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.

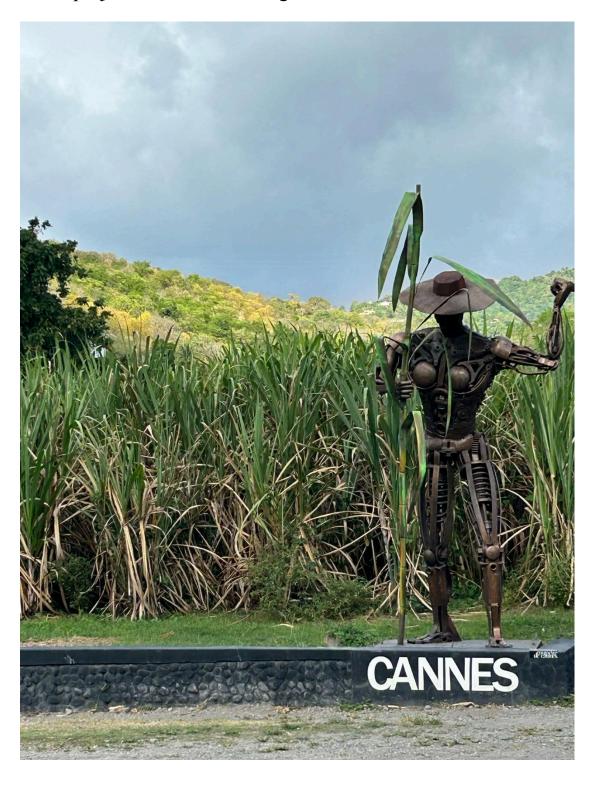
# **Key Highlights of the Mobility:**

#### 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.



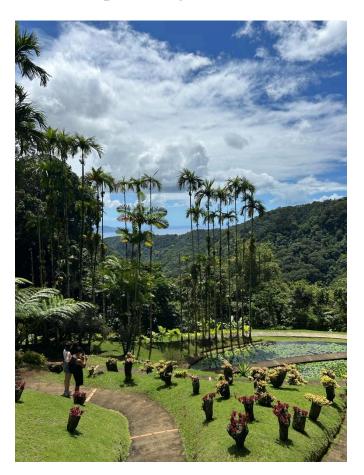
# Day 2: Exploring Digital Innovation & Inclusive Education

- Participants visited <u>Parallel 14</u>, 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 <u>Jardin de Balata</u>, a stunning botanical garden that highlights the importance of biodiversity and sustainable landscape management.



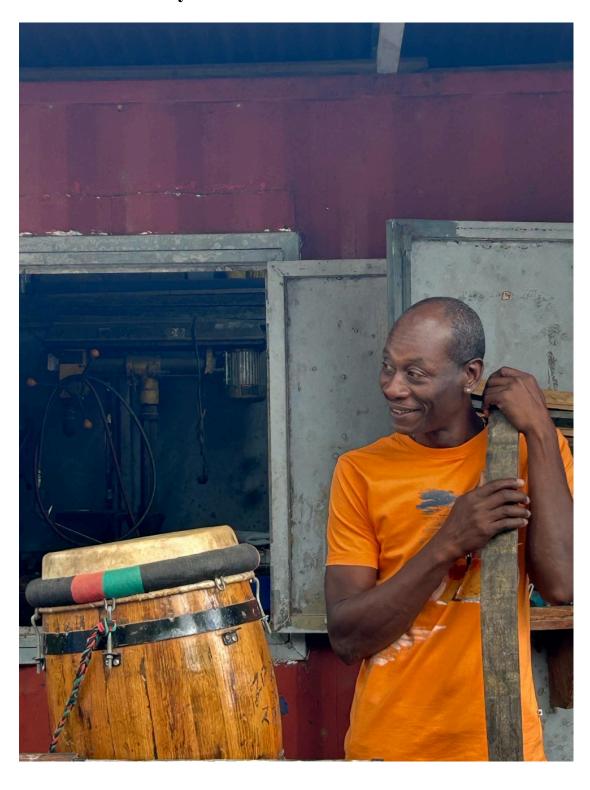


• A meeting with the Martinique representative for inclusion in education introduced apps and tools that support students with special needs.



# **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 <u>Saint James Sugar Cane Plantation</u> revealed Martinique's <u>economic and environmental challenges</u> linked to agriculture and rum production.

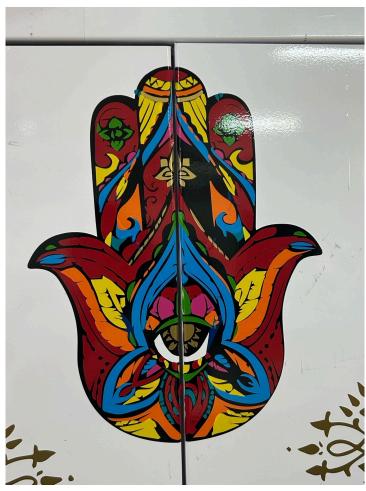


# **Day 4: Innovation in Education**

• The participants visited <u>Lycée Polyvalent Victor Anicet</u>, 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 <u>Saint Pierre</u> revealed that volcanos are nature's superpower, fertilizing the earth and changing people' 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.

# **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

## **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!

## Erasmus+ KA220-SCH Project Team

**Participating Organizations & Countries** 

- Lycée Professionnel Lumina Sophie Batelière (France)
- Colegiul National "Onisifor Ghibu" (Romania)
- Stichting RK Schoolbestuur (Curação)
- Dijital Girisimci Yenilikci Eğitimciler Dernegi (Turkey)
- Escola Básica e Secundária Dr. Luís Maurílio da Silva Dantas (Portugal)
- Peiramatiko Gymnasio Rethymnou Panepistimiou Kritis (Greece)

#### Links & QR Codes

Scan the QR codes to explore additional information:

📌 Official Project Website:



#### \* Facebook Page:



Photos & Videos from the Mobility:



## **#** Educational Materials & Presentations:

