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"Innovative and Technological Content Development Applications in Education"

Eğitimde Yenilikçi ve Teknolojik İçerik Geliştirme Uygulamaları

Funded by the European Union

Alim ASSOCIATION SCIENTIFIQUE

ACCES

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INTRODUCTION

Innovative and Technological Content Development Applications in Education

The aim of our project was to enhance adults' ability to use technology effectively, enable individuals to create digital content tailored to their personal learning needs, and thus provide higher-quality educational opportunities for everyone. In this context, interactive and original applications were developed for adults, unique e-content was created, and various activities were organized to disseminate these materials to a broader audience.

Our project aimed to ensure active and lasting learning experiences through the effective use of technology, promote equal opportunities, and enrich learning outcomes by producing digital educational materials. During the project process, innovative educational materials (such as e-books) were developed for adults. Additionally, various initiatives were carried out to facilitate adults' adaptation to digital education in alignment with the European Union's digital transformation and education policies. In this direction, collaboration with different stakeholders was established to focus on innovative educational content and digital skills development, increasing awareness and participation.

The specific objectives of the project were as follows:

1. To enable adults to transform their educational environments into digital classrooms.
2. To enhance adults' competencies in fields such as Web 2.0/Web 3.0, STEM, robotics, and coding.
3. To improve adults' skills through innovative methods in education and support their teaching abilities.
4. To develop adults' knowledge and skills in digital content creation.
5. To increase the number of professionals specialized in digital learning.
6. To strengthen institutional culture and boost adults' self-confidence.

As a result of our project, adults' digital competencies increased, their knowledge of innovative methods and innovation expanded, and the necessary infrastructure for the digital transformation of educational environments was established. This process contributed significantly to the development of digital skills, new learning methods, and educators' competencies in line with the European Union's 2021-2027 objectives. Through the digital content produced at the end of the project, significant progress was made in the field of digital education and pedagogical applications.

ACTIVITIES

Virtual Meeting with Participant

Day 1

A promotional event was organized with the participation of adults and institutional contacts involved in the project.

Day two

Information on projects and activities was provided.

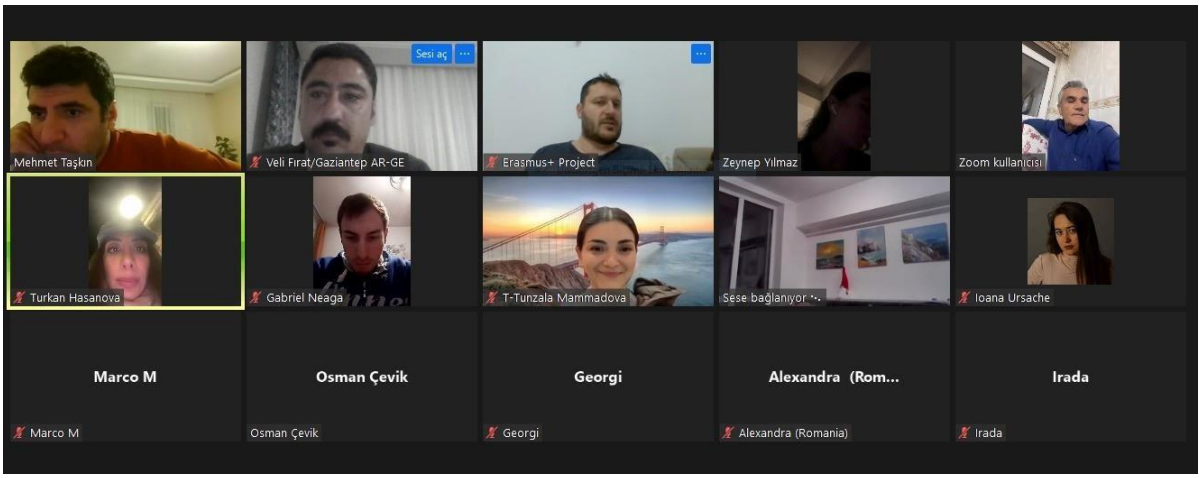
Target group

Selected adults and contact persons from partner organizations participated in the project in accordance with the predetermined project criteria. In total 16 adults and 4 contact persons from 4 organizations participated in the project.

These participants are as follows:

4 adults and 1 contact person from Association Scientifique ALIM (France), 4 adults and 1 contact person from World Of Dreams (Italy), 4 adults and 1 contact person from ASOCIATIA CENTRUL PENTRU COOPERARE IN EDUCATIE SOCIALA - ACCES (Romania), 4 adults and 1 contact person from Ezogelin Public Education Center (Turkey).

At the end of these activities, participants carried out activities in their own institutions and ensured that all staff benefited from the project outcomes. In this way, it was possible to maximize the project achievements, adopt them by the institutions and integrate them into the training programs. At the end of the activity, all institutions organized an evaluation meeting and evaluated the project achievements and this evaluation was reported and shared with other partner institutions.

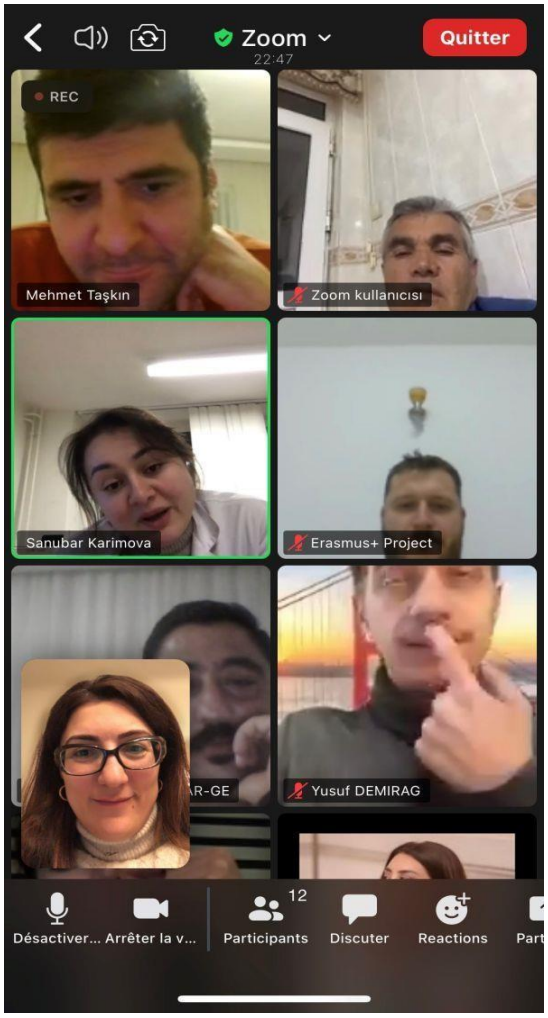


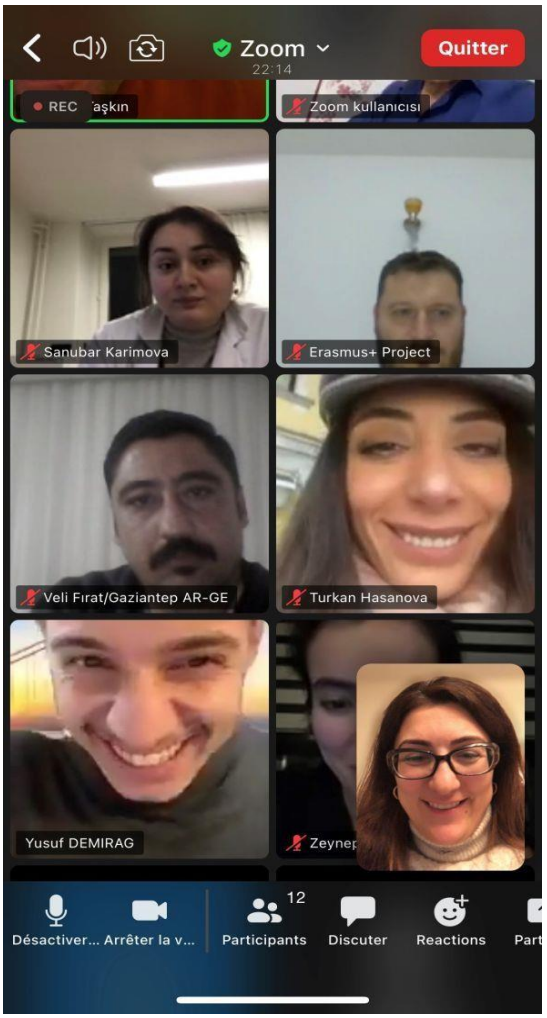
Contribution to Project Objective

The project aims to foster cooperation, get to know each other and make them aware of the project process. It also aims to increase the motivation of institutions for internationalization by increasing the self-confidence of adults and to support the formation of new collaborations.

During the event, participants came together to learn in detail about their roles and tasks in the project. This strengthened the communication between the team members and enabled them to focus on common goals. Moreover, the increased confidence in internationalization contributed positively to the professional development of adults and increased the motivation of the institutions towards the project. This cooperation created a sustainable impact during and after the project, ensuring the continuation of innovative work in the field of education.

As a result, this event aimed to support internationalization, motivation and the formation of new collaborations by enabling participants to meet each other, become aware of the process and increase their self-confidence.

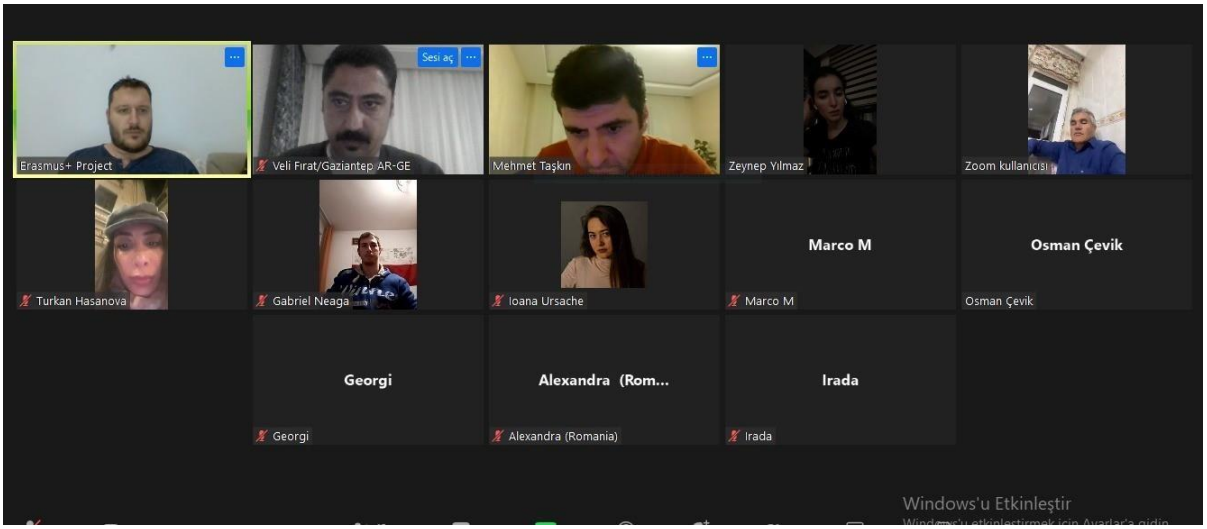




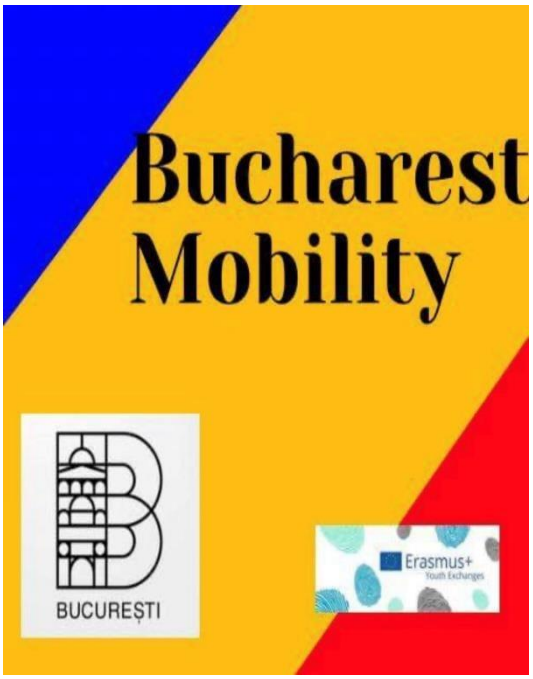
Expected Outcome

This activity aimed at improving the dialogue between the participants and enabling the educational institutions to get to know each other better. The interaction and communication between the participants strengthened the relations between the institutions and increased the potential for cooperation.

The greater transparency of the educational institutions in the execution of the projects increased the morale and motivation of the participants and encouraged more active participation in the project. Moreover, detailed information sharing contributed to the success of the project by enabling participants to understand the purpose of the project and to take on their roles in a more informed way. The deepened dialogue and information sharing strengthened the relationships between the educational institutions, increasing the likelihood of project success and creating a more sustainable development environment.



Innovation in Education - Robotics and Coding Training - Romania



Objective: The event was held in Romania from March 25 to 29, 2024 and was hosted by ASOCIATIA "CENTRUL PENTRU COOPERARE IN EDUCATIE". SOCIALA" - ACCES organization. The event for adults from Turkey, Italy, Romania and France lasted 5 days in total, including 2 days of travel time. The event program was planned and implemented as follows.

Day 1 Opening speech by the host organization and informative presentation about the Romanian education system

Day 2: Coding Workshop.

Day 3: Robotics Workshop.

Day 4: Robotics and Coding Workshop.

Day 5: Integration of Robotics and Coding Education and General Evaluation.

During the event, participants were given theoretical and practical information on coding and robotics. . They also received guidance on how to integrate the information learned into their educational processes.

Target Audience

This event is a training program for adults. A total of 16 adults from France, Italy, Romania and Turkey participated. The participants learned about robotics, coding and innovation-supported education. After the activity, the adults organized events in their own institutions to share their experiences and disseminate the project achievements. The results of the evaluation meeting held at the end of the activity were shared on the project website and made available to other adults.

Contribution to the Project's Objective

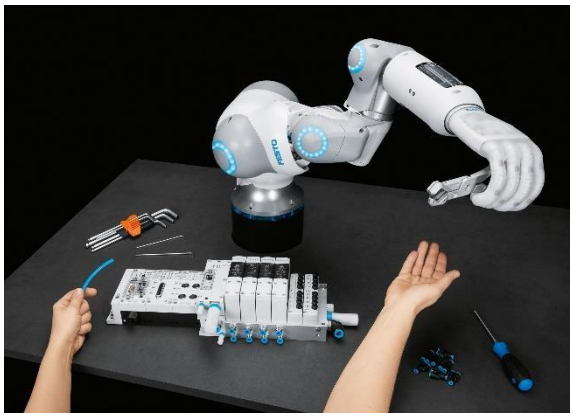
This activity focuses on developing innovative training programs for adults in the field of robotics and coding and increasing their skills through innovative methods. Adults learned about innovative approaches and digital content that they can use in education.

As a result of the event, it was aimed to integrate the knowledge gained by the adults into their education programs by applying it in their own institutions and to promote innovation in education. This process helped the project to achieve its innovative educational objectives in the field of robotics and coding.

Expected Outcome

This activity aims to contribute to the project's objectives by enabling adults to learn about innovation in education, robotics, coding and sample lesson practices. The outcomes of the activity include getting to know the education systems of different countries, learning about robotics and coding, integrating innovation in education, and learning innovative education methods. In this way, adults were able to teach their lessons more efficiently, increase their motivation to learn and teach, and provide a more effective education to their individuals.

Robotics and Coding Training in Local Activities



In our last event, important steps were taken in robotics and coding education. The program started with the introduction of local projects and discussion of the work carried out. The knowledge gained in Romania was shared with the participants, enriching the overall educational experience. During the first week, basic concepts of robotics and coding were introduced,basic information about electronic components. The second week focused on basic programming and algorithms, with individuals being introduced to a programming language such as Python or Scratch. Third week included instruction on robotic components and assembly and culminated in a hands-on project. Advanced programming techniques and robot motion were covered in week. In week five, individuals completed the planning and development stages by selecting and developing their own projects. In week six, individuals presented their projects, followed by evaluations.

At the end of the training, nationally recognized certificates were awarded at a certificate ceremony organized by Ezogelin Public Education Center. Additional resources and mentoring support were provided to individuals throughout the training. This structured training plan enabled individuals to gain both theoretical knowledge and practical experience in robotics and coding. The certificates motivated the individuals and documented their success.

Digitally Assisted STEM Education - France

Objective

This event was organized to introduce the STEM education model and enable adults to gain knowledge and skills in this field. During the 5-day program, topics such as the definition, aims and benefits of STEM, project-based learning model, coding, STEM and robotics were discussed. In addition, adult education, the status of STEM in the world and in the country, and success-oriented STEM applications were also discussed. The event ended with sample lesson plans and constructive learning strategies and a general evaluation was made.

Target Audience

This activity aimed to teach STEM and innovation supported education to adults and integrate these topics into their educational process. A total of 16 adults from four different countries (France, Italy, Romania and Turkey) from the partner organizations of the project participated. The participants designed STEM lesson plans and implemented them in their own organizations. They shared their experiences and best practices so that other adults could benefit from these achievements. At the end of the activity, all organizations evaluated the project achievements, reported their experiences and shared them with other partners. In addition, the pre-activity preparation process and activities were added to the project website, contributing to the benefit of all adults and the dissemination of the activity.

Contribution to the Project's Objective

This activity aimed to help adults develop innovative STEM-supported educational programs. Participants supported their learning-teaching processes by developing their skills with innovative methods in education. They also gained knowledge on integrating the learned information into education and creating activity plans by blending STEM and digital learning.

Within the scope of the event, a 5-day training was provided to adults and a Digitally Supported STEM Education Course was implemented. This course ensured that the successfully implemented trainings were included in the training programs of the institutions and that innovative methods, digital contents, STEM lesson plans and innovation-supported lesson plans were taken into account when making weekly training plans. The aim of this activity is to ensure the development of adults in the field of STEM and innovation-supported education and to encourage them to apply these achievements in their own organizations. In this way, it is aimed to adopt innovative approaches in education and provide individuals with a more effective learning experience.

Expected Outcome

This activity aims to train adults on STEM, innovation, robotics, coding and sample lesson practices. The results of the activity are:

Recognizing the education systems of different countries and observing the practices in the field of STEM

- Learn about STEM education and innovation
- Learning and applying innovative methods for STEM education
- Gain skills in planning and implementing digitally supported STEM activities
- Increasing adults' motivation to learn and teach
- More efficient cooperation and interaction
- Increasing individuals' interest in STEM subjects and encouraging active learning

Thanks to this activity, adults became better equipped and implemented STEM education more effectively.

Local Event: STEM Education Training for Adults

A recent local event provided STEM training to adults.

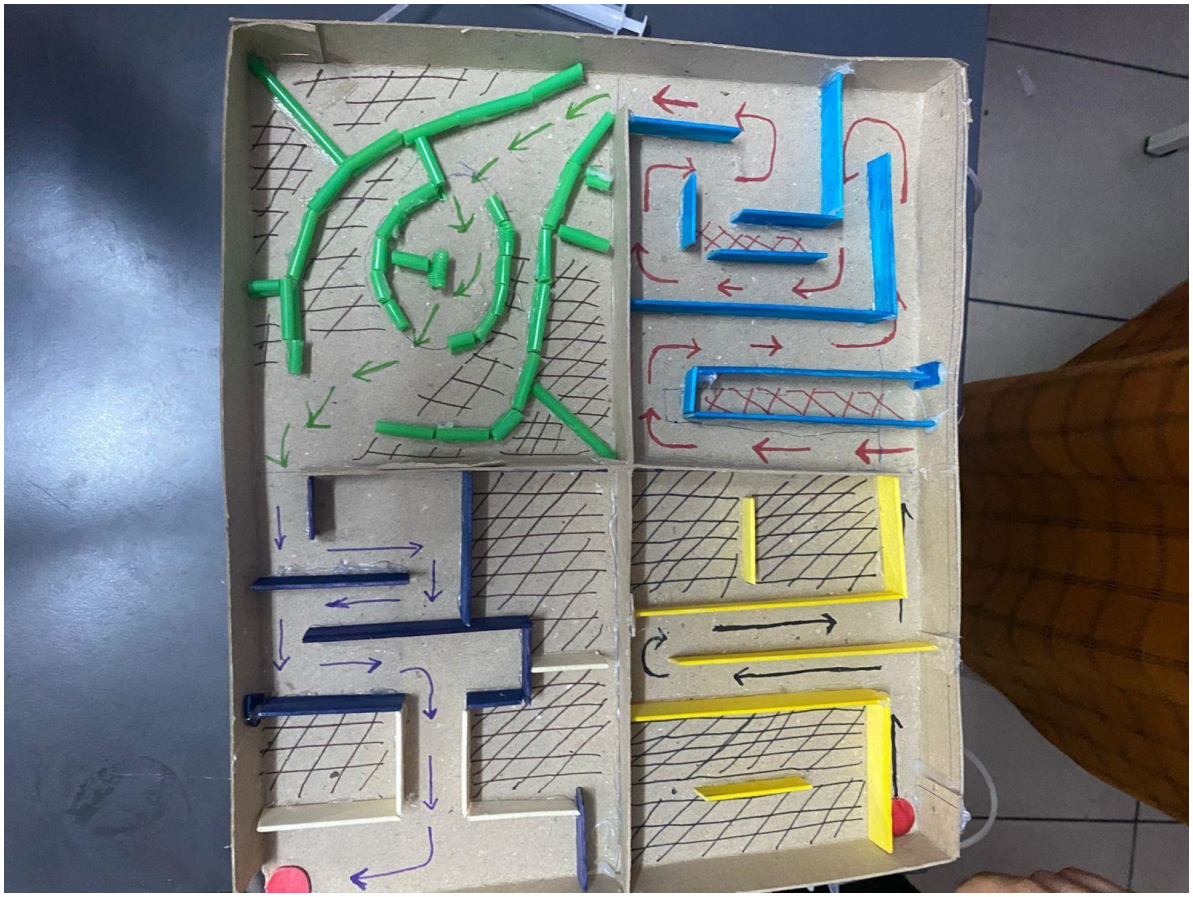
This training aimed to improve adults' skills and development of teaching science, technology, engineering and mathematics (STEM) subjects.

The training program focused on providing adults with innovative teaching methods, practical approaches and resources that effectively engage individuals in STEM learning.

Throughout the training sessions, adults were introduced to various STEM teaching strategies, hands-on activities and project-based learning techniques. They learned how to integrate real-world applications and interdisciplinary approaches into their lessons, promoting critical thinking, problem solving and creativity among individuals.

At the end of the training program, participating adults were awarded nationally recognized certificates by the organizing institution. These certificates confirm the successful completion of the STEM education training and demonstrate the commitment of adults to develop STEM education in their classrooms.

STEM education has not only provided adults with professional development opportunities, but also aimed to improve the quality of STEM across the country. By empowering adults with the necessary knowledge and skills, the training contributes to creating a more dynamic and engaging learning environment for individuals, preparing them for success in the 21st century workforce.



Digitalization in Education: Web 2.0 Tools - Italy

Objective

This event aims to train adults equipped with 21st century skills. The event organized in Italy various topics on digital education and methods. The content of the program consists of the following topics:

Day 1: Information about the Italian education system, digital education seminar, creation of a virtual classroom and online classroom board.

Day 2: Creating concept maps and mind maps, preparing interactive media, using a blog.

Day 3 Quiz and competition organization, vocabulary cloud preparation, creating digital storybooks.

Day 4: Graphic design, animation and comics, augmented reality applications.

Day 5: Use of mobile technologies, adult toolbox and general evaluation at the end of the activity.

Target Audience

This activity aims to teach adults digital learning and web tools supported education and its integration into education. Participants should have basic computer and internet usage skills. A total of 16 adults from 4 different organizations participated in the event, where the participants made applications related to the web tools they researched and shared their experiences. At the end of this event, project achievements were evaluated, reported and shared with other institutions. The preparation process before the event and the details of the activities were shared on the project website.

Contribution to Project Objective

This event aimed to offer adults workshops on digital education and innovative learning. Participants learned about the digital development of education with web tools and increased their skills with innovative methods. They also gained knowledge on how to integrate the learned knowledge into education and gained skills in creating digital content with web tools. These achievements were applied in their institutions and included in their educational activities.

The event was planned as a 5-day adult training, and if the training was successful, it was included in the training programs of the institutions, and innovative methods and digitalization were taken into account in the weekly training plans. With these activities, it is aimed to digitalize educational environments, increase the competencies of adults in the field of web 2.0, support teaching and learning skills with innovative methods, provide digital content creation skills, increase the number of personnel who know digital learning, create an institutional culture and increase the self-confidence of adults.

Expected Outcome

The aim of this activity was to improve cooperation between the community, institutions, adults and individuals and to increase the quality of education by enriching learning environments with ICT tools. By participating in this event, adults enabled the digital transformation of education and learned web tools.

The results of the activity are as follows:

1. Recognizing the importance of digital education and the use of web tools in education in different countries
2. To have knowledge about web tools
3. Classification of web tools according to usage methods
4. Integrating web tools into education
5. Learning innovative methods in education
6. Learning the steps to create a lesson plan supported by digitally supported web tools
7. Ensuring digital transformation in education
8. Raising awareness on the relevant issue

By learning these topics, adults increased their motivation to learn and teach. They also made learning more enjoyable by using web tools to organize educational environments in a more interactive and active way. In this way, individuals became more active and in a better learning environment.

Local Events: Web 2.0 Tools Training for Adults

The Web 2.0 Tools Training event was organized to support educators to improve their teaching processes and enrich individuals' learning experiences. The aim of this event is to provide adults with the knowledge and skills to use various Web 2.0 tools effectively. Participants are introduced to a range of interactive and participatory online platforms that aim to foster more effective learning environments.

Throughout the training, educators learned how to incorporate these tools into curriculum development, how to encourage individual interaction, how to assess individual work and how to share teaching materials. The hands-on sessions allowed participants to explore exemplary practices and acquire the necessary skills to create their own teaching materials.

Ultimately, the aim of this activity is to equip adults with the competencies to utilize modern teaching technologies and thus foster more engaging and collaborative learning environments.

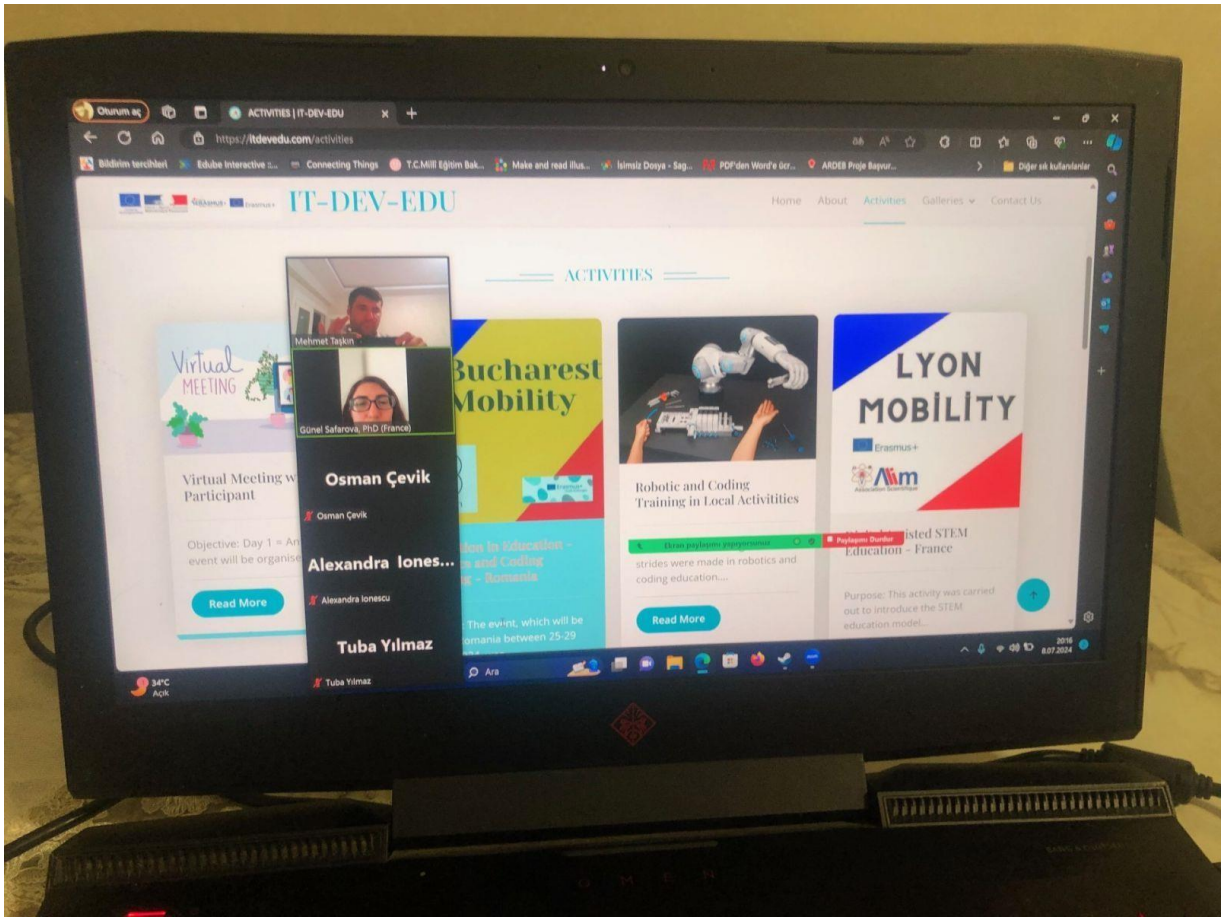
Digital Education: Creating STEM-Based E-Content

Objective

The aim of this event was to empower adults to create STEM-based e-content that supports digital learning with knowledge on robotics, coding, STEM and web tools. Adults from Turkey, Italy, Romania and France online and learned the process of content creation for days under the guidance of the host organization. At the end of the activity, participants consolidated their achievements through assessments. The aim of this activity was to enable adults to make their learning environments more effective and richer.

Target Audience

This event was designed for adults who have already participated in similar events to create new digital content. A total of 16 adults and 4 contact persons participated online, including adults from Turkey, Italy, Romania and France and representatives from partner organizations. The participants created e-content based on the knowledge gained and shared them on the project website. At the end of the activity, the achievements of the project were evaluated and the content created was shared with other adults to increase the impact of the project and facilitate its integration into education programs. An evaluation meeting and activity report was organized to share the progress and results of the project.



Contribution to Project Objective

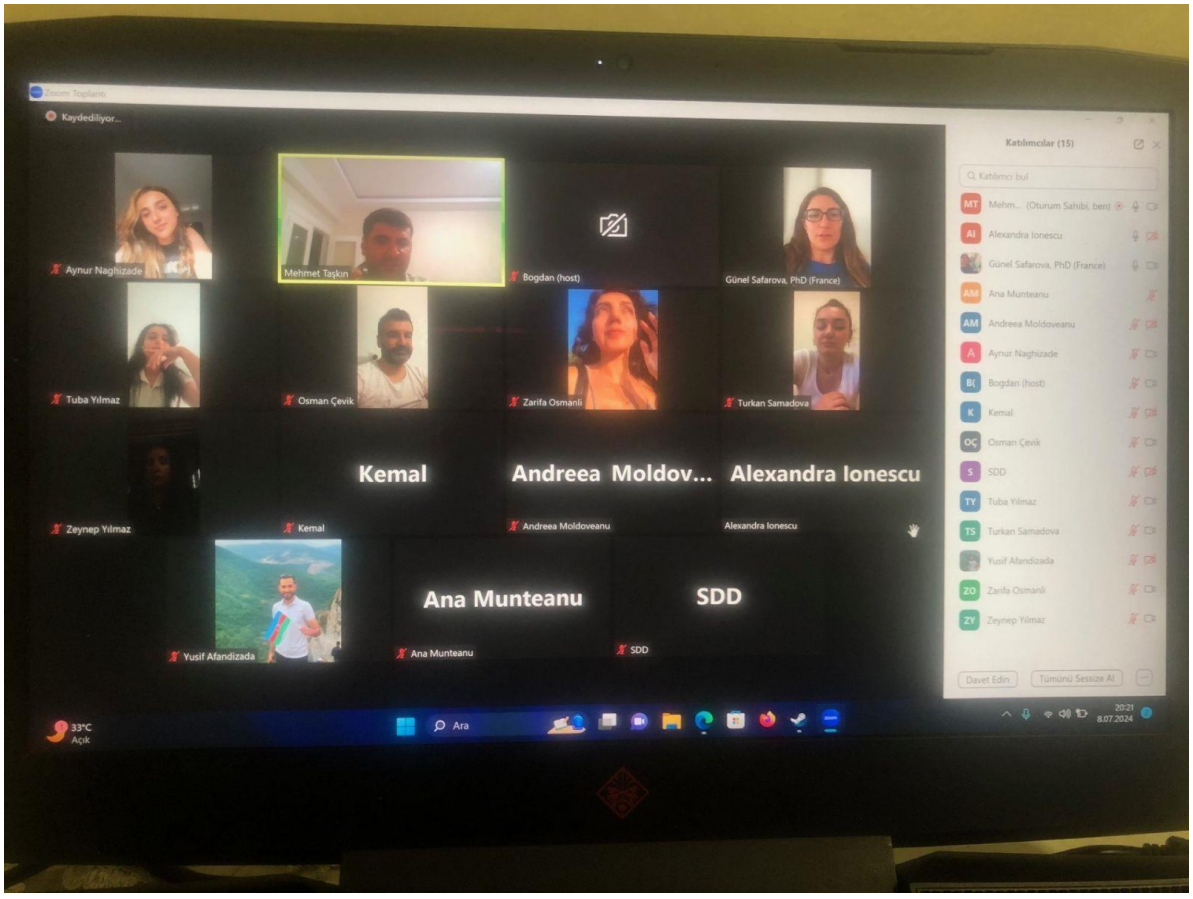
This activity focused on the digitalization of the project and the creation of innovative e-content. Participating adults designed STEM activities enriched with robotics and coding, supported by web tools and shared them as e-content. They also gained knowledge on integrating the learned knowledge into education and innovative teaching methods. They contributed to educational activities by applying these skills in their institutions.

The outcomes were implemented as three-day adult trainings in the institutions and the successfully completed trainings were included in the training programs of the institutions. The objectives of this activity included digitalizing educational environments, increasing the competencies of adults in web 2.0, developing innovative training programs in STEM, robotics and coding, supporting innovative teaching methods, learning digital content creation skills, increasing the number of staff knowledgeable in digital learning, creating an institutional culture and increasing the self-confidence of adults. This activity aimed to support innovation in education and digitally supported content.

Results

This activity seems to support digital transformation and e-content use in education. Participants learned about digital education in different countries and developed innovation-oriented, interdisciplinary e-content. They also learned e-content creation processes and successfully used these contents in education. They achieved digital transformation in education by increasing the use of innovative and interdisciplinary e-content.

The outputs of this activity included getting to know digital education in different countries, developing innovative and interdisciplinary e-content, understanding e-content creation processes, learning how to use e-content successfully in education, increasing the use of innovative, interdisciplinary e-content, learning innovative teaching methods and raising awareness on the topic. Thanks to this activity, adults were able to increase their motivation to learn and teach and conduct their lessons more efficiently. They also supported digital transformation in education through the dissemination of e-content.



Dissemination Activity

The dissemination activity aims to spread the achievements and best practices of previous projects in the fields of STEM, robotics, coding, web tools and e-content creation to a wider audience.

In this context, the success of past projects, lessons learned, resources and innovative approaches were shared using various communication and dissemination strategies.

Workshops, seminars, workshops and training programs have been organized to promote cooperation and knowledge sharing among them. educators, institutional managers, local authorities, sector representatives and other relevant stakeholders. Furthermore, project outputs were disseminated to a wider audience through online platforms, social media, webinars and printed materials to raise public awareness on STEM education, digital transformation and innovative teaching methods. By implementing these strategies, it is aimed to increase the impact of previous projects and achieve lasting and sustainable changes in education and training practices.

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