

Name of the project: KA226

We are Ready for Digital World

		PROJECT TIMETABLE																							
		2021												2022										2023	
MONTHS		mar-21	abr-21	may-21	jun-21	jul-21	ago-21	sept-21	oct-21	nov-21	dic-21	ene-22	feb-22	mar-22	abr-22	may-22	jun-22	jul-22	ago-22	sept-22	oct-22	nov-22	dic-22	ene-23	feb-23
Project activity*																									
	Presentations (all partners)																								
A1	SEPIE management Meeting (Spain)																								
A2	Time Schedule (Spain)																								
A3	Dissemination of the Project (All partners)																								
A4	Initial Questionnaire (All partners)																								
A5	Logo Contest (All partners)																								
A6	School Coordination Meetings (All partners)																								
A7	Coordinating Meetings (All partners)																								
A8	WhatsApp Project Profile (Turkey)																								
A9	Facebook Profile (Turkye)																								
A10	e-Twinning Platform (Spain)																								
A11	Project Booklet (North Macedonia)																								
A12	Project Website (Greece)																								
A13	Learning/Teaching Activities (All partners)																								
A14	Implementation of Activities (All partners)																								
A15	Intermediate Report (Spain)																								
A16	In-school Courses, Lectures, Workshops, Webinars (All partners)																								
A17	Evaluation Questionnaire to Host Countries (All partners)																								
A18	Final Questionnaire (All partners)																								
A19	Evaluation and Final Report (all partners)																								
A20	Synergies with other projects/institutions (All partners)																								
M1	1st transnational meeting in Huelva, Spain. Coordinators' first meeting.																								
C1	1st mobility: teaching learning activity in Bubiai, Lithuania. A study on the use of web tools 2.0.																								
C2	2nd mobility: in Antalya, Turkey. Robotic coding.																								
C3	3rd mobility: in Huelva, Spain. Digital educational games and mobile applications to be analyzed.																								
C4	4th mobility: in Koropi, Greece. What is AR and VR? How VR and AR are used in education? AR and VR technologies can be adapted to scho																								
C5	5th mobility: in Kiril Pejcinovik, North Macedonia																								
D	Documents																								

*Project activity types:

An	- PROJECT MANAGEMENT AND IMPLEMENTATION ACTIVITIES
On/An	- INTELLECTUAL OUTPUTS/ACTIVITIES
Mn	- TRANSNATIONAL PROJECT MEETINGS
En	- MULTIPLIER EVENTS
Cn	- LEARNING/TEACHING/TRAINING ACTIVITIES
n	- number of the activity
D	

Please enter all main project activities and meetings, intellectual outputs and related activities, multiplier events and training/teaching/learning activities. Use the reference numbers as they appear in the application form. Where no numbers exist in the application form (i.e. for activities included in project management and implementation), use reference numbers A1, A2 etc. For each activity, meeting or event, indicate the month(s) in which they will be produced/take place by colouring the corresponding cells.