of participation were awarded to all attendees.
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## Participants Reflections

*“It was an amazing experience! I never thought learning could be so interactive. Using VR in the classroom makes everything feel real!” – Ana, Portugal*

*“I learned so much about different cultures and how technology can bring us closer together. Can’t wait for the next mobility!” – Livia, Romania*

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## Looking Ahead

This mobility sets the foundation for upcoming exchanges, where participants will further develop **VR applications, 3D printing projects, and digital educational tools**. The next stop? **Romania**, where students will work on designing a **VR-based classroom transformation guide!**

Stay tuned for more updates and follow our journey!

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## Erasmus+ KA220-SCH Project Team

### Participating Organizations & Countries

- Lycée Professionnel Lumina Sophie Batelière (France)
  - Colegiul National "Onisifor Ghibu" (Romania)
  - Stichting RK Schoolbestuur (Curaçao)
  - Dijital Girişimci Yenilikçi Eğitimciler Derneği (Turkey)
  - Escola Básica e Secundária Dr. Luís Maurílio da Silva Dantas (Portugal)
  - Peiramatiko Gymnasio Rethymnou Panepistimiou Kritis (Greece)
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## Links & QR Codes

Scan the QR codes to explore additional information:

 **Official Project Website:**





 **Facebook Page:**



 **Photos & Videos from the Mobility:**



 **Educational Materials & Presentations:**

