

## BLENDED LEARNING BEST PRACTICES

<p>VR@School - Future schools using the power of Virtual and Augmented Reality for education and training in the classroom</p> <p>ERASMUS+ KA2, Strategic Partnership, no. 2018-1-RO01-KA201-049411</p>	
<b>December 2018 – ??</b>	<b>Partnership</b>
Element	Guiding questions
<b>Type of document</b>	Various type of material and the guidelines available on the project website
<b>Publisher</b>	Partnership organisations: Liceul Teoretic de Informatica "Grigore Moisil", Iasi (Romania) Fundatia EuroEd, Iasi (Romania) Make up your business, Iasi (Romania) Pixel Associazione, Florence (Italy) CIPAT, Florence (Italy) Instituto Politécnico de Bragança, Braganca (Portugal) Soros International House, Vilnius (Lithuania) Vilniaus Karoliniskiu Gymnasium, Vilnius (Lithuania)
<b>Target audience</b>	Teachers, school counsellors, school managers
<b>Field</b>	- Education
<b>Objective</b>	VR@School is a ground-breaking project that aims at creation of a blended training through the development of a student-teacher friendly interface, practical resources and guidelines, embedded educational resources and simple-to-use VR lessons designed to help raise engagement and increase knowledge retention for students.
<b>Location /geographical coverage</b>	The material can be accessed on the platform: <a href="https://vr-school.eu/">https://vr-school.eu/</a> in by anyone interested.
<b>Introduction</b>	Virtual Reality teaching methodology in schools bring a huge impact for different sectors of teachers and students, and we can even more think of how much impact and benefits can bring to the students with lower opportunities, from disadvantages areas/schools, with disabilities, in dropout situations or with poor school performance. Introducing a new concept in educational technology: Virtual and Augmented Reality, the VR@School project creates a complete different classroom. VR@School is a ground-breaking project offering a student-teacher friendly interface, practical resources and guidelines, embedded educational resources and simple-to-use VR lessons designed to help raise engagement and increase knowledge retention for students.
<b>Stakeholders and Partners</b>	Different sectors of teachers and students, school management and we can even more think of how much impact and benefits can bring to the students with lower opportunities, from disadvantages areas/schools, with disabilities, in dropout situations or with poor school performance.

<b>Financing Body</b>	The project is co-funded by the Erasmus+ Programme of the European Union, grant no. 2018-1-RO01-KA201-049411
<b>Context</b>	<p>In today's digital world, teachers are struggling in finding new ways to engage students. When home technologies such as mobile phones, tablets and games consoles are highly advanced, widely available and hugely popular with young children, finding educational engagement with technology in the classroom can be even harder, especially if the technology deployed there is less engaging than that of technology children use at home. Currently, the use of ICT in teaching and learning activities in EU is low, with only about 50% of students being taught by teachers, who use ICT in at least 25% of their lessons.</p> <p>Virtual Reality can become an innovation and an added value in school education, can deliver experiences and interactions for students that are either not practical or not possible in the 'real world', provides an unparalleled way to immerse and captivate students of all ages. Virtual Reality can become a teaching methodology which helps students feel immersed in an experience, gripping their imagination and stimulating thought in ways not possible with traditional books, pictures or videos, and facilitates a far higher level of knowledge retention. Enhancing and extending the learning experience is at the heart of what Virtual Reality can offer students, and is possibly one of the most powerful of all technologies that could help change how we learn forever.</p>
<b>The main objectives</b>	The project aims at creation of a blended training through the development of a student-teacher friendly interface, practical resources and guidelines, embedded educational resources and simple-to-use VR lessons designed to help raise engagement and increase knowledge retention for students.
<b>The description of the practice</b>	<p>The face to face training events took place in different schools in the partner countries:</p> <p>Dates: 07/11/2019, 08/11/2019; 07/12/2019          Location: IPB, Bragança, Portugal          Profile of participants          Number: 20          Occupation: Teachers (5 participants from Chemistry/Physics, 2 from Math, 7 from Biology/Geology; 6 from Informatics)          Typology of organizations from which the participants come: Secondary schools          Date: 02/12/2019          Location: CIPAT, Piazza Sant'Ambrogio 1, 50121 – Firenze (Italy)          Profile of participants          Number: 20          Occupation: teachers, school counsellors, school managers          Typology of organizations from which the participants come: high schools – addressing 14 – 19 years old students – located in Florence, Lucca, Pescia, Prato, Pisa and Pontedera          Date: 26 November ,2019          Location: Vilnius, Karoliniskiu gymnasium          Profile of participants: teachers</p>

	<p>Number: 27</p> <p>Occupation: teachers, administrators, technicians</p> <p>Typology of organizations from which the participants come: SIH (language teaching, projects), Lantel –technologies.</p> <p>The e-learning part is not yet fully finished, as the VR School Laboratory (Implementation Guide of VR in schools for principals and teachers &amp; Simulation Lessons using VR@School with students and teachers) is still under creation. But some other material has already been developed: Teachers Guide on Virtual Reality in school education which consists of 6 modules and has been developed in all partner languages:</p> <p>Module 1 - The Evolution of Technology in the classroom</p> <p>Module 2 - Learning Environments</p> <p>Module 3 - Virtual Reality Learning Environment</p> <p>Module 4 - Benefits for Students – Teachers</p> <p>Module 5 - VR Enhanced Teaching-Learning Experiences</p> <p>Module 6 - VR Class Preparation and Organization</p> <p>Also 50 useful Teach@School Online Library - Educational Technology and Open Education Resources have been listed and can be found and downloaded here: <a href="https://vr-school.eu/lectii">https://vr-school.eu/lectii</a></p>
<b>Outcomes of the practice</b>	The project is still on-going so the final outcome of the practice will be seen once it is finished. However, it is obvious that the project already provides some valuable insights in the usage of VR in education and helps teachers improve their competences and stay innovative.
<b>Success Factors</b>	Openness, willingness to learn
<b>Constraints</b>	Available only English.
<b>Lessons learned</b>	The material developed is very innovative and also can be adapted as a model for creation of some other blended training.
<b>Sustainability</b>	The material is ready to use and free of charge. Therefore no costs occur for potential users. The only investment is the time of the educators to deal with the features and the handling before using.
<b>Development of the practice</b>	The material will remain available online and usable free of charge and may serve as a starting base for further projects. All the material can be adapted and used by the teachers who are willing to improve their skills free of charge.
<b>Conclusion</b>	The material developed is very innovative and also can be adapted as a model for creation of some other blended training.
<b>Related resources that have been developed</b>	All the materials developed are available on <a href="https://vr-school.eu/">https://vr-school.eu/</a>
<b>Language(s)</b>	English
<b>Contact details</b>	
<b>Name</b>	VR@School
<b>Company/Institution</b>	Partnership
<b>Website</b>	<a href="https://vr-school.eu/#about-us">https://vr-school.eu/#about-us</a>
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