

Virtual Reality Class For Us

THE 5TH TRANSNATIONAL PROJECT MEETING "VRclass4US":

All good things come to an end and so did Erasmus + project Virtual Reality Class 4 Us. The fifth and last meeting took place in Elazig, Turkey on 17 June 2019. The main objective was to work on the draft of final report as well as to analyse the implementation and impact of the project.

The partners from Spain, Turkey, Romania, Latvia and Poland analysed the impact the project had had on students, fellow teachers and local and regional communities. They shared their experience of implementing the innovative methodology of flipped classroom and VR in their school work. Once again the meeting was the perfect opportunity to work in team on the final dissemination plan and the implementation of good practices and new methodology.

The on-line project meeting evaluation questionnaire proved that the participants regarded the general organization of the meeting, its timing, duration and logistics as very good. The subjects discussed were relevant and the meeting fulfilled the established objectives. Every single person agreed that what they had learnt in the project could be implemented in their future endeavours.

Our Turkish hosts made all the effort so as to make this conference an unforgettable experience. After the long day of work there was an amazing trip to the city center of Elazig and the old part of the city, picturesque Harput with its historic castle. The views from the hill over the city were absolutely breathtaking. Thank you our Turkish friends! We had a lovely time thanks to your wonderful hospitality.

July, 2019

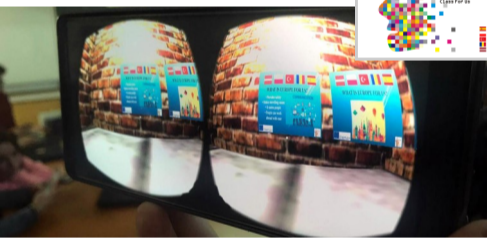
PARTNERS:



THE 5TH TRANSNATIONAL PROJECT MEETING IN PHOTOS



THE OBJECTIVES OF THE PROJECT:



The objectives to be achieved during the Virtual Reality Class 4 Us project were:

- reducing the drop-out school system;
- applying a learning process based on the elements of virtual reality, which allows all students, regardless of their social and economic predispositions and limitations, to learn in an egalitarian, motivating and innovative environment;
- developing the creativity and motivation of students, who will expand their competences by creating elements of virtual reality;
- sharing good practices based on the flipped classroom;
- improvement of the English language skills;
- development of computer skills among students and teachers;
- developing a positive and open approach to the values of other European cultures.

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