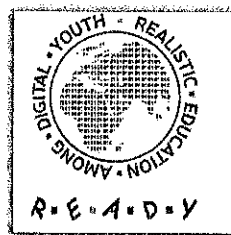
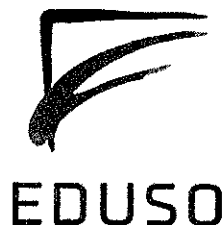


Erasmus+ Programme – School Exchange Partnerships

Project Nr: 2020-1-TR01-KA229-093973

Project Name : “Realistic Education Among Digital Youth (READY)”



## LEARNING / TEACHING / TRAINING ACTIVITY REPORT

**Dates of the Learning / Teaching / Training Activity:** 24.01.2022 – 28.1.2022

**The host school:** Střední odborná škola multimediální a propagační tvorby s.r.o., Prague  
/ CZECHIA

### 1<sup>st</sup> DAY (Monday-24.1.2022)

1. After welcome by the headmaster of school, students and participant persons made presentations of their works and results of their new activities in project. They shared their previous experiences with new comers.
2. Praticipants visited hosting school and some lessons. During this tour students and teachers had the chance to visit various ateliers, specialized studios and talk to the teachers/students.
3. Project activities of the first day ended by icebreaking activities in Laser game, that made stonger reationship between participants and was successfully realised as a tembulding activity.

2<sup>nd</sup> DAY (Tuesday-25.1.2022)

1. Slovakian partner has presented a powerpoint presentatin about "What is digital literacy?" and accessing diverse and reliable media content.
2. Polish partner has presented a powerpoint presentatin about "What is Augmented Reality?"
3. Turkish partner has presented a powerpoint presentatin about "Big Data-3 Vs- How can we manage?"
4. A debate has been carried out after all three topics presented about reflections, new information and their causality.
5. Cultural visit of Prague was realised on the end of the day programme, all the participants visited historcal and cultural places of the city.

3<sup>rd</sup> DAY (Wednesday-26.1.2022)

1. Visit of cultural heritage and different museums was all day activity in city of Český Krumlov. Participants and students from hosting school visited special museums as a 3D museum, Wax museum and also Castle museum and observing traditional architecture as a part of of European cultural heritage. Also they knew new digital trends in musem expositions.

4<sup>th</sup> DAY (Thursday-27.1.2022)

1. All teams joined lecture and workshop "Modelling with Cinema 4D" in school specialized lab. All participants got information about skills that should be acquired in the future. Increasing digital skills with different implementations.

2. Other part of programme contained new skills with 3D print and practice with said software and hardware in school specialized lab.
3. Visit of interactive exposition about history of film by National film museum got to all participants new experiences and knowledges about physical base of film, optical and digital technology using in cinematography.

5<sup>th</sup> DAY (Friday-28.1.2022)

1. Workshop with Mixamo application was created by professional concept artist in specialized Lab.
2. New skills with selected Motion tracker applications has implemented by participant students during workshop programme.
3. Team leaders prepared participants list and wrote LTT Report of mobility.
4. Coordinator organization organised Certificate Ceremony with attendance of all teams.

Overall, the 2<sup>nd</sup> LTT activity of our project was successfully completed. During the five days the participants implemented all activities successfully.



Mgr. Ing. Jiří Smejkal, Ph.D.  
Legal Representative

