

Virtual Reality Class For Us

THE 2ND TRANSNATIONAL PROJECT MEETING "VRclass4US":

The 2nd Transnational Project Meeting "Virtual Reality Class For Us" took place in Zamość, Poland, on 15th May 2018.

After being welcomed by the Head Teacher of Zespół Szkół Społecznych Mr Bogusław Klimczuk, the participants were shown around the school by a group of students. The guests could learn about the school organization and they gained an insight into what makes the school one of the best in the region.

The project meeting proved to be very productive, with all the planned objectives having been successfully realized. All the participants enjoyed the friendly and work-inspiring atmosphere, the great opportunity to develop both professionally and personally and to discuss possibilities of further cooperation.

The participants evaluated the effectiveness and logistics of the 2nd Transnational Project Meeting in Zamość as very good. The same very positive responses were given about the information received before the meeting from the host partner. Everybody liked the general organization during the meeting as well as the relevance of the discussed subjects. What was also highly appreciated was effective communication amongst the partners. With clearly specified objectives and work plan for the next period, we are all looking forward to the meeting in Latvia on September 6th-7th.

May, 2018

PARTNERS:



THE 2ND TRANSNATIONAL PROJECT MEETING IN PHOTOS



THE OBJECTIVES OF THE MEETING



The objectives to be achieved during the 2nd Transnational Project Meeting were:

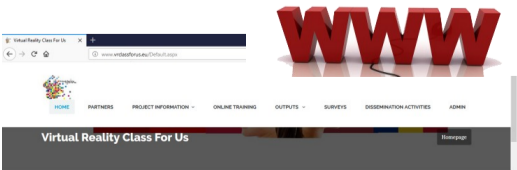
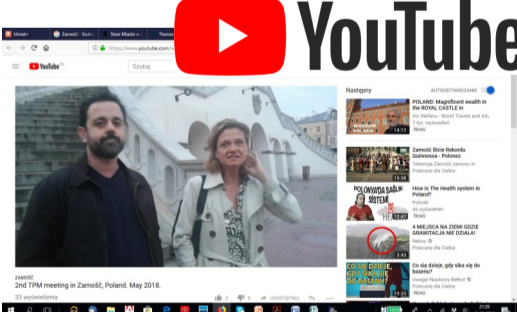
- review of the activities carried out in the first year of the project,
- preparing the plan of corrective measures,
- feedback compilation from the first year - SWOT analysis,
- developing and completing the Satisfaction Survey,
- project team integration.



AFTER HOURS - ZAMOŚĆ by Piotr Ostrowski



FIND US:



THE OBJECTIVES OF THE PROJECT:

- 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.

