



## MEIO ERASMUS+

Our **OID**: E10049116

## Course 6 – Virtual and Augmented Reality in Education

ERASMUS + - Key Action 1: Learning Mobility of Individuals<sup>1</sup>

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### Virtual and Augmented Reality in Education

This course is targeted to teachers who want to innovate and introduce in their classroom new strategies aligned with new technologies with the power to enhance learning. Virtual Reality and Augmented Reality are two examples that can boost students learning processes and help teacher creating innovative educational environments.

This course aims to give teachers the know how needed to work with these technologies and show them how to integrate them in pedagogical contexts. By participating in this course teachers will learn how these technologies can be used to explore different subjects and help students improve their learning strategies.

By participating on this course you can get the **Europass Mobility Certificate**.

[www.europass.ie/europass/euro\\_mob.html](http://www.europass.ie/europass/euro_mob.html)

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<sup>1</sup> [http://ec.europa.eu/programmes/erasmus-plus/documents/erasmus-plus-programme-guide\\_en.pdf](http://ec.europa.eu/programmes/erasmus-plus/documents/erasmus-plus-programme-guide_en.pdf) (p. 30)

## Course Organization

This is one-week immersive course organized with educational and cultural activities.

### Day 1

#### Icebreaking Activities

#### Emerging Educational Technologies in the XX1 Century

- Education in the XX1 century: a new approach for a new educational framework
- What are these technologies?
- The need of innovation in the classroom
- Redesign learning spaces
- Technology vs Education: pedagogy is the solution

### Day 2

#### (1) Introduction to Virtual Reality and Augmented Reality

- Virtual Reality (VR)
- Augmented Reality (AR)
- Exploring VR and AR tools and platforms for educational contexts
- Group discussion: The educational Power of VR and AR in Education

### Day 3

#### (2) Creating VR Content

- Platforms to develop/create VR Experiences
- Exploring the basics
- My first VR Educational Experience

## Day 4

### (3) 360 Virtual Worlds and VR

- Using 360 photos – how to?
- VR platforms and 360° photos
- Using Coding to improve your VR Experiences
- Create educational artefact with VR

## Day 5

### Project definition

- Proposing a project framework
- Creating in pairs a project proposal to integrate Digital Skills in the Classroom
- Presentation/Discussion of projects proposals

### Objectives

To have better understand how the integration of VR and AR can improve the quality of teaching and learning.

To guide their students to develop creativity, collaboration, curiosity through the integration of AR and VR in educational contexts.

To learn new approaches/methodologies to implement in the classroom.

### Target

For schools that want to give their teachers and other educational staff the opportunities and incentives to acquire new competences linked to the needs of the school.

### Outcomes

- improved competences, linked to their professional profiles;
- better quality of their work and activities in favor of students, trainees, apprentices, pupils, adult learners, young people;
- increased opportunities for professional and career development;
- increased motivation and satisfaction in their daily work.

## Programme Package – Price

This program starts on **Sunday** and goes to **Saturday**

- Course fee (5 days – 70€ per day) ..... 350€
- Program fee ..... 180€
- Accommodation\*(6 nights – 95€ each)..... 570€

Total per participant ..... **1100 €**

*\*Accommodation in double shared rooms. If you prefer any other type of accommodation, please contact us.*

The accommodation place is an old house rebuilt where you have access to all the spaces such as: the garden, the living room and the terrace. The training center is in the same building as the house accommodation.

### Food restrictions, allergies and Intolerances:

In Meio we serve typical Portuguese dishes. The meals included on the course are part of the immersive experience by tasting the Portuguese flavors and dishes. Special diets or other food requests timely planned can be provided with additional costs. Contact us by email for further details.

We do not take any responsibility in what concerns participants to food intolerances. Nevertheless, we are open to help and support in finding a solution that fit your needs.

**We kindly ask you to bring your devices.**

### This package includes:

- Course Certificate of Participation
- Mobility Pass Certificate
- Insurance for the participants
- 20 hours training
- Internet Access
- Daily Coffee Breaks
- Daily Breakfast, Lunch and Dinner

- Airport Transfers: Arrival and Departure from/to Lisbon Airport (*we provide one transfer for all the group. So the schedule of the transfer departure depends on all the flights participants. This means that the time will be the most suitable for all*)
- Visit to a local school
- Cultural and historical tours – four half day trips
  - One day tour to the city of Lisbon (lunch and monuments entrance not include)
  - Visit to city of Santarém
  - Visit the beach of Nazaré (the big waves beach)
  - Visit to the mediaeval village castle of Óbidos
- Farewell dinner

**It also includes:**

Tours with transportation to visit to the Natural Park of Serra de Aire and Candeeiros (could include visit the Algar do Pena Cave and to the dinosaur footprints in Valley of Meio), visit to the city of Santarem where you can taste the conventual sweets, visit to Nazaré Beach (opportunity to visit the world famous North Beach) with traditional lunch and visit to the town of Obidos with **ginjinha** drink in chocolate cup).

**Extra-activities can be provided**, such as: Tour to Fátima, tour to the city of Tomar with visit to Convent of Christ, and tour to the Monasteries (Batalha and Alcobaça). These activities are only organized for a minimum number of participants. Contact us for prices or other information's.

## Course organization

Our weekly plan is usually organized according this structure. So, if you're ready to be creative and eager to learn something, came and join us.

Day 1	Day 2	Day 3	Day 4	Day 5
<b>Icebreaking Activities Emerging Educational Technologies in the XX1 Century</b> <ul style="list-style-type: none"> <li>➤ Education in the XX1 century: a new approach for a new educational framework</li> <li>➤ What are these technologies?</li> <li>➤ The need of innovation in the classroom</li> <li>➤ Redesign learning spaces</li> <li>➤ Technology vs Education: pedagogy is the solution</li> </ul>	<b>Introduction to Virtual Reality and Augmented Reality</b> <ul style="list-style-type: none"> <li>➤ Virtual Reality (VR)</li> <li>➤ Augmented Reality (AR)</li> <li>➤ Exploring VR and AR tools and platforms for educational contexts</li> <li>➤ Group discussion: The educational Power of VR and AR in Education</li> </ul>	<b>Creating VR Content</b> <ul style="list-style-type: none"> <li>➤ Platforms to develop/create VR Experiences</li> <li>➤ Exploring the basics</li> <li>➤ My first VR Educational Experience</li> </ul>	<b>360 Virtual Worlds and VR</b> <ul style="list-style-type: none"> <li>➤ Using 360 photos – how to?</li> <li>➤ VR platofrms and 360º photos</li> <li>➤ Using Coding to improve your VR Experiences</li> <li>➤ Create educational artefact with VR</li> </ul>	<b>Project definition</b> <ul style="list-style-type: none"> <li>➤ Proposing a project framework</li> <li>➤ Creating in pairs a project proposal to integrate Digital Skills in Classroom</li> <li>➤ Presenting projects proposals</li> </ul>