

Application

Programme	Erasmus+
Action Type	KA210-SCH - Small-scale partnerships in school education (KA210-SCH)
Call	2023
Round	Round 2

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Context

Field	School Education			
Project Title	QUALIFIED EDUCATION WITH INNOVATIVE TEACHING METHODS IN SCHOOL			
Project Acronym	Q.E.I.T.M.S			
Project Start Date (dd/mm/yyyy)	Project Duration	Project End Date (dd/mm/yyyy)	National Agency of the Applicant Organisation	Language used to fill in the form
01/01/2024	18 months	30/06/2025	BG01 - Human Resource Development Centre (HRDC)	English
Project lump sum	60 000,00 €			

For further details about the available Erasmus+ National Agencies, please consult the following page: [List of National Agencies](#).

Priorities and Topics

All project proposals under the Erasmus+ Programme should contribute to one or more of the programme's policy priorities.

Please select the most relevant priority according to the objectives of your project.

HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity

If relevant, please select up to two additional priorities according to the objectives of your project.

SCHOOL EDUCATION: Tackling learning disadvantage, early school leaving and low proficiency in basic skills

SCHOOL EDUCATION: Promoting a comprehensive approach to language teaching and learning

Please select up to three topics addressed by your project.

New learning and teaching methods and approaches

Digital skills and competences

Preventing early school leaving and failure in education

Project description

Description

What are the concrete objectives you would like to achieve and 'outcomes or results you would like to realise'? How are these objectives linked to the priorities you have selected?

The general goal of the project is to share good practices to make the learning process more effective and efficient. In order to make learning and evaluation environments attractive, drama techniques, gamification, interactive lessons with web 2 tools and project-based learning method will be used as innovative teaching approaches to increase motivation.

GOAL: To create innovation and education-oriented learning environments in the innovative age with the opportunities offered by digitalization.

WORK TO BE DONE:

- Game preparation trainings
- Teachers will receive preparation training on "story jumper, jigsaw planet, learning apps, wizzer me, kahoot, canva, superanimo, pictomap flipgrid, Socrative, Kahoot, Learning Apps, Gimkit, Quiziz, Quizlet, Mentimeter, Tagul, Cram Wheel" on the E-winning portal. (15 teachers)
- Internet security measures are taken and data protection policies are created.

CONCLUSION:

- Teachers' ability to benefit from digital tools and platforms will increase.
- Interactive collaborative course contents (136 pieces)
- Teachers will be able to plan high quality innovation-oriented teaching processes using digital environments
- A mobile application will be prepared containing digital materials prepared by students using web 2 tools. Aiming for continuous access to the learning process, the mobile application will eliminate the limitations of time and space with its anytime and anywhere approach to learning.
- (Mobile application includes works prepared with web 2 tools.)

GOAL: To reduce learning disadvantage and increase academic success by 50 percent by combating low proficiency in basic skills.

WORK TO BE DONE:

- By understanding students' individual needs and strengths, learning processes will be individualized.
- Regularly measure and evaluate students' achievements. Students' achievements will be measured and evaluated regularly.
- Teaching materials will be diversified.

CONCLUSION:

- Project, game and drama based course contents (8 pieces)
- Online interactive tools will help students practice and learn more
- The opportunity to learn from each other will be given in group work and the learning process will be supported.
- Educational technologies will be used effectively
- 50% increase in academic success by reducing learning disadvantage. (Lecture notes are checked and evaluated.)

GOAL: To promote a comprehensive approach to language teaching and learning.

WORK TO BE DONE:

- Interactive learning materials such as language learning applications and digital tools will be used in language learning.
- Students will be enabled to communicate by comparing them with real speaking and listening experiences.

CONCLUSION:

- It will contribute to students' development of better language proficiency and cultural awareness.
- Project magazine
- Project posters
- Project website

Please outline the target groups of your project

The target audience of our project is primarily the students, teachers and parents of the partner schools that directly participate in our project.

STUDENTS

The target audience of the project is students between the ages of 14-18. Students who will also participate in the project

mobility will be selected from students who have A2 level English language skills and are interested in gaining digital skills. Half of the students that each school will include in mobility will be educationally, economically and socially disadvantaged students. Each school will transparently select the students who will participate in the mobility in line with the criteria it will determine. In addition, each school will include all students, without discrimination, who want to participate in the events they will organize and be held online. Students will be at the center of all our activities. The events will be managed by students. Thus, the development of problem solving, communication and collaboration skills will be supported.

TEACHERS

Our other target audience is our teachers. Our teachers are responsible for the healthy execution of our project. With the project, they will be able to increase their professional competence in innovative learning methods and techniques and share their ideas with each other. During the project, they will learn how to prepare collaborative learning environments using digital tools and have the opportunity to apply them in these environments.

FAMILIES

Families play a key role in transmitting cultural heritage. . They will host students from different cultures throughout the project. Language is very important in transferring our intangible cultural heritage such as food and traditions. Families will also be able to learn about different cultures thanks to the students they host.

STAKEHOLDER INSTITUTIONS

Each institution determines its own stakeholders. These stakeholders are the final decision makers, municipalities, universities and non-governmental organizations. Each partner school holds a meeting with its stakeholder institutions and informs its stakeholders about the project goals and results. . Each partner will sign a contract with the project stakeholder so that they can benefit from the project results. The benefits offered to other stakeholders will also be taken into account in order to create a difference and obtain the highest possible benefit from the project results.

PRESS MEDIA AND PUBLIC

Project results will be shared on project social media accounts, project website and local press. It will be ensured that the maximum audience will benefit from the results.

TEACHERS AT EUROPEAN LEVEL

During the project, a project with the project name will be created on the E twinning platform. Teachers who want to work together at the European level will be included in the E twin's project. The project coordinator adds the project results to the Erasmus Results Platform, ensuring that maximum people benefit from the results.

Please describe the motivation for your project and explain why it should be funded

With the reflection of the rapid digital change we are experiencing on education, the importance of the knowledge and skills required by the age in education is increasing. Strategies were needed that would meet the needs of educational institutions and ensure the efficient use of flexible, sustainable learning environments. Innovative practices should be used in education to ensure learning and teaching independent of time and place. In order for the education system to keep up with digital change environments, education should be designed with a learning-oriented approach, new competencies should be provided and learning skills should be provided. Innovative practices that we can take as a model for quality education will make the learning process more effective.

Partner institutions are highly motivated to collaborate in education and technology to create positive synergies and enhance digital-based educational capabilities. It aims to enrich learning environments with innovative learning methods. In line with the strategic plans of our institutions; As teachers, we want to make learning interesting with innovative teaching and learning methods that can be used in education to create supportive learning environments that will develop the 21st century skills of our students.

For this reason, the education system should be open to innovations and innovative teaching methods and techniques should be used.

In the game-based learning process, students are active and collaborative participants, using their imagination, creativity and interests. Thanks to the desire to explore, question and natural curiosity during the game process, children can actively focus their attention and play supports learning.

Interactive course content creates an interactive classroom environment, making young students more confident to get involved, express their opinions and no longer worry about being 'wrong' or being judged.

With project-based learning methods, students learn new content and engage in research, working independently and with others, critical thinking, etc. It makes classes more fun and interesting while developing skills such as:

Drama-based learning gives participants the opportunity to examine a variety of social roles and issues. Thus, they can better understand society and social relations. During the drama process, children can improve their communication skills by talking and coming together with their friends.

Project-Based Learning supports higher-level cognitive activities that encourage active student participation.

Partner institutions use different learning methods. Each institution applies different learning methods in their institutions.

Financial support is needed to increase teachers' competence in innovative teaching method techniques and to experience good practices in the institutions of transnational partners.

How does the project address the needs and goals of the participating organisations and the identified needs of their target groups?

The common goals of our schools are to learn innovative teaching methods and techniques and use them in lessons, to equip our students with 21st century skills, to increase academic success, to improve teacher qualifications, to increase the institutional capacity of our institutions by establishing international connections and carrying out international studies. Partner institutions work with young people from different countries with many individual differences. During the preparation phase of the project, a survey was conducted with 165 people. The survey results are presented in the appendices. He stated that 75.52 percent of the students preferred student centers. 47.9% of students were bored in teacher-centered lessons, 10%. 3 stated that he was easily distracted.

In a period where technology is rapidly developing, teaching students with traditional methods and techniques hinders academic success. In the 21st century, the inclusion of different components in lessons in line with the abilities of students has made it necessary to use teaching methods and techniques in lessons.

It can be said that it is very important for teachers to organize their lessons in a way that directs students to knowledge, instead of transferring information directly, and to use different methods-techniques and approaches in this process. However, research shows that teachers do not have sufficient knowledge about different methods and techniques that will ensure active participation of their students in the lesson. Our teachers must use the appropriate method and technique in lessons, taking into account the characteristics and expectations of the students. There is a need to share good practices and cooperate in order for teachers to use innovative teaching methods and techniques correctly, to integrate this technique into all lessons and to enable other teachers in their schools to use this method in their lessons. .

Another common problem of our students at partner schools is that they do not have the opportunity to use English. The digitalizing world has made the use of English mandatory. Our students whose native language is not English will have the opportunity to communicate with their peers in English in all activities of the project.

There are students with economic, social and learning difficulties in our schools. Disadvantaged individuals will be included in the project. Individuals with social disabilities will communicate with many friends from different cultures in our project activities. The factors that prevent our students from participating in social life will be eliminated and their integration with society will be ensured. Positive feelings towards school will develop. Early school leaving will be reduced.

With the acceptance of the project, partner schools will have the experience of preparing and executing an Erasmus project for the first time.

Türkiye School, which is not an EU country, will get to know the EU culture.

What will be the benefits of cooperating with transnational partners to achieve the project objectives ?

It is important to cooperate with transnational schools in our project. Each partner has in-house experience in different teaching methods. In the SWOT analysis conducted between institutions, the strength of one institution supports the weakness of the other institution. With the acceptance of our project, we will have the opportunity to see these good practices firsthand. We will support each other with the talents we have. We will have the chance to share their knowledge and experience with our colleagues. Cooperation will be made with EU participants for Quality Education

Sofia Mathematics High School "Hilendar Paisius": Specializes in preparing project-based course contents. However, they do not use drama techniques, web 2 tools and game-based teaching techniques in lessons.

-Keşan Anatolian High School contact person, chemistry teacher: Can create collaborative learning environments with web 2 tools and interactive course contents in chemistry courses. They can easily involve students in lessons by using the game-based learning method.

The contact person of Profesionalna gimnaziya po iconomika "Aleko Konstantinov" is an English teacher. They create inclusive learning environments by easily integrating creative drama into English lessons. However, teachers need to increase their professional development so that students can actively use project-based learning techniques in the learning process.

GEEA Tecuci: Education experts have deep knowledge regarding the application of innovative teaching techniques. They use innovative learning methods during training in their institutions.

In terms of sustainable cross-border cooperation;

-Awareness of national and international projects will increase.

-An online collaboration platform will be created for preparation, dissemination and networking to develop future partnerships and projects.

-This project will be a pioneer for our schools that have not done an Erasmus project before, so that partner institutions can carry out different Erasmus projects.

-It will enable partner institutions to establish new connections in Europe.

-Turkish staff and students will get to know the EU culture.

-They will have the chance to share their knowledge and experience with their transnational colleagues.

-They will have the opportunity to observe transnational innovative practices.

-A perspective on different education systems will be gained

-Collaboration will be made with transnational participants for Qualified Education.

You will learn how teaching through games is handled in transnational schools, the methods and strategies of schools for learning, institutional policies, and how to put into practice the integration of education through games into the curriculum. Learning outcomes and competencies obtained as a result of overseas learning activities; It will be shared with other teachers in the meetings we will hold for teachers in our own institutions and in the seminars we will give in cities.

Participating Organisations

To complete this section, you will need your organisation's identification number (OID). Since 2019, the Organisation ID has replaced the Participant Identification Code (PIC) as unique identifier for actions managed by the Erasmus+ National Agencies.

If your organisation has previously participated in Erasmus+ with a PIC number, an OID has been assigned to it automatically. In that case, you must not register your organisation again. Follow this link to find the OID that has been assigned to your PIC: [Organisation Registration System](#)

You can also visit the same page to register a new organisation that never had a PIC or an OID, or to update existing information about your organisation.

Applicant - Sofia High School of Mathematics "Paisius of Hilendar" (E10249528 - BG)

Organisation ID	Legal name	Country
E10249528	Sofia High School of Mathematics "Paisius of Hilendar"	Bulgaria

Applicant details

Legal name	Sofia High School of Mathematics "Paisius of Hilendar"
Country	Bulgaria
Region	София (столица) (Sofia (stolitsa))
City	Sofia
Website	www.smg.bg

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (secondary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Sofia High School of Mathematics is located in the center of Bulgaria's capital Sofia. The school opened in the fall of 1971 and graduated its first senior class in the spring of 1975. The school has strong traditions when it comes to mathematics competitions. Every year some of our best students make it on Bulgaria's National Mathematics Team and represent the country at the International Mathematics Olympiads.

Our students also regularly win prizes at Physics, Chemistry, Biology, Linguistics and English language competitions. Every year Sofia High School of Mathematics is ranked among the top 5 schools in the country, attracting many students from other cities. Students who wish to study here in middle school sit an admissions exam at the end of their 4th grade. The school utilizes a curriculum with emphasis on Mathematics and Informatics.

What are the organisation's activities in the field of this application?

The school uses project-based teaching techniques. Sofia High School of Mathematics has won over than 150 medals at International Olympiads and a few hundreds of medals at prestigious international competitions. Furthermore has won over than one thousand medals at national Olympiads and competitions. This organization of the education in Mathematics creates a deep and very useful relationship between the teacher and the class and it allows maximum results. Development and introduction of innovative methodological and educational products and an electronic game for learning in nature for high school students with the application of ecological and nature conservation practices. In addition, the project aims to support students in the assimilation of knowledge and values through real and proven practice, to create conditions for transfer and sustainability of results, by ensuring the distribution of quality, open and accessible methodological and training tools.

What profiles and age groups of learners are concerned by the organisation's work?

The student body is mainly of Bulgarian ethnicity, with about 1% of students representing other ethnic groups (Jewish, Vietnamese, Armenian).

Sofia High School of Mathematics enrolls approximately a total of 1371 students in grades 5-12, divided into middle school (5th-8th grade) and high school (9th-12th grade). Students who wish to study here in middle school sit an admissions exam at the end of their 4th grade. The school utilizes a curriculum with emphasis on Mathematics and Informatics. All students enroll in accelerated Mathematics and Informatics classes and may choose between elective courses in Mathematics, Informatics, Information Technology and Bulgarian Language and Literature.

How many years of experience does the organisation have working in the field of this application?

0

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Newcomer organisation			Yes	
Less experienced organisation			Yes	
First time applicant			Yes	

Partner Organisations

Organisation ID	Legal name	Country
E10012149	KESAN ANADOLU LİSESI	Türkiye
E10265755	Asociația Clubul de Științe GEEA Tecuci	Romania
E10068039	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov"	Bulgaria

KESAN ANADOLU LİSESI (E10012149 - TR)

Partner organisation details

Legal name	KESAN ANADOLU LİSESI
Country	Türkiye
Region	Edirne
City	Kesan/Edirne
Website	http://kesananadolulisesi.meb.k12.tr/

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (secondary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Our school is located in Keşan, the biggest district of Edirne. Our school started education temporarily on 14/09/1992. building. Since the 1999-2000 academic year, it has moved to its own school building and continues its education. activities. It has been serving as a boarding school since 2008-2009 with the boys; dormitory built in Keşan. Our school consists of 1 science laboratory, 1 library and 25 classrooms. Our school is technologically equipped and convenient. for modern conditions. Each classroom has an interactive whiteboard and internet access. As of the 2023-2024 academic year, it has 438 students and 38 permanent teachers. Our school students consist of day students coming from the district center.

What are the organisation's activities in the field of this application?

With our education program, which prepares our students in accordance with their academic, emotional and social development starting from the 9th grade, we try to make them individuals ready for the systems they will encounter on national and international platforms throughout their education period. Keşan Anatolian High School teachers use innovative method techniques in lessons. Teachers are familiar with Web 2 tools. Collaborative materials are created and used in lessons. Gamification techniques and game-based teaching methods can be easily integrated into many courses. In 2020, they successfully worked on the "Let's Play Together" project on the E twinning portal. Those who have the European quality label in the project. Teachers received training from experts in gamification techniques and gamebased fields. They successfully apply these techniques to lessons.

What profiles and age groups of learners are concerned by the organisation's work?

Students from Keşan and the surrounding provinces, districts and villages. The age range of our students is 14-18. English and German are taught as a foreign language in our school. We want to prepare our students for life with an education where they can take an active role in the 21st century. Our school provides education to students for 4 years. Our students are divided into different areas in 11th grade. These fields are science-mathematics (numerical), Turkish- mathematics (equal weight), Turkish-Social (Verbal) and Foreign language fields. At the end of 4 years, our students take the University Selection Exam. They are placed in the professions they choose in line with the scores they get in the exam.

How many years of experience does the organisation have working in the field of this application?

0

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education (KA210-SCH)	0	0	6	0
Newcomer organisation		Yes		
Less experienced organisation		Yes		

Asociația Clubul de Științe GEEA Tecuci (E10265755 - RO)

Partner organisation details

Legal name	Asociația Clubul de Științe GEEA Tecuci
Country	Romania
Region	Sud-Est
City	Tecuci
Website	asociatiageea.ro

Profile

Is the organisation a public body?	No
Is the organisation a non-profit?	Yes
Type of Organisation	Non-governmental organisation/association
Main sector of activity	Offering participation in youth-led events and youth participation activities

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Asociația Clubul de Științe GEEA Tecuci is a non-profit organization established in Tecuci. Asociația Clubul de Științe GEEA Tecuci general scope is to offer high-quality non-formal education for youth and adults, covering the three main areas of non-formal education, which are sociocultural (popular) education, education for personal development, and professional training. The professionals working at Asociația Clubul de Științe GEEA Tecuci both as staff and external trainers are specialized in delivering excellent and feasible solutions for those who wish to continue personal and professional development through lifelong learning educational programs. Since its establishment, Asociația Clubul de Științe GEEA Tecuci has been implementing educational models that pave the way next generation's success in both academic and social aspects. Our association also works with local, national, and international educational institutions, schools, and universities.

What are the organisation's activities in the field of this application?

We aim to involve young people and adults in the non-formal educational process, outdoor activities, intercultural dialogue, volunteering, and other topics included in the Youth in Action Programme. In addition, we aim to foster young people's will to express their opinion on themes, relevant to European citizenship, how to solve problems in a non-conflict way, and develop a sense of tolerance and understanding of diversity. We are committed to adopting new methodologies and personal approaches in learning to meet students' requirements in their prospects and career accomplishment. For this reason, offering innovative methodologies is a need, as well as the training of the teaching team and the exchange of good practices carried out in other centers. The fundamental challenge is to support the methodological change and visibility of our center through internationalization. On the other hand, a change in the use of methodologies will allow us to be more inclusive.

What profiles and age groups of learners are concerned by the organisation's work?

GEEA association has volunteer members between the ages of 18 and 50. There are education experts and teachers among the volunteers of the association. It provides training to students and teachers in various disciplines. We have a team of highly qualified and experienced experts. Our team of training experts provides training dedicated to ensuring high quality and up-to-dateness. Erasmus will also serve as support staff in projects. administrative assistants, IT support technicians and language assistants. The teaching staff in our association successfully applies innovative teaching techniques.

How many years of experience does the organisation have working in the field of this application?

0

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Newcomer organisation			Yes	
Less experienced organisation			Yes	

Would you like to make any comments or add any information to the summary of your organisation's past participation?

The use of AR technologies in education in recent years is of great importance in terms of gaining visual interaction and experiential skills in learning processes. The use of dynamic interactive tools in our education center facilitates understanding and ensures that students enjoy education. In this context, it has become a necessity for educators to create and use their own interactions.

Working structures of vehicles within the scope of the work programs we have developed

The requirements for instructors to create interactive content, how they are used and application development processes are explained, and their usage is illustrated with practical examples. In our center, CLIL-Content and Language Integrated Learning, Distance Education for Schools, Inclusive education, Stem education integrated into classrooms, Outdoor Learning/Experiential Learning, Robotic Coding on Web-2 devices are offered. We are currently empowering and educating our students on sustainability and sustainability. We try to find solutions to environmental problems by organizing trainings and workshops to educate them about responsible recycling and to participate in decision-making processes on issues that concern them. Our vision is to focus on implementing the 2030 Agenda of the Sustainable Development Goals and the upcoming Sustainable Development Goal of Digitalization through Innovation through major initiatives.

Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (E10068039 - BG)

Partner organisation details

Legal name	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov"
Country	Bulgaria
Region	Кърджали (Kardzhali)
City	Kardzhali
Website	pgi_2004@abv.bg/www.pgikj.com

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (secondary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Aleko Konstantinov Vocational School of Economics is situated in the South-Central region of Bulgaria, Kardzhali. The school attracts a lot of young people who want to acquire knowledge and skills in the field of economics. The most attractive specialties for students are: "Economical Information" and "Banking". The school provides knowledge in the field of economics, finance, management, economic accounting and controlling over activities within an enterprise, as well as practical skills in accounting and controlling. The graduates can work in all accounting and insurance companies, public and private labour markets, mutual insurance funds and companies.

What are the organisation's activities in the field of this application?

Our aim is to develop the skills of teachers and encourage our students. We use many learning methods and techniques to acquire and learn information. It easily integrates drama techniques into lessons. Our students express themselves freely with drama techniques.

Through participation in out-of-school learning activities, teachers and students have the opportunity to adapt to constantly changing conditions and the changing learning environment. Participants will apply new tools, innovative methods and techniques in school education learned through exchange with foreign partner schools.

What profiles and age groups of learners are concerned by the organisation's work?

There are 422 students of full-time education aged 14-19 years from different ethnic groups. The teaching staff includes 35 qualified teachers. The school is situated in an economically and socially disadvantaged area with prevailing rural population engaged in agriculture. Typical for the region is high unemployment, which is the reason for a large part of our students' parents to work in major cities or look for work abroad. In school there are students from different ethnical groups. A lot of the pupils are from Turkish origin. With the participation in this project, "Aleko Konstantinov" Vocational School of Economics aims to strengthen the tradition for work on various projects under Europea programs. Through the realization of the project the school will consolidate its position as a leading professional school in the area and will contribute for enhancing of the students self-confidence.

How many years of experience does the organisation have working in the field of this application?

0

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education (KA210-SCH)	0	0	6	0
Newcomer organisation		Yes		
Less experienced organisation		Yes		

Cooperation arrangements

How was the partnership formed? What are the strengths that each partner will bring to the project?

Project partner institutions were found using the School Education Gateway platform. All partner institutions were asked to describe their past experiences on the subject. The corporate goals of the partner institutions and the project goals overlap with each other. The strengths and weaknesses of the partner institutions were determined by conducting a SWOT analysis. Partner institutions use different game techniques in lessons. Since the game tool used by one institution is not known by the other institution; One partner's strength supports the other partner's weakness.

Sofia Mathematics High School "Hilendar Paisius": Has experience with project-based learning methods. He received awards by preparing national and transnational mathematics projects. It makes the mathematics course, which many students consider difficult, easier by using project-based learning methods.

"Profesionalna gimnaziya po izle "Aleko Konstantinov"; He has active studies on creative drama techniques. Drama undoubtedly makes the educational environment more educational and entertaining. Integrating creative drama into lessons is important for the project.

"Keşan Anatolian High School" contact person easily prepares materials with web 2 tools. It facilitates learning by creating interactive classroom environments. It works transnationally with successful E-twinning projects. During the project, it will support other partners in creating the E-twinning project and adding materials to the E-twinning project. He received training in Finland on the use of game-based teaching in lessons.

In the education of disadvantaged students, they use gamification and game-based teaching techniques during training in order to communicate with young people, develop their basic key skills and develop their creativity. In this way, young people with learning disabilities can actively participate in the learning and evaluation process without feeling like a failure, feeling comfortable and safe.

"Asociația Clubul de Științe GEEA Tecuci": There are software engineers, academicians and psychologists who are experts in their fields. Its expert staff actively uses innovative training methods in national and international trainings. The Romanian Association's expert instructor staff will provide the necessary training for teachers of partner institutions to apply innovative teaching techniques in their lessons. Will provide technical support to the project. It will support partner institutions in online and on-site activities.

Depending on the goal of the project, we will produce relevant and high-quality project results, benefiting from the different experiences, profiles and specific expertise of the partners.

In the new call for proposals of Erasmus projects, the partner will gain experience in writing and executing Erasmus projects. Together they will make a strong start to their Erasmus Projects. As a team, they will provide each other with the necessary assistance for a quality project.

How will you ensure sound management of the project and good cooperation and communication between partners during project implementation?

The entire project was written jointly by the contact persons of the partner schools in line with the needs and competencies. Conducted stakeholder analysis during the project preparation phase. In order to obtain mutual benefit and achieve common goals with the stakeholders to be cooperated with; The needs of stakeholders and activities that would ensure their participation at different levels were also taken into consideration. The needs of the stakeholders were also included in the birth process of the project.

Communication between project partners and project stakeholders is very important for the project to continue in a healthy manner.

Upon acceptance of the project, the project coordinator prepares the project contract. This project contract includes;

- Duties and rights of partner institutions

- How to use project results

- Work timeline (Since the capacity of each institution is different, this division of labor will be taken into account.)

- payment of the project budget to partner institutions and use of the project budget

All partner institutions undertake to comply with the articles of the contract. He signs the contract.

INSIDE COMMUNICATION

At the first meeting of the project, a communication plan containing the rules for communication of partners will be created.

The first communication channel is WhatsApp groups. A group email will also be created. The coordinating institution has

the e-mail address of the partner institutions. . During the project, 3 transnational face-to-face meetings, 2 transnational

online event meetings and an evaluation meeting will be held every 6 months. (start - Interim evaluation Project Conclusion)

Another place where our partner schools will communicate is the E Twinning platform. After the project is accepted, we will

create an E-twinning project that we will work on simultaneously. Students and teachers will also be able to communicate

via twinmail, chat and forum sections.

EXTERNAL COMMUNICATION (with relevant stakeholders)

Communicating with stakeholders and ensuring their participation in the project is of critical importance in terms of increasing the impact of the project by taking ownership of it. Partner institutions sign a sustainability statement with their stakeholders. This statement includes the copyrights of the project results and how the project results will be used.

In order to establish healthy communication with stakeholders and the project team during the project management process, the visibility activities of the project will be carried out effectively and the public will be informed by effective use of the press.

Online tools such as online newsletters, project social media accounts, and website will enable stakeholders to stay up-to-date on the different phases and results of the project.

Face-to-face meetings, public events, and personal presentations will be used to disseminate project results and increase their sustainability and increase stakeholder participation.

Have you used or do you plan to use Erasmus+ platforms for preparation, implementation or follow-up of your project? If yes, please describe how.

We follow the programs for our profession in the e-twinning Professional development tab. The E Twinning portal includes Gamification in Education, Innovative Teachers E Twling, and Case Studies in Education groups. Teachers from our partner schools will be members of these groups. We will share the outputs of our Erasmus project with the people in these groups on the E Twling portal, on the group page, in a form so that others can benefit from our project.

We will inform group members who want to learn about our project by organizing online events with the members of these groups.

During the writing phase of our project, articles related to our project topic were scanned and read by our teachers in our partner schools on the School Education Gateway platform. Our teachers' knowledge of innovative teaching methods and techniques has been increased. Learning-teaching activities were designed using the articles. During the preparation of our project, we examined the projects related to our project topic and the trainings related to Erasmus Plus Platform projects.

We analyzed the outputs. Games are not just used for fun and socializing. It is one of the effective ways of permanent learning in education and training. Games are not only an effective learning tool for young students. It is important for permanent learning of students of all age groups. Unlike other projects, our project aims to ensure permanent learning of students between the ages of 14-18 by integrating games into their lessons.

In our project, our partner schools aim to develop students' transversal skills and enrich their educational skills with innovative teaching methods and techniques by collaborating in the field of education and technology. Our project will not only increase the academic success of our students, but will also make a positive contribution to their holistic development.

We examined the projects related to our project topic on the Erasmus Plus results platform. Our project coordinator will upload the project summary and project results to the Erasmus Plus Results Platform. We will ensure that more people benefit from our project.

Please describe the tasks and responsibilities of each partner organisation in the project.

The institutional capacities of our partner schools differ from each other. Considering opportunities and skills we defined institutions, missions and responsibilities;

Keşan Anatolian High School

Erasmus project logo selection organization

Preparation of project introductions

Preparing games in science classes (environmentally themed taboo, bingo with element names,)

Prepares a mobile application (consisting of materials prepared using Web 2 tools)

Prepares a project magazine consisting of course content using game tools.

He is responsible for the coordination of the preparation of digital games throughout the project.

Profesionalna gimnaziya po iconomika "Aleko Konstantinov"

-Leadership in integrating creative drama techniques into the course.

Photo and video shooting during events

Creating the project's you tube channel and uploading event videos.

"Asociația Clubul de Științe GEEA Tecuci"

Provides teacher training on innovative learning methods.

Creates the website.

The project creates social media accounts (facebook, instagram, twitter). and adds material.

Sofia High School of Mathematics "Paisius of Hilendar"

-Leadership in project-based learning methods.

-Responsible for coordinating the project. Good management of the project consists of implementing and monitoring project activities on time and leading the communication between partners.

evaluation. The project results will be uploaded to the Erasmus+ Results platform.

-Preparation of an evaluation test to determine English language proficiency

-project pre-test post-test

-Creation and evaluation of the project timeline

-Evaluation meeting organizations.

All institutions in their own countries;

- Announcement of the project on school websites and in the local press

- Prepare a play corner and Erasmus Board

- Institutions will introduce the project to their students and teachers

-Each institution will organize game tournaments within its own structure.

-For each school, digital games will be prepared from different courses using different web 2 tools (Socrative, Kahoot, Learning Apps, Gimkit, Quiziz, Quizlet, Mentimeter, Jigsaw Planet, Tagul, Cram Wheel. The games to be prepared with all these web 2 tools will be available via mobile application. will be brought together.

-Project-based course contents (2 for each partner)

-Prepares lesson plans with drama techniques. (2 pieces for each partner)

-Prepares games and game-based lesson plans from different courses. (2 for each partner)

-Interactive course content (2 for each partner with each web2 tool.) (17*8 in total: 136 pieces)

-It will provide the project coordinator with the necessary materials so that the project coordinator can prepare the final report.

Partner institutions will work on important days and share the results.

-Erasmus Day-Coding Week -Safe Internet Week -European Language Day in Schools,Science Technology Week event

Activities

All the activities of a Small-scale Partnership must take place in the countries of the organisations participating in the project. In addition, if duly justified in relation to the objectives or implementation of the project, activities can also take place at the seat of an Institution of the European Union, even if in the project there are no participating organisations from the country that hosts the Institution.

In the following sections, you are asked to provide details about each project activity.

You are asked to provide information about each planned activity as a whole (e.g. its venue, duration, etc.), to define the activity's lead organisation, and optionally to list the other participating organisations. The lead organisation is typically the one organising the activity. The other participating organisations are all other project partners who will also take part in the particular activity. The estimated activity start and end dates can be changed during implementation.

Please include in the section below all planned activities and indicate the grant amount allocated to each one. Keep in mind that the total amount should be equal to the Project lump sum requested.

Activity Title	Estimated start date	Estimated end date	Activity duration (in days)	Grant amount allocated to the activity (EUR)
PROJECT LAUNCH EVENTS	15/01/2024	18/02/2024	35	4 000,00
SAFE INTERNET USE	05/02/2024	09/02/2024	5	1 000,00
SCIENCE TECHNOLOGY WEEK	08/03/2024	14/03/2024	7	800,00
CHESS	25/04/2024	26/04/2024	2	2 000,00
INNOVATIVE LEARNING METHODS AND TECHNIQUES	23/06/2024	29/06/2024	7	9 172,00
WEB 2 TOOLS	01/08/2024	31/08/2024	31	800,00
EUROPEAN LANGUAGE DAY	23/09/2024	27/09/2024	5	400,00
CODE WEEK AND ERASMUS DAY EVENT	07/10/2024	25/10/2024	19	626,00
TÜRKİYE MOBILITY	17/11/2024	23/11/2024	7	13 498,00
DRAMA EVENT	09/12/2024	10/12/2024	2	150,00
KARDZHALI MOBILITY ACYIVITY	16/03/2025	22/03/2025	7	13 278,00
PROJECT-BASED LEARNING	01/04/2025	30/04/2025	30	2 000,00
SOFIA MOBILITY ACTIVITY	18/05/2025	24/05/2025	7	11 976,00
MINECRAFT	03/02/2025	05/02/2025	3	300,00
			167	60 000,00

Activity Details (PROJECT LAUNCH EVENTS)

Please complete the following table

Activity Title	PROJECT LAUNCH EVENTS
Venue	Other
Estimated start date	15/01/2024
Estimated end date	18/02/2024
Leading Organisation	Sofia High School of Mathematics "Paisius of Hilendar"
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye) Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	4 000,00 €

Describe the content of the proposed activity.

All schools carry out these activities in cooperation. However, Sofia High School of Mathematics "Paisius of Hilender" is responsible for the organization and coordinated work of the meetings.

1.ONLINE MEETING:

15/01/2024: This meeting is the project start meeting. Project start:

The purpose, objectives and scope of the project are defined.

15/01/2024-05/02/2024

Identifying stakeholders and understanding their needs.

A feasibility study is conducted to evaluate the feasibility of the project.

Project planning:

A detailed project plan is developed that includes the project schedule, budget, and resource allocation.

A work breakdown structure (WBS) is created to break the project into manageable tasks.

Identifying risks and developing a risk management plan.

Quality standards and performance criteria are defined. .

-Each school announces the acceptance of the project to all students and parents on the school website and on the school board.

-A grant agreement is signed between the coordinator institution and partner institutions.

-Each school determines its own selection criteria. Accepts project participants.

--Preparation of videos and presentations introducing cities, countries and schools

-Preparation of games for the promotion of countries

-Preparation of the project logo and selection of the project logo using the Tricider voting tool

-Project website- E-twinning project, project social media accounts (youtube channel, facebook page, instagram channel)

2nd ONLINE MEETING: 15/02/2021

In the first online meeting, students will introduce themselves.

Partner schools make presentations introducing their schools and countries. At the end of the presentation, he prepares a play about his country. Mini tests.

Project Execution:

Put the project plan into action by assigning tasks, resources, and responsibilities.

Team members and stakeholders are managed. and coordinated.

Project performance is monitored and controlled to ensure it is in line with the plan.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

1. The contact person of each institution attends the Online Meeting.

2. Online Meeting: all students and teachers who will be included in the project will attend.

Other employees in the institutions, young people and parents will be informed about the acceptance of the project through project promotion activities. Each institution will determine the stakeholder it will work with.

This activity affects the students, teachers and all stakeholders who are project participants.

Explain how is this activity going to help to reach the project objectives.

In order for our project to be carried out in a healthy manner, teachers, students and parents at the project partner schools must believe in and support the project. For this purpose, project promotions will be made and people who want to take part in the project will be determined.

- The awareness level of teachers and young people about participation in EU projects will increase.
- This project will be a pioneer in the implementation of different Erasmus projects in our schools.
- Project management between transnational institutions is important for the project to achieve its goals. Proper project management ensures that partner institutions and stakeholders derive maximum benefit from project results. Correct planning of the project increases the efficient distribution of resources to be used during the project and the sustainability of the project.
- Proper planning after project acceptance increases effective communication and facilitates cooperation between transnational teams. It makes the project process easier. It allows us to minimize risks by foreseeing possible risks in the face of unexpected events.

Describe the expected results of the activity.

Project feasibility study

Project planning:

A detailed project plan that includes the project schedule, budget, and resource allocation

A work breakdown structure (WBS) to break the project into manageable tasks

Risk management plan

-Increased awareness of Erasmus projects

-Project logo

-Project website

-Project social media accounts (facebook page, youtube channel, instagram channel)

-Videos, presentations and games for the promotion of Bulgaria

-Videos, presentations and games for the promotion of Turkey

-Videos, presentations and games for the promotion of Romania

-Evaluation survey prepared with Kahoot

-Project banner, poster, roll up, project corner

Please describe how you determined the grant amount attributed to this activity.

For project promotions, each institution must prepare posters, banners, roll ups and project corners. Project dissemination activities are important for the sustainability of the project. Each partner institution needs a budget to make these preparations.

Sofia High School of Mathematics "Paisius of Hilendar": 1000Euro

Asociația Clubul de Științe GEEA Tecuci: 1000 Euros

Keşan Anatolian High School: 1000Euro

Professional training program "Aleko Konstantinov": 1000 Euros

Total: 4000 Euros

Activity Details (SAFE INTERNET USE)

Please complete the following table

Activity Title	SAFE INTERNET USE
Venue	Other
Estimated start date	05/02/2024
Estimated end date	09/02/2024
Leading Organisation	Asociația Clubul de Științe GEEA Tecuci (Romania)
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria)
Grant amount allocated to the activity	1 000,00 €

Describe the content of the proposed activity.

Safer Internet Day: (February 8, 2024)

He will conduct research on internet security. Students and teachers in their schools will be informed about safe internet. A video consisting of slogans on the theme of Partner Safe internet will be created.

Secure internet boards will be prepared in institutions.

An online competition with the theme of safe internet will be held. The link of this competition will be added to the project website and social media accounts. Project collaborators will also be allowed to participate in the competition.

Schools will register to the <https://www.esafetylevel.eu/> system. It will create and implement an action plan for safe internet. Schools will apply for the E safety label.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Each partner institution will prepare presentations over the secure internet and present them to 100 young people and school teachers.

Parents will be informed about internet safety. Thus, a total of 200 students and 200 parents will be informed about internet safety.

The competition link regarding internet security will be added to the project's website and social media accounts.

Collaborators will be encouraged to participate in this competition. Institutions will join the Esafety security network. Articles about the studies will be prepared and shared on the E safety portal. (<https://www.esafetylevel.eu/esafety-label>)

Explain how is this activity going to help to reach the project objectives.

In the age of technology, internet security is very important. Participants' knowledge about using the internet safely will increase. Web 2 tools will be used throughout the project. The studies will be done using the internet. Students and teachers need to know how to protect themselves from cyberbullying while using the internet. Teachers and students; It will enable students to work in safe interactive learning environments focused on innovation and education in the innovative age, with the opportunities offered by digitalization.

Institutions will create their own e-security action plan. The work done will be evaluated at the end of the 18-month period.

Partner institutions will register to the E safety security network and be inspired by the work done by different institutions. By sharing the work done here, it will inspire others.

Every institution will apply for the E safety label. Applications will be made again for a higher label. A more advanced approach to online security will be created.

Rules and measures to be used against attacks over the internet will be determined.

A video about internet security will be prepared. Preparing videos encourages students and teachers to think critically. It helps discover negative situations regarding internet security.

Students and parents will be informed about presentations about internet safety. Families, students and stakeholders will be made aware of the measures that can be taken to protect against cyber attacks.

Describe the expected results of the activity.

CONCLUSION RESULTS:

- Presentations about internet security
- Videos containing internet security slogans.
- Internet Security Dashboards
- Internet Security themed posters and brochures
- Safe internet themed competition
- E Security Action Plan
- E safety labels

-Articles prepared on the E safety portal about studies on internet security in institutions

SUMMARY RESULTS

- Increase in digital skills
- Increase in foreign language skills
- Awareness of the benefits and harms of Science and Technology
- Increasing the knowledge level of scientists
- Increase in entrepreneurial skills
- Increased collaboration and communication skills.

Please describe how you determined the grant amount attributed to this activity.

It is planned to pay 250 Euros to each institution in order to hold this event.

Institutions will reward the first 3 winners of the competition at the end of the competition. They can use this fee to print posters and brochures and purchase stationery for event dissemination activities.

Sofia High School of Mathematics "Paisius of Hilendar:250 Euro

Asociația Clubul de Științe GEEA Tecuci:250 Euro

Keşan Anatolian High School: 250 Euros

Professional training program "Aleko Konstantinov": 250 Euro

Total: 1000 Euros

Activity Details (SCIENCE TECHNOLOGY WEEK)

Please complete the following table

Activity Title	SCIENCE TECHNOLOGY WEEK
Venue	Other
Estimated start date	08/03/2024
Estimated end date	14/03/2024
Leading Organisation	KESAN ANADOLU LİSESİ (Türkiye)
Participating Organisations	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	800,00 €

Describe the content of the proposed activity.

Science and Technology Week (8-14 March 2024 / 8 -14 March 2025)

-Students will introduce a scientist in the online meeting.

-He will prepare presentations explaining how science and technology serve people. Young people will be able to develop projects aimed at solving a social problem related to the design of environmentally friendly technologies or science.

-A poster competition will be held on the use of science and technology. The most beautiful poster will be chosen as the tricider voting tool.

-Partner institutions will organize science fairs and technology exhibitions within their own facilities. At this fair and exhibition, young people will prepare their science and technology projects. Will be able to examine the projects prepared by other students. More information will be obtained by talking to the students who prepared the project.

Students interested in technology will exhibit their own technology projects. Interest in technology will be aroused by exhibiting robots, coding projects, electronic devices and other technology products.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Activities related to Science and Technology Week will be displayed on school boards.

Every student from partner institutions will be included in the science technology week activities. Parents will be invited to science and technology exhibitions and have the opportunity to see the students' work.

The mayor and local press will also be invited to the science and technology fair event, ensuring that the events reach more people in the city we live in.

All prepared studies will be added to the Erasmus plus Results platform, our E-twinning project, and our Project website.

Partner school students, teacher parents and European teachers will benefit from our project. Event results will be shared by the coordinator institution on the Erasmus Results Platform.

Explain how is this activity going to help to reach the project objectives.

Teachers will be able to create innovation and education-oriented learning environments in the innovative age with the opportunities offered by digitalization. The ability of teachers and students to benefit from digital tools and platforms will increase

It can encourage students to think about how science and technology can serve society. .

Young people will showcase their talents at the science and technology exhibition.

Students and teachers will get to know scientists in Bulgaria and Turkey. Scientists in the two countries will inspire partner institutions to carry out project-based studies.

While preparing technology-themed games, students and teachers will increase their critical thinking skills and increase their digital skills.

In our activities, we will learn the good practices implemented in partner schools and apply them in our schools. Students will improve their collaboration skills and foreign language skills while doing their studies

Describe the expected results of the activity.

CONCRETE RESULTS:

-Presentations about scientists from each country

-Designs prepared by young people to be presented at the science and technology exhibition.

-Posters on the Use of Science and Technology

INTANGIBLE RESULTS

- Increase in digital skills
- Increase in foreign language skills
- Awareness of the benefits and harms of Science and Technology
- Increasing the knowledge level of scientists
- Increase in entrepreneurial skills
- Increased collaboration and communication skills.
- Events will contribute to the holistic development of our students. They will have fun while learning, and they will learn while having fun.
- During the process, teachers and students will increase the multiplier effect by sharing their experiences with students and teachers in their own schools.

Please describe how you determined the grant amount attributed to this activity.

Each institution will be paid 200 Euros to prepare the event. Partner institutions can purchase the necessary stationery materials with this fee. Technology sets (ardunio etc.) needed for the science and technology exhibition can be purchased. As a result of the competition, the winners may be rewarded. It can raise awareness of project results.

Sofia High School of Mathematics "Paisius of Hilendar:200Euro

Asociația Clubul de Științe GEEA Tecuci:200 Euro

Keşan Anatolian High School: 200Euro

Professional training program "Aleko Konstantinov": 200 Euro

Total: 800Euro

Activity Details (CHESS)

Please complete the following table

Activity Title	CHESS
Venue	Other
Estimated start date	25/04/2024
Estimated end date	26/04/2024
Leading Organisation	KESAN ANADOLU LİSESİ (Türkiye)
Participating Organisations	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	2 000,00 €

Describe the content of the proposed activity.

25/04/2024-26/04/2024: Each partner institution will organize a chess tournament with its own students.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

This event will take place at partner institutions. Any student from partner institutions can participate in the chess tournament. The chess tournament and its results will be announced on local media accounts. Many people will be informed about the event.

Explain how is this activity going to help to reach the project objectives.

- Chess is an educational and interesting component of our erasmus project. Erasmus projects often offer students educational and living experiences in different countries. Chess can be considered as a tool that can be used to make these experiences more entertaining and educational. It can also strengthen social bonds between participants and enrich the learning experience.
- Chess teaches both winning and losing. When we encounter failure, we must rise again and come back stronger and wiser. Winning with grace is an important personal trait that chess can teach a person.
- Chess helps young people realize the consequences of their actions. Thinking about your moves and trying to play the best move is rewarding, but playing too quickly and being hasty in your decisions can lead to negative consequences.
- Chess improves problem solving skills.
- Chess can help you think ahead, not rush your decisions, and weigh the pros and cons of your choices.
- It is similar to the challenges we face in daily life, and just like in chess, we try to make the best choices to achieve positive outcomes in our lives.
- Chess improves creativity.
- While a shy and passive person can play more reservedly, a social and extroverted person can make stronger attacks.
- Young people can show their creativity with the moves, plans and tactics you make on the board.
- The mathematical modeling used during the chess game develops the ability to structure, mathematize, interpret, solve problems, evaluate the results and analyze them critically.

By including disadvantaged students in this activity, young people will easily socialize in talent-inclusive learning environments. and will lead. Students will be helped in their cognitive, affective and psychomotor development.

Describe the expected results of the activity.

Students will communicate and interact during the event. Communication skills will increase

- During the events, teachers and students will increase the multiplier effect by sharing their experiences with students and teachers in their own schools.
- Visualization: Children are asked to imagine a series of actions before performing the movements. We strengthen their visualization skills by allowing them to mentally change the moves first, and then the moves a few steps ahead.

Thinking Ahead: In this area, children are taught to think first and then act. with chess

"What might happen if I do this?" We teach you to ask. In this way, it is possible to develop patience in chess over time.

- Reasoning Ability: Children are taught that they do not have to do the action that comes to their mind. Determining alternatives,

Learning to consider the pros and cons in options.

- Analyzing: Children learn to interpret the consequences of certain actions. In this case, you should direct your decisions.
- Abstract Thinking: Children are taught to think about the big picture rather than the details. They are also taught how to

apply moves in relevant situations by making them think differently about moves.

-None of these skills are unique to chess, they are all part of chess. The beauty of chess as a teaching tool is that it stimulates children's minds and helps them develop these skills while having fun.

-A student-centered classroom environment will be created with our activities. It will enable focus on practical and skill-based issues.

As a result, children think more critically, solve problems and make decisions better. They become more independent. Our activities will increase student participation. It makes learning fun and interactive. Students will develop a positive attitude towards learning.

Please describe how you determined the grant amount attributed to this activity.

A budget is needed for each partner institution to organize the chess tournament and purchase chess equipment.

Sofia High School of Mathematics "Paisius of Hilendar":500 Euro

Asociația Clubul de Științe GEEA Tecuci:500 Euro

Keşan Anatolian High School: 500 Euros

Professional training program "Aleko Konstantinov": 500 Euro

Total: 2000 Euros

Activity Details (INNOVATIVE LEARNING METHODS AND TECHNIQUES)

Please complete the following table

Activity Title	INNOVATIVE LEARNING METHODS AND TECHNIQUES
Venue	Romania
Estimated start date	23/06/2024
Estimated end date	29/06/2024
Leading Organisation	Asociația Clubul de Științe GEEA Tecuci (Romania)
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye) Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria)
Grant amount allocated to the activity	9 172,00 €

Describe the content of the proposed activity.

1 day

Welcoming guests - settling into the hotel

Day 2: Teaching with drama techniques

- Introduction to storytelling;
- Choosing the title and story of the game.
- Theater roles and developmental stages of the child;
- From story to scenario;
- Assignment of theater roles.

-1,2,3... action! Raise the curtain;

Day 3: Collaboration, creativity and multimedia teaching contents

- Websites, web products, mobile applications and electronic products for teaching and learning: an overview
- Collaborative web tools
- A video story
- Create an interactive video lesson
- Create digital, multimedia books
- Web pages and comics

-Practical laboratory: step-by-step process and guidance.

- Practical laboratory: step by step process and guidance.

Day 4: Gamification - game-based

-Definition of gamification, why gamification?

-Usefulness of game-based training

-Advantages and disadvantages of game-based education

- Many games, activities and content that support learning and communication

-Best approaches and best practices regarding tools and methods used in different countries in game-based education

-Safety and responsibility in game-based education

- Using game-based education in learning with IPAD, Android, and other mobile devices

Day 5: Project-based learning

-Understanding what project-based learning really is;

-PBL in secondary schools;

-Motivation in PBL

-Creating a detailed PBL lesson plan;

-Project-based learning and project examples

Day 6: A new beginning

- Cultural visit of the city center with a professional tour leader

- Planning follow-up: future projects together

-Training evaluation

Day 7: Farewell Time

leaving the city

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Teachers who will participate in the training will primarily benefit from the results of this event. Teachers who receive training

after the event provide training to other teachers in their own schools. At the end of the training, they will transfer what they have achieved to other colleagues in their schools.

New activities to create best practices will inspire all our teachers to design and implement. We will have the opportunity to analyze innovative learning methods. Using innovative teaching techniques will increase student participation in our course activities in schools. It will make learning fun and interactive.

. Students will develop a positive attitude towards learning. Our students and teachers are in communication during the events. and we will work in cooperation. They will learn to approach events from different angles and make different interpretations.

After the training, teachers will increase the multiplier effect by sharing their experiences with students and teachers in their schools.

They will ensure that more people benefit from the results of the training.

Videos to be prepared during the training; It will be added to the project's social media accounts, project website and Erasmus results platform. More people will benefit from the results of the event.

Explain how is this activity going to help to reach the project objectives.

It will enable teachers to gain experience in and use innovative approaches and create rich content for digital native students of the 21st century generation. In addition, teachers who will be equipped with creative and critical thinking skills, which are the characteristics of the new age, will lead their students in this regard. In this way, our teachers will contribute to their personal and professional development. Since there are participants from different countries of Europe in the training activity, they will have the opportunity to share and compare their experiences with their colleagues in other countries. Our teachers will develop a different perspective on education and renew their vision. They will motivate and encourage their colleagues in this regard with the presentations they will make within the scope of dissemination activities. They will integrate what they have learned about gamification and game-based education into the curriculum and keep up with the times in education. In this way, the quality and competence of institutions will increase and the quality of education will also increase.

Describe the expected results of the activity.

CONCRETE RESULTS

- Course materials and lesson plans using collaborative tools (2 for each partner)
- Lesson plan prepared using gamification technique (2 for each partner)
- Training materials and lesson plans prepared using project-based education techniques (2 for each partner)
- Training materials and lesson plans prepared using drama technique (2 for each partner)
- Presentations on the advantages and disadvantages of drama technique, project-based teaching method, drama technique and gamification

INTANGIBLE RESULTS

- Understanding the role of drama in children's development;
- Resolve conflicts and encourage participation and collaboration in your classroom using drama techniques;
- Manage and reduce inequalities through drama activity;
- Recognizes collaborative web 2 tools.
- They can create interactive classroom environments with collaborative web 2 tools.
- Will be able to develop game mechanics and elements in learning environments.
- It will provide them with knowledge about the preparation of digital materials that they can use in classes.
- They include high school curriculum subjects in PBL.;
- Get tips and tools to motivate students and increase their core competencies;
- Get an idea of the range of activities available to you at PBL (and beyond);
- Confidently implement PBL in their classrooms and/or school communities;
- Feedback and evaluation for learning in PBL
- In terms of internationalization of our schools in our project;
- The awareness level of our teachers about participation in EU projects will increase.
- This project will be a pioneer in the implementation of different Erasmus projects in our schools.
- Institutional capacity will increase
- Teachers' ability to use foreign languages will increase.
- Teachers' ability to apply innovative teaching methods and techniques to lessons will increase.
- It will increase the digital competence of teachers,

Please describe how you determined the grant amount attributed to this activity.

Romania 3rd group country

Individual support for 1 teacher: 126 euros.

(100-500 km) travel fee: 210 Euro (green travel)

(500-1999 km) travel fee: 320 Euro (green travel)

2 teachers from Keşan Anatolian High School will participate in this event. 7 days of individual support, including 5 days of training + 2 days of travel payable.

Tecuci Kesan : 558 km
2*7*126: 1764Euro (7 days individual support from 2 teachers)
2*320: 640 Euro (2 teacher travel support)
Total: 2404 Euro (Keşan Anatolian High School)

2 teachers will attend this event "Profesionalna gimnaziya po iconomika "Aleko Konstantinov" " 5 days training + 2 days travel
7 days of individual support will be paid.
Sofia -Tecuci : 478 km
2*7*126: 1764 Euro (7 days individual support from 2 teachers)
2*210: 420 Euro (2 teacher travel support)
Total: 2184 Euros

2 teachers will attend this event "Profesionalna gimnaziya po iconomika "Aleko Konstantinov"" 5 days training + 2 days travel
7 days of individual support will be paid.
Kırcaali -Tecuci : 495 km
Travel fee for 1 teacher: 210 Euro (green travel)
2*7*126: 1764 Euro (7 days individual support from 2 teachers)
2*210: 420Euro (2 teachers travel support)
Total: 2184 Euros (Profesionalna gimnaziya po iconomika "Aleko Konstantinov")

Tuition fees are needed for Asociația Clubul de Științe GEEA Tecuci to prepare the event.
The training fee for 1 teacher for 1 day is 80 Euros. 6 teachers will receive training for 5 days.
6*5*80: 2400 Euro (Asociația Clubul de Științe GEEA Tecuci) will be paid.

2404+2184+2184+2400:9172 Euro

Activity Details (WEB 2 TOOLS)

Please complete the following table

Activity Title	WEB 2 TOOLS
Venue	Other
Estimated start date	01/08/2024
Estimated end date	31/08/2024
Leading Organisation	KESAN ANADOLU LİSESİ (Türkiye)
Participating Organisations	Profesionalna gimnaziya po ikonomika "Aleko Konstantinov" (Bulgaria) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	800,00 €

Describe the content of the proposed activity.

This event will be held under the leadership of Keşan Anatolian High School. However, all schools will work collaboratively. Türkiye School will undertake the organization of the studies.

There are trainings on the use of web 2 tools on the teacher training page of the E-Twinning portal.

Teachers will receive these trainings on the E twinning Portal.

01/08/2024-15/08/2024: Teachers watch E Twinning training videos. (15 teachers)

016/08/2024-30/08/2024: Teachers train their students on the use of web 2 tools. (For a total of 150 students) Teachers collaborate with their students and prepare course content using the web 2 tool. (136 pieces in total)

Links to all materials to be prepared will be collected in the padlet tool. Padlet tool will be added to Google Apps and a mobile application will be developed.

Web 2 tools to be used in this event:

story jumper, jigsaw planet, learning apps, wizzer me, kahoot, canva, superanimo, pictormap flipgrid, Socrative, Kahoot, Learning Apps, Gimkit, Quiziz, Quizlet, Mentimeter, Tagul, Cram Wheel

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Institutions of partner schools and teachers will participate in this event. As a result of the event, teachers and association leaders who will participate in the training will benefit. Each teacher will share the knowledge gained as a result of the trainings on e-twinning with their students. With the support of teachers, students will also learn to use web 2 tools. The web 2 tools they learn will be used during trainings and lessons.

Digital materials to be prepared with Web 2 tools will be added to the website and the project's social media accounts (facebook, instagram) pages.

At the same time, a phone application will be created with all the prepared materials. The phone application will be made available for open access. Anyone who wants can download and use the phone application for free.

Event results will also be added to the Erasmus Results Platform. Many teachers and students will benefit from the project results.

Explain how is this activity going to help to reach the project objectives.

In order to ensure the renewableness and sustainability of the theoretical knowledge provided by students in the process of acquiring knowledge, course outcomes must include technology-integrated applications. Today, rapid change and development in information technologies brings with it many new needs. The need to not only present information but also to share information and reinterpret it according to changing conditions has caused web technologies to change over time. As a result of these changes, the classical web structure that came with the internet was moved to new technologies called Web 2.0. The usage area of Web 2.0 technologies is rapidly expanding day by day. The main reason for this situation is that Web 2.0 technologies make the interaction between users and web applications on the internet, interaction between users, collaboration and access to information "very easy".

More active and participatory classroom environments will be created by learning how to use Web 2 tools and using them in lessons by teachers. Students' attitudes and behaviors towards each other in classroom environments will be positively affected. Being able to work on the product comfortably during flexible working hours and in extracurricular environments will support students with different learning styles.

They will access the information in its most up-to-date and functional form.

Students can conduct more in-depth research on the concepts they want by going to the source of the information they have learned through the logic of web links (hyperlinks).

they will be able to succeed. Students can receive criticism about the product they have prepared and can easily improve their product according to these criticisms. In this way, students will become more interested in academic subjects and increase their control over their own learning.

Describe the expected results of the activity.

CONCRETE RESULTS

- Training certificates that teachers will receive from the e-twinning Portal
- Teaching materials prepared using web 2 tools (story jumper, jigsaw planet, learning apps, wizzer me, kahoot, canva, superanimo, pictromap flipgrid, Socrative, Kahoot, Learning Apps, Gimkit, Quiziz, Quizlet, Mentimeter, Tagul, Cram Wheel).
- Each partner prepares 2 digital materials for each vehicle. (136 pieces in total)
- These games will be put together in the phone app using the app creator. . -The phone application will be shared as open source.

INTANGIBLE RESULTS

- As a result of the event, the digital skills of teachers and young people will increase.
- Teachers' professional skills will increase.
- Teachers will be able to plan high quality teaching processes using digital environments

Please describe how you determined the grant amount attributed to this activity.

200 Euros will be paid to each partner institution for the preparation of this event. Institutions can use this fee to promote project results.

Sofia High School of Mathematics "Paisius of Hilendar:200 Euro
Asociația Clubul de Științe GEEA Tecuci:200 Euro
Keşan Anatolian High School: 200 Euros
Professional training program "Aleko Konstantinov": 200 Euros
Total: 800 Euros

Activity Details (EUROPEAN LANGUAGE DAY)

Please complete the following table

Activity Title	EUROPEAN LANGUAGE DAY
Venue	Other
Estimated start date	23/09/2024
Estimated end date	27/09/2024
Leading Organisation	Sofia High School of Mathematics "Paisius of Hilendar"
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye)
<u>Grant amount allocated to the activity</u>	400,00 €

Describe the content of the proposed activity.

-European Language Day (23 September 2024 / 27 September 2025)

Cultural Exchange Events: Cultural exchange events will be organized for participants to introduce their own culture and language.

- Cards and puzzles consisting of Turkish, Romani, Bulgarian and English words will be prepared.

-A common song with a common language will be written. This song will be sung in 3 different languages. The video will be created.

-Bulgarian-Turkish-Romani common words will be researched. A Romani-Turkish-Bulgarian common language dictionary will be created.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Young people and teachers who will participate in the event will primarily benefit from the results of this activity. The event results will be shared on the project's website, E-twinning project, social media accounts and erasmus results platform.

The results of the event will raise language awareness among many teachers and young people from near and far.

Explain how is this activity going to help to reach the project objectives.

- Awareness of different languages will be increased with the events to be held on European Language Day. Participants will be encouraged to learn a foreign language.

We will raise public awareness about the importance of language learning., We will draw attention to the impact of language learning in developing multilingualism and intercultural understanding.;

We will contribute to Europe's development of its linguistic and cultural richness, which must be protected and nurtured.

We will promote lifelong language learning, whether in school or outside school, whether for professional needs, for study or for leisure and travel. This activity allows them to learn and share different traditions and languages.

Describe the expected results of the activity.

CONCLUSION RESULTS:

-Cards and puzzles consisting of Turkish, Romanian, Bulgarian and English words.

-Common language song video

.-A common language dictionary consisting of common Bulgarian-Turkish-Romani words will be created.

SUMMARY RESULTS

-Increase in digital skills

-Increase in foreign language skills

- Increase in collaboration and communication skills

Please describe how you determined the grant amount attributed to this activity.

100 Euros will be paid to partner institutions for the preparation of this event. Institutions can use this fee to disseminate project results.

Sofia High School of Mathematics "Paisius of Hilendar: 100 Euros

Asociația Clubul de Științe GEEA Tecuci:100 Euro

Keşan Anatolian High School: 100 Euros

Profesionalna gimnaziya po iconomika "Aleko Konstantinov":100 Euro

Total: 400 Euros

Activity Details (CODE WEEK AND ERASMUS DAY EVENT)

Please complete the following table

Activity Title	CODE WEEK AND ERASMUS DAY EVENT
Venue	Other
Estimated start date	07/10/2024
Estimated end date	25/10/2024
Leading Organisation	Asociația Clubul de Științe GEEA Tecuci (Romania)
Participating Organisations	KESAN ANADOLU LİSESI (Türkiye) Profesionalna gimnaziya po ikonomika "Aleko Konstantinov" (Bulgaria) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria)
Grant amount allocated to the activity	626,00 €

Describe the content of the proposed activity.

This event will be led by Asociația Clubul de Științe GEEA Tecuci. . Each partner will carry out the activities within its own organization and in cooperation with other partners.

Code Week (October 2024): Each school will add itself to the map in the <https://codeweek.eu/events> system. will record the event in the code week system. Students will be asked to find a solution to an environmental problem using Arduino. Each school will determine its own problem and solution. The design will be made by coding the Arduino system. This work will be presented by students in the online meeting. Good practices will be shared.

Erasmus Day Week: Each institution registers for Erasmus Day on the page of its National Agency. Each institution organizes an event that introduces the project and raises awareness about Erasmus projects. Teachers of other institutions in the city are also invited to this event.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Code week event; Every student and teacher from the project partner schools can participate without discrimination. Teachers taking part in the project will inform young people about the event. Each institution will support its students to find solutions to the environmental problem they have identified. There are students who can use Arduina at each partner institution. The works prepared by young people will be promoted on the project social media accounts and the project website. Each partner institution will add the events held during Codeweek to the map at <https://codeweek.eu/events>.
Erasmus Day Event: In addition to the students and teachers involved in the project, other students and teachers in the institutions will be encouraged to participate in this event. Every institution has stakeholders with whom it cooperates. These stakeholders will also be invited to the institution at the Erasmus Day event. The recognition and visibility of the Erasmus Program will be increased. For this event, registration will be required for Erasmus Day. The event will be added as an Erasmus Day event "<https://www.erasmusdays.eu/>".

Explain how is this activity going to help to reach the project objectives.

Activities held during Code Week will increase young people's digital skills. He will look at environmental problems from a critical perspective. He will find creative solutions to these problems. Young people who will work with the Arduina system will communicate, cooperate and exchange information with each other during their work. They will learn together. They will make creative designs. ,

It will offer beneficiaries a unique opportunity to share their Erasmus+ experiences or announce their projects.), will increase the recognition and visibility of the Erasmus+ Programme. It will ensure dissemination of the outputs of relevant projects and encourage potential beneficiaries to benefit from Erasmus+.

Describe the expected results of the activity.

CONCRETE RESULTS

-Projects prepared with Arduina focusing on solutions to environmental problems.

-Prepared videos

-Presentations

INTANGIBLE RESULTS

-It develops behaviors in teachers and young people such as problem solving, thinking of alternative ways, generating solutions to possible problems, collaborative learning, cycles, decision structures, teamwork, creative thinking, designing

what they imagine and being critical.

-The visibility of the project will increase with the Erasmus day event. It will ensure dissemination of project results.

Please describe how you determined the grant amount attributed to this activity.

To prepare for this event, institutions need to purchase Arduino sets. In addition, a budget is needed for the refreshments to be served at the Erasmus Day event and the posters and brochures to be printed.

The amounts to be paid to each partner institution are stated.

Sofia High School of Mathematics "Paisius of Hilendar": 161 Euro

Asociația Clubul de Științe GEEA Tecuci: 155 Euro

Keşan Anatolian High School: 155 Euros

Profesionalna gymnasium "Aleko Konstantinov": 155 Euro

Total: 626Euro

Activity Details (TÜRKİYE MOBILITY)

Please complete the following table

Activity Title	TÜRKİYE MOBILITY
Venue	Türkiye
Estimated start date	17/11/2024
Estimated end date	23/11/2024
Leading Organisation	KESAN ANADOLU LİSESİ (Türkiye)
Participating Organisations	Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
<u>Grant amount allocated to the activity</u>	13 498,00 €

Describe the content of the proposed activity.

1 day
Arrival in Keşan Town. Teachers settle in the hotel, students settle in with host families.

Day 2 Meeting time
09.00-10.30 Meeting - Ice breaking games-Erasmus Corner Presentation-Türkiye Presentation presentation
10.30-12.00: Traditional Turkish breakfast
12.00-13.00: Rest break
13.00-14.30 Keşan presentation and mini exam at the end of the presentation. using kahoot
15.00-17.00 Keşan District Tour

Day 3: This lesson is devoted to Chemistry.
09.00-10.00 Element naming bingo card game
10.00-10.30 Rest break
10.30-12.00: Preparation of the periodic table puzzle game and joint creation of the periodic table
12.00-13.30 Lunch
13.30-14.30 Playing the naming of ionic compounds with playing cards
14.30-15.00 Rest Break
15.00-16.00 Designing digital games related to science on topics (learning) determined by students' applications, exam etc.)

4 days: This course is devoted to mathematics.
09.00-12.00: Local Turkish mind and intelligence games (checkers-backgammon-chess-mancala)
12.00-14.00 Lunch
14.00-16.00 Creating cryptology algorithms through Mancala games

Day 5 This activity is dedicated to physical education and art classes.
09.00-10.00: Bocce match 10.30-12.00: Dart game
12.00-14.00 Lunch
14.00-16.00 Archery event

Day 6: Today is devoted to geography lesson.
09.00-10.00: Environmental themed taboo game.
10.30-12.00: Endemic Species (Plants and Animals) Endangered Animals Game
12.00-14.00: Lunch in the school garden, families prepare typical Turkish dishes
14.00-15.00: Final evaluation
15.00-16.00 Delivery of Participation Documents
20.00-22.00 Culture Night

7 days
Leaving Keşan town - Farewell time

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Students and teachers from partner schools and Turkish School students and teachers will participate in our project activities.

During the activities, cooperation will be made with Trakya University Yusuf Çapraz School of Applied Sciences, Department of Computer Technology and Information Systems. Support will be received from the University for the preparation of digital games. There will be cooperation with Keşan Youth and Sports Directorate. The archery field of Keşan Youth and Sports Directorate will be used.

Our students are the most important people in cultural transfer throughout the project. In our project, guest students will stay in the homes of Turkish students. Thus, families will convey more Turkish culture to guest students. During our project

activities, there will be a live broadcast on our project's YouTube channel.

Students from partner countries who cannot attend the event will be able to benefit from the project results more easily. Our project results will be published as open source in our E twinning project, Erasmus Plus Results Platform and on our project website. This way more people will be able to reach it. Digital games about chemistry will be prepared using app inventor.

The mobile application will be shared as open source. Anyone who wishes can download our mobile application. The mobile application can be constantly updated by adding new games. The project will be made more sustainable.

Explain how is this activity going to help to reach the project objectives.

Each partner school can apply the icebreaker activities learned in their own lessons. Especially when a new student arrives. When schools open, ice-breaking techniques to be used in classrooms will enable all students to communicate with each other. It will enable you to reach each other faster and more accurately. Additionally, ice breaking techniques can help solve problems.

will contribute.

Chess games can encourage students and staff from different countries to come together and communicate. It provides opportunities to practice language during the game and will help understand cultural differences between participants. There is a rule that the pieces used in chess must be placed on the chessboard in a way that does not threaten each other. Learning this rule will enable it to be modeled in daily life activities. Our students will be able to think with chess competition and other games.

Participants can play Turkish games such as backgammon, checkers, 101, okey and mangala. With these games, it develops planning, problem solving and concentration skills that can produce strategic and analytical solutions, make judgments, think mechanically, develop creativity and strategy. They will see themselves and their limits. They will think about what they did, their shortcomings

They will be able to complete it. They can improve their ability to take responsibility and make decisions on their own or in groups. Game tournaments organized within the framework of the event allow participants to compete and measure their strategic abilities. This can help participants improve themselves and gain self-confidence.

Games will be used in chemistry lessons. Games can make chemistry lessons more fun and engage students. This can increase motivation to learn.

Environment-themed games increase students' environmental awareness.

Each country will introduce its own culture at the cultural night. Negative prejudices against differences will be destroyed.

Describe the expected results of the activity.

A student-centered classroom environment will be created with our activities. Focus on practical and skill-based interactive learning

Students will be able to learn difficult subjects more easily. New activities to create best practices will inspire all our teachers to design and implement. Methods and techniques used in games

We will have the opportunity to analyze it. Our activities will increase student participation. It will make learning fun and interactive.

Students will develop a positive attitude towards learning. During the events, our students and teachers will be in communication and work collaboratively. They will learn to approach events from different angles and make different interpretations.

This will positively affect the personality and character of our students. They will get to know different cultures.

Math skills will increase. (101 - rummy game-chess-mangala)

They will learn a foreign language. Their ability to use the English language will increase. In this process, teacher and student activities will increase the multiplier effect by sharing their experiences with students and teachers in their own schools.

Our activities will contribute to the holistic development of our students. They will have fun while learning, they will have fun while learning.

They will have the opportunity to learn geography, mathematics and science lessons while having fun. Orientation activity increases navigation and geography skills.

Bocce and darts provide hand-eye coordination. Our Concrete Results;

-Presentations and games about Keşan and Edirne

- Game materials and videos about chemistry, matches, geography, painting lessons

-Hypotheses regarding game strategies in the Mancala game will be put forward and mathematical formulas will be derived.

Results will be reported

- Formulas will be obtained by mathematical modeling in the chess game.

-Our project posters and brochures

Please describe how you determined the grant amount attributed to this activity.

Türkiye is a 3rd group country

1 day of individual support for 1 teacher is 126 euros.

1-day individual support for a student: 63 euros.
Sofia - Kesan : 342 km
(100-499km) travel fee: 210 Euro (green travel)

This event was attended by "Sofia High School of Mathematics "Paisius of Hilendar"
1 teacher and 5 students from the school will participate in the event.
Between Sofia and Keşan: 342 km (210 euro green travel support)
 $1 \times 7 \times 126:882$ Euro (1 teacher individual support)
 $5 \times 7 \times 63:2205$ (5 students individual support)
 $6 \times 210: 1260$ Euro (6 people road support)
Total: 4347 Euro(Sofia High School of Mathematics "Paisius of Hilendar)

This event was attended by "Profesionalna gimnaziya po iconomika "Aleko Konstantinov" "
1 teacher and 5 students from the school will participate in the event.
Distance between Kırcaali and Keşan: 136 km (210 euro green travel support)
 $1 \times 7 \times 126:882$ Euro
 $5 \times 7 \times 63:2205$ Euro
 $6 \times 210: 1260$ Euro
Total: 4347 Euros

2 teachers from "Asociația Clubul de Științe GEEA Tecuci" will participate in this event.
Kesan -Tecuci : 558 km
 $2 \times 7 \times 126:1764$ Euro
 $2 \times 320:640$ Euro
Total: 2404 Euro (Asociația Clubul de Științe GEEA Tecuci)

Keşan Anatolian High School needs a budget to prepare the events. 2400 Euros will be paid to Keşan Anatolian High School.

$4347+4347+2404+2400 :13498$ Euro (Total event budget)

Activity Details (DRAMA EVENT)

Please complete the following table

Activity Title	DRAMA EVENT
Venue	Virtual activity
Estimated start date	09/12/2024
Estimated end date	10/12/2024
Leading Organisation	Asociația Clubul de Științe GEEA Tecuci (Romania)
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria)
Grant amount allocated to the activity	150,00 €

Describe the content of the proposed activity.

The leader of this event is the "Asociația Clubul de Științe GEEA Tecuci" but all partner institutions take part in the online event.

09/12/2024

Event 1: Bring Item Race

Participants are divided into two large groups by the instructor and each group member is given a number equal to the number of participants. The instructor divides the participants into 4 groups by making his own plan and assigns numbers from 1 to 5 to the members of the 4 groups. The instructor shows a piece of paper written on the screen, first with a number (1, 2, 3, 4, 5) and then with an item (remote control, charger, toilet paper, book, salt shaker, etc.). People with the same number in both groups compete to bring the said item. The person who brings it first and shows it to the camera earns a number for his group. The group with the most points will be the winner of the game.

Activity 2: Take Object Form

The instructor plays music from his computer using the audio sharing feature. Participants dance on the screen to the music. When the music stops, participants try to take the form of the object the instructor says.

Sample Objects; Key, Street Lamp, Pot, Airplane, Scissors...

10/12/2024: Teachers hold an online meeting and discuss the results of the drama activity. They prepare a presentation about the advantages and disadvantages of the event.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The event, which will be held on 05/11/2024, will primarily be students and teachers who participate in the project mobilities. Partner institutions announce that there is an event. Young people who want to participate in the event can participate in the event without discrimination. It is especially important for disadvantaged (socially disadvantaged) young people to participate in the event. Thanks to creative drama activities, socially disadvantaged young people also have the opportunity to express their emotions freely. They get rid of internal tension because they experience their positive or negative emotions comfortably.

Teachers who participated in the project mobilities and took part in the project will attend the event to be held on 06/11/2024. Drama activities will contribute to the professional development of teachers. The event results will have a multiplier effect. By using these activities in their own classroom environments, teachers will ensure that more students benefit from the results.

The event results will be shared on the project social media accounts, the project website, and our E-twinning project.

Explain how is this activity going to help to reach the project objectives.

In our Erasmus project, drama activities will offer students and participants opportunities to learn languages, develop cultural awareness, communication skills and self-confidence. . Drama activities encourage learning in a fun and interactive way and will help participants communicate better. Learning drama techniques is important to achieve our project goals.

The following skills are gained by using drama techniques:

Language Learning: Drama activities will support language learning. Participants will be able to create dialogues in different languages and play games to improve their language skills. It provides the development of people who hesitate to speak and experience harshness.

Team Work: Drama activity will encourage participants to work together. It can improve teamwork skills. It teaches the importance of individual and group work.

Emotional Intelligence Development: In drama activities, participants will learn to empathize and develop emotional intelligence skills by portraying different emotional situations.

It increases individuals' self-confidence.

Social Skills: Drama activities can help participants improve their social skills. Participants will gain experience in behind-the-scenes collaboration, empathy and intra-group relationships. It will make people empathize. Using body language will help express yourself. It will increase a person's creativity and improvisational ability.

It will teach stress management. It makes the person feel free.

It enables the person to increase their skills in areas such as painting, theater, music and use of materials.

Describe the expected results of the activity.

CONCRETE RESULTS

-The prepared drama activities will be turned into brochures. Young people's comments about the results of the event will be included.

-Advantages of drama techniques presentation.

-Presentation of disadvantages of drama techniques.

-Lesson plan prepared with drama activities (8 in total, 2 from each partner institution)

INTANGIBLE RESULTS

-Teamwork skills develop.

-Ensuring creativity and aesthetic development

-Improving critical thinking ability

-Social development and development of collaborative skills

-Improving communication skills

-Improving language skills

-Developing imagination

-Improving people's observations of other people, situations and natural events

Please describe how you determined the grant amount attributed to this activity.

For the preparation of this event, moderator and training fees will be paid to the institution organizing the online event. GEEA 150 Euro will be paid for the 2-day event.

Activity Details (KARDZHALI MOBILITY ACYIVITY)

Please complete the following table

Activity Title	KARDZHALI MOBILITY ACYIVITY
Venue	Bulgaria
Estimated start date	16/03/2025
Estimated end date	22/03/2025
Leading Organisation	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria)
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye) Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria) Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	13 278,00 €

Describe the content of the proposed activity.

1 day:

Arrival in Sofia city. Teachers settle in hotels, students settle in host families.

Day 2 Meeting Time

09.00-10.00 Meeting - Ice breaking activities, tour of the school building.

10.00-14:00-Sightseeing to get to know the main landmarks of the city

15:45-Arrival at school and lunch with families

DAY 3: Drama time

8:15-9:15 - Drama activities and team building activities

9:15-14:45- Create a scenario in international groups using highlights and stories learned from the city center visit.

Performance of different short games. In groups, prepare a presentation to promote typical products of Spain. All performance videos and created scenarios will be uploaded to our project on e-twinning.

15:45: Lunch with families

DAY 4: Sports Day

08.15-09.15: Sports teams and team building activities

09.15-14.45: Basketball-volleyball matches

DAY 5: Treasure Hunt

08.15-09.15: Treasure hunting teams and team formation activities

09.15-12.30:Treasure hunt. (Students will search for a treasure according to the map and the given clues)

12.30-13.30: Lunch break

13.30-16.00: Students will dance traditional dances and teach cultural activities to their project partners. to every school

They will introduce a garden game of their own and play together.

6 DAYS:

10:15 11:15 Bulgarian music workshop

11:45:13:00 Final Evaluation (students fill out surveys and make short videos expressing their opinions about the activities carried out

they record)

13:00-14:45 Certificate Ceremony

14:45- Lunch in the schoolyard, families prepare typical Bulgarian dishes

20.00-23.00 Culture night

7 DAYS:

Leaving Kardzhali - Farewell time

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The target audience of this event is all teachers, students and parents of students participating in the event. .More students and teachers from Bulgarian School will participate in this event. During the events, guest students are at the home of Bulgarian students. will be hosted. Therefore, parents have different cultures.

They will introduce their own culture to the students while getting to know each other. Parents will especially promote intangible heritage. Students participating in the event one-on-one will spend time and collaborate with their peers. The people most affected by the results of this event are students.

Teachers will have the opportunity to share their professional experiences with each other while observing the activities. By sharing their experiences, teachers use their work background to be innovative and engaging during technological development. Enrich and increase their professional competence. Students' learning and education, be it social skills or

creativity, will be provided in a friendly and fun environment that will help them develop their knowledge and personal values. Our teachers will have the opportunity to talk about their profession during the events and will have a perspective on different education systems. will win. Videos shot during the event can be downloaded from our project's social media.

Explain how is this activity going to help to reach the project objectives.

The aim of this activity is to raise self-confident individuals who can solve problems and have good communication skills. Each partner school can implement icebreaker activities they have learned in their own lessons. Especially when a new student comes to the class, ice-breaking techniques to be applied when the class opens will enable all students to communicate with each other faster and more accurately. also ice

Breaking techniques will contribute to the solution of interpersonal problems. Orientation towards school and class will increase. They will manage students' adaptation process to class and school more easily.

-This activity will be integrated into English, Geography, Physical Education and Music classes. Students' prejudices against these courses will decrease. Learning and gains will be achieved in a fun environment

-Culture night will be organized. In this cultural night, each school will be able to introduce the food, music and dances of its own culture. Bulgarian culture will be recognized. There will be a decrease in prejudice, an increase in tolerance and friendships gained.

- Students will be able to express their ideas, advantages and disadvantages about the workshops.

- More communication with children from different European countries will help them establish and use English effectively.

-Learning drama techniques is important to achieve our project goals. Using drama techniques, participants

The following skills will increase.

-Increases individuals' self-confidence.

-It enables people to empathize.

-It helps the person to know himself.

- Teaches the importance of individual and group work. Makes the person feel free

Describe the expected results of the activity.

Each school will tell the school teachers what they learned at the events. These activities will be used in these lessons. . The outcome will consist of worksheets, illustrations, presentations, short activity videos, feedback forms and evaluation reports. Gain a better understanding of the benefits of outdoor play and how to integrate them into regular classrooms. He will understand. During the activities, students' worldviews will develop. and values environmental impact. Educators gain new skills. Information transfer takes place. Teachers can use the techniques they learn here in their schools.

During the events, participants will increase their English skills by using English as a common language. Different participants from different cultures will have the opportunity to get to know different languages and cultures.

Please describe how you determined the grant amount attributed to this activity.

Bulgaria is a 3rd group country

1 day of individual support for 1 teacher is 126 euros.

1-day individual support for a student: 63 euros.

Kırcaali - Keşan : 195 km

(100-499km) travel fee: 210 Euro (green travel)

1 teacher and 4 students from Keşan Anatolian High School will participate in this event.

1*7*126: 882 Euros

5*7*63:2205

6*210: 1260 Euros

Total: 4347 Euros (Keşan Anatolian High School)

"Sofia High School of Mathematics "Paisius of Hilendar" 1 teacher and 5 students will participate in this event.

Distance Between Sofia and Kardzhali: 205 km (210 Euro Road support)

1*7*126: 882 Euros

5*7*63:2205

6*210: 1260 Euros

Total: 4347 Euros

(Sofia High School of Mathematics "Paisius of Hilendar)

2 teachers from the "Asociația Clubul de Științe GEEA Tecuci" Association will participate in this event.

Burgas - Tecuci: 372 km (210 Euro Road support)

2*7*126: 1764Euro

2*210: 420 Euros

Total: 2184 Euros (Asociația Clubul de Științe GEEA Tecuci)

""A budget is needed for the preparation of events by the Professional company "Aleko Konstantinov". "Profesionalna gimnaziya po iconomika "Aleko Konstantinov"" 2400Euro will be paid.

4347+4347+2184+2400:13278 Euro (Total event budget)

Activity Details (PROJECT-BASED LEARNING)

Please complete the following table

Activity Title	PROJECT-BASED LEARNING
Venue	Other
Estimated start date	01/04/2025
Estimated end date	30/04/2025
Leading Organisation	Sofia High School of Mathematics "Paisius of Hilendar"
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye)
	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria)
	Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	2 000,00 €

Describe the content of the proposed activity.

The leader of this event is "Sofia Mathematics High School "Hilendar Paisius". However, each institution prepares its work within its own organization in cooperation with other institutions.

They are asked to prepare a project that can provide solutions to the following issues. Prepared projects are exhibited.

Sofia High School of Mathematics "Paisius of Hilendar": Climate Change and Energy Management (Energy saving, use of renewable energy resources, reduction of greenhouse gas emissions)

Profesionalna gimnaziya po iekonomika "Aleko Konstantinov": Soil Pollution Management (For the main pollutants and activities of the soil)

Asociația Clubul de Științe GEEA Tecuci): Water Management (Collecting rainwater and using it in irrigation, washing, etc., reusing wastewater)

Keşan Anatolian High School: Waste Management (Separate collection of recycling waste, projects for reuse of recycling waste, composting of organic waste,),

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

First of all, young people and teachers who participate in project mobilities will participate in this event. However, each institution will announce the event in their institutions. People with different ideas will be encouraged to develop their ideas. Project results obtained as a result of the event will be added to the project website. The project will be shared on social media accounts and the project website. Institutions will introduce the event results to their stakeholders in their cities.

Explain how is this activity going to help to reach the project objectives.

This study, which will be prepared by each institution within itself, will develop different perspectives to solve environmental problems. Young people and teachers will think critically and find solutions to problems. This activity was designed to implement the project-based learning method.

With this event, young people will have the opportunity to develop their creativity. They will try to solve the problems they encounter in cooperation. Problems encountered in life will be brought to the classroom. Families will participate in the learning process. Technology will be used in the learning process. They will have the opportunity to use their knowledge in more than one field. It enables them to develop the ability to work collaboratively.

Videos will be prepared explaining the prototypes they prepared. These videos will be in English. Thus, it will contribute to language development.

Describe the expected results of the activity.

CONCRETE RESULTS

-Each partner will prepare an audio video of at least 2 minutes and at most 5 minutes describing the results of the event.

-Event result prototype

--Project-based course contents (2 for each partner, 8 in total)

INTANGIBLE RESULTS

-Increase in awareness about sustainable environment.

-Increase in critical skills.

-Increased ability to work collaboratively within a team.

-Increase in digital skills.

- Increase in leadership skills.
- Students' cognitive, affective and psychomotor development will be helped.
- Students will have the opportunity to get to know themselves and discover their talents.

Please describe how you determined the grant amount attributed to this activity.

500 Euros will be paid to partner institutions for the preparation of this event. Institutions can use this fee to procure the materials needed to prepare prototypes during the event and to disseminate the results of the event.

Sofia High School of Mathematics "Paisius of Hilendar": 500 Euro

Asociația Clubul de Științe GEEA Tecuci: 500 Euro

Keşan Anatolian High School: 500 Euros

Professional training program "Aleko Konstantinov": 500 Euro

Total: 2000 Euros

Activity Details (SOFIA MOBILITY ACTIVITY)

Please complete the following table

Activity Title	SOFIA MOBILITY ACTIVITY
Venue	Bulgaria
Estimated start date	18/05/2025
Estimated end date	24/05/2025
Leading Organisation	Sofia High School of Mathematics "Paisius of Hilendar"
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye)
	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria)
	Asociația Clubul de Științe GEEA Tecuci (Romania)
Grant amount allocated to the activity	11 976,00 €

Describe the content of the proposed activity.

1 day:

Arrival in Sofia city. Teachers settle in hotels, students settle in host families.

Day 2 Meeting Time

09.00-10.00 Meeting - Ice breaking activities, tour of the school building.

10.00-14:00-Sightseeing to get to know the main landmarks of the city

15:45-Arrival at school and lunch with families

DAY 3: "Smart Bird House" Stem project

8:15-9:15 - Determination of the Project Team - Determination of Project Objectives - Preparation of the Project Plan

9:15-14:45- "Smart Bird House" Stem project is created.

15:45: Lunch with families

DAY 4: "Fibonacci Secrets"

08.15-09.15: What is the Fibonacci sequence? Where is the Fibonacci sequence used? What is the relationship between the Fibonacci number sequence and the golden ratio? Who is Fibonacci?

09.15-14.45: "Fibonacci Sequence" examples in nature.

DAY 5: From Pythagoras to art

08.15-09.15 : Art from geometric shapes

09.15-12.30: Origami exercises using the Pythagorean Theorem

12.30-13.30: Lunch break

13.30-16.00: Students will dance traditional dances and teach cultural activities to their project partners. They will introduce their own garden game to each school and play it together.

6 DAYS:

10:15 11:15 Bulgarian music workshop

11:45:13:00 Final Evaluation (students fill out surveys and record short videos expressing their opinions about the activities carried out)

13:00-14:45 Certificate Ceremony

14:45- Lunch in the schoolyard, families prepare typical Bulgarian dishes

20.00-23.00 Culture night

7 DAYS:

Leaving Sofia - Time to say goodbye

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The target group of this activity is the students and teachers of the partner schools and the "Sofia High School of Mathematics" Paisius of Hilendar" teacher candidates and their parents. Project participants will be primarily affected by the results of the project. Students will communicate with each other, their digital and international competencies will increase. The percentage of students who will participate in the project mobilities Fifty of them will be selected among students with disadvantages. Social disadvantages or economic disadvantages. Each institution will determine its own disadvantage.

Teachers have the opportunity to apply project-based learning techniques in their own branches. The achievements learned in this activity will be shared with other teachers. This way, other teachers can also use project-based learning methods in courses at partner schools.

Parents will also get to know different cultures. They also convey their own culture. With the students they host, they move away from their prejudices and turn to different cultures. Photos and documents taken during the events will be added to our eTwinning project and appropriate groups in eTwinning.

Topics for the preparation of project-based teaching techniques will be determined. Links regarding these topics will be opened in the forum section of the E-twinning project. In the e-twinning project, students from different schools will be able to enter the forum and write questions on appropriate topics.

Explain how is this activity going to help to reach the project objectives.

Icebreaker activities are the first step to collaboration. Young people will communicate more easily in a cheerful and relaxed teaching environment with ice-breaker activities. We can also ensure that especially socially disadvantaged students are active in activities.

"Smart Bird House Stem Project" Mathematical formulas and functions between the heat, light, humidity and daily nutritional needs of birds are determined. Coding sets, solar panels, mobile phone, robot components, sensors, etc. By bringing together the electronic device, robot, etc. to be placed inside the birdhouse. is designed. Generating electrical energy with Solar Panels, heat humidity, light, distance etc. sensors are used inside the birdhouse. The birdhouse is visually and aesthetically enhanced by making artistic works, using colors, figures, objects, and texture. To understand the benefits of the smart bird house on our social life and to develop it in accordance with the law.

We discover new situations by attracting more attention to the ibonacci number sequence and enabling students to use their mental skills at a high level.

Pythagoras and his students believed that everything was about mathematics, that numbers were the ultimate truth, and that everything could be predicted and measured through mathematics.

With the event "From Pythagoras to art", young people and teachers will see mathematics everywhere in our lives. Negative prejudice towards mathematics will decrease. For many people, math is just about numbers. But those numbers make our lives perfect.

Through project work, students are directed to explain their ideas to others by creating products or organizing discussions, organizing results, graphing data, making predictions, examining and answering questions.

Participants will get to know the historical and cultural features of Bulgaria. He will dance to Bulgarian music. He/she will have information about Bulgarian culture. Any prejudices will be eliminated.

Describe the expected results of the activity.

CONCRETE RESULTS

smart bird house

Secrets of Fibonacci literature review and good examples.

Origami exercises using the Pythagorean Theorem

INTANGIBLE RESULTS

Increased collaboration skills

Increase in communication skills

Students will be enabled to socialise.

Students will be helped in their cognitive, affective and psychomotor development.

Students will have the opportunity to get to know themselves and discover their talents.

Increased foreign language skills

Decrease in prejudices against mathematics class.

Increase in students' Science, Mathematics and Technology literacy levels

It provides students with critical thinking skills.

It helps students become producers rather than consumers.

It develops students' creativity.

It supports the development of students' entrepreneurial skills.

Gaining a positive perspective towards different cultures

Increasing tolerance and friendship

Please describe how you determined the grant amount attributed to this activity.

Bulgaria is a 3rd group country

1 day of individual support for 1 teacher is 126 euros.

1-day individual support for a student: 63 euros.

Sofia - Kesan : 342 km

(100-499km) travel fee: 210 Euro (green travel)

1 teacher and 4 students from Keşan Anatolian High School will participate in this event.

1*7*126: 882 Euros
4*7*63:1764
5*210: 1050Euro
Total: 3696 Euros (Keşan Anatolian High School)

1 teacher and 4 students will participate in this event.
Distance Between Sofia and Kardzhali: 205 km (210 Euro Road support)
1*7*126: 882 Euros
4*7*63:1764
5*210: 1050Euro
Total: 3696 Euros

2 teachers from the "Asociația Clubul de Științe GEEA Tecuci" Association will participate in this event.
Sofia -Tecuci: 478 km (210 Euro Road support)
2*7*126: 1764Euro
2*210: 420 Euros
Total: 2184 Euros (Asociația Clubul de Științe GEEA Tecuci)

" Sofia High School of Mathematics "Paisius of Hilendar" needs a budget to prepare its events. " Sofia High School of Mathematics "Paisius of Hilendar"2400Euro will be paid.

3696+3696+2184+2400:11976 Euro (Total event budget)

Activity Details (MINECRAFT)

Please complete the following table

Activity Title	MINECRAFT
Venue	Romania
Estimated start date	03/02/2025
Estimated end date	05/02/2025
Leading Organisation	Asociația Clubul de Științe GEEA Tecuci (Romania)
Participating Organisations	KESAN ANADOLU LİSESİ (Türkiye)
	Profesionalna gimnaziya po iekonomika "Aleko Konstantinov" (Bulgaria)
	Sofia High School of Mathematics "Paisius of Hilendar" (Bulgaria)
Grant amount allocated to the activity	300,00 €

Describe the content of the proposed activity.

This event will be prepared under the leadership of GEEA. GEEA key name Computer teacher. It will train students and teachers of partner schools on the online use of the minelayer.

03/02/2025

Installing Minecraft Education Edition

Sign in to Minecraft Education

Changing the Skin

Editing Game Settings

04/02/2025

Anatomy of the Game Screen

Build the first structure (Using Inventory)

Creatures (Mobs)

Understanding Minecraft Physics

05/02/2025

Biomes and the Day-Night Cycle

Product Making Chart

Reflex

At the end of this training, teams consisting of students from different countries will be formed. These teams will prepare a game using Minecraft.

Collaboration themed game of sustainable cities and societies.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The target audience of this event is primarily the students and teachers participating in the project. However, more students and teachers from our partner schools will participate in online activities.

Our project results will be added to our project website, our E-twinning project and the Erasmus Results Platform. This way, more people will be able to achieve these results. Our Mine Craft game, which will be prepared at the end of the event, will be promoted through the social media accounts of our project. Individuals will be able to benefit from this game.

Explain how is this activity going to help to reach the project objectives.

Minecraft Education Edition is a digital game-based learning platform that allows students to gain new skills and improve their skills. Minecraft can be used as an educational and entertaining tool for Erasmus activities. Since Minecraft is a virtual world building and exploration game, it offers many learning opportunities and will be used effectively for the Erasmus project in the following ways. It will provide a multiplayer environment that allows students to collaborate with each other in construction.

Cultural and Historical Explorations: Minecraft offers participants the opportunity to explore the cultures and histories of different countries. Recreating historical buildings or cultural landmarks within Minecraft will allow participants to take a more in-depth look at different cultures.

A wide range is offered for the use of this tool for different learning areas and for students to develop their creativity.

Language Learning: Minecraft will be used to support language learning. Tasks or activities will be created within the game to improve language skills.

Teamwork: Minecraft will develop teamwork and collaboration skills. Participants must work together and solve problems together to complete major projects.

Teachers can easily integrate a learning outcome into game features and have students engage with the topic during the lesson.

Although it takes less time for teachers to explain content with traditional methods such as presentation, it can be taught to students in a shorter time and more permanently with Minecraft.

Math and Science Learning: Minecraft can be used to teach math and science subjects. For example, students can perform mathematical calculations in mining and resource gathering processes.

Thinking skills for a better future. It will produce common solutions to common problems.

Describe the expected results of the activity.

CONCRETE RESULTS

-Sustainable Cities and Communities themed mine craft games

SUMMARY RESULTS

- Increase in digital skills
- Increased ability to use foreign languages
- Ability to collaborate

Students will be able to work freely in an immersive environment where the only limitation is your imagination.

It will offer students the freedom to create and interact with whatever they choose. It will lead to increased students' decisions.
making skills.

Please describe how you determined the grant amount attributed to this activity.

Romanian GEEA will be paid a fee to organize this training. 100 Euro *3 days: 300 Euro

Budget Summary

This section provides a summary of the estimated project budget. The table is automatically completed taking into account the described project activities and their estimated cost.

Activities	Estimated cost (EUR)
PROJECT LAUNCH EVENTS	4 000,00
SAFE INTERNET USE	1 000,00
SCIENCE TECHNOLOGY WEEK	800,00
CHESS	2 000,00
INNOVATIVE LEARNING METHODS AND TECHNIQUES	9 172,00
WEB 2 TOOLS	800,00
EUROPEAN LANGUAGE DAY	400,00
CODE WEEK AND ERASMUS DAY EVENT	626,00
TÜRKİYE MOBILITY	13 498,00
DRAMA EVENT	150,00
KARDZHALI MOBILITY ACYIVITY	13 278,00
PROJECT-BASED LEARNING	2 000,00
SOFIA MOBILITY ACTIVITY	11 976,00
MINECRAFT	300,00
Total	60 000,00
Project lump sum	60 000,00 €

Impact and Follow-up

How will you know if the project has achieved its objectives? What tools or methods will you use?

To evaluate the success of our project, we need to collect qualitative and quantitative observation tools. Each country's project contact person is responsible for recording data that can be used as indicators of success in the project.

INTERNAL EVALUATION

- Planning, defining and sharing the results and outputs with relevant stakeholders will ensure common ownership within the project.
- A work schedule is created.
- Transnational institutions meet every three months and evaluate project work.
- Identification of participants in project mobilities by establishing participant criteria.
- Budget Plan is created. (Justification of the items in the project budget will be compatible with the project activities and realizable)
- Product files (We evaluate the product creation process and the product with the newly learned information, taking into account the individual differences of the students)
- English language exam results to be administered at the beginning and end of the project
- Evaluation is made using the interview technique during and after the events. (Unstructured Interviews - Semi-Structured Interviews - Structured Interviews)
- Self assessment
- Evaluation of the decrease in school dropout with the student absenteeism tracking form
- The student's academic success is monitored by tracking student grade sheets.
- The "Digital Literacy Scale" will be used to evaluate the digital skills of the participants before and after the project. The difference will be evaluated.
- Activity evaluation survey after the mobility activity
- Partners of our eTwinning project will be asked to apply for a quality label. Having National, European Quality It will be a concrete document of the quality of our project.

EXTERNAL EVALUATION

External Evaluation results evaluate the impact of the project on stakeholders.

Assumptions and risk analysis: (Events and functioning outside the project are important external factors that should be taken into account in project planning. As a result of open and healthy communication with stakeholders based on mutual trust, it is possible to follow all developments regarding the project subject up to date)

- Press conference
- Interviews
- Surveys made from Social Media accounts
- Number of conferences, seminars, symposiums and the number of people participating in these events
- Written techniques (Brochures, handbooks, Brochures, Activity Reports)
- Research / survey / field visit
- Feedback received from the families of participating students

The situation will be analyzed and expectations will be measured. It will be evaluated to what extent the desired transformation has been achieved through project activities. Evaluations will be made and projects will be developed in line with our needs.

The final report, including dissemination studies, will be prepared and submitted to the National Agency.

How will the participation in this project contribute to the development of the involved organisations in the long-term? Do you have plans to continue using the results of the project or continue to implement some of the activities after the project's end?

In order for the project results to be sustainable, it encourages international cooperation among institutions whose corporate goals are the same as the project goals. Transnational institutions will transfer good practices to their own institutions. Project results will be integrated in accordance with the needs and objectives of the partner organizations.

Teachers will create lesson plans prepared with new technological teaching methods that will contribute to the effectiveness of the lessons. Using innovative methods in classes will increase motivation. This will reflect positively on academic success. There will be knowledge transfer between teachers and students. It will enable teachers to become more competent in the field of teaching by increasing their professional competence in innovative teaching techniques. The project results will be used in the long term to build the capacities of partner institutions so that they can be more competitive on international platforms with the competencies gained.

Project results will encourage innovation for institutions. It will create the opportunity for transnational institutions to prepare and implement new products and learning methods.

Each partner institution has stakeholders in its own city. These institutions, determined by stakeholder analysis, will be included in the project process and will benefit from the project results and ensure the sustainability of the project.

Collaborative institutions will transfer project results, disseminate the results and ensure the development of different good practices. At the beginning of the project, each partner institution signs a "sustainability declaration" with its collaborator. This statement clearly states where the collaborator can use the educational materials and their copyrights.

The collaboration during the project will continue after the project is completed. It will create opportunities for future collaborations and new projects.

The services to be provided through the project website will continue to be provided for 3 years after the project ends. New materials to be created will be added to the website and updated. It will provide the opportunity to work on projects in different fields in the future by using the experiences gained.

-Partner institutions will register to the E safety security network. It will work in accordance with the internet security action plan. A more advanced approach to online security will be created.

-With different web 2 tools, students will create games and digital materials in different courses. All of these materials will be collected in the mobile application. The mobile application will be shared free of charge. New digital works to be prepared after the project will be updated by adding them to the mobile application.

-Project results and our experiences. The effectiveness and sustainability of the project results will be increased by sharing them with our colleagues and other stakeholders.

Please describe your plans for sharing and use of project results.

- How will you make the results of your project known within your partnership, in your local communities and in the wider public? Who are the main target groups you would like to share your results with?
- Are there other groups or organisations that will benefit from your project? Please explain how.

Students, teachers and parents of partner schools will primarily benefit from our project results. It is also important for us to spread our project and reach more people.

- A project board will be prepared in partner schools.

-After our project is accepted, the partner institutions announce the project on their social media accounts. Project results are shared in local and national media throughout the project, increasing the visibility of the project. The public will be informed.

-The project website is created. A multilingual option is added to make the results accessible.

-Project social media accounts (facebook, youtube, instagram) accounts are created.

-An E-twinning project is created, in which we will work simultaneously with the project. Teachers and students from different countries are added to the E-twinning project, allowing different institutions at the European level to benefit from the project results.

- Necessary updates regarding the project and project results are published on the project website and social media accounts. By using hashtags, the Bulgarian National agency and partner institutions ensure that the results reach more people.

-Webinars or online trainings will be organized to present your project results. Information about our project will be given at this meeting. They will inform surrounding school teachers about the preparation and execution of strategic partners.

Partners will be encouraged to carry out strategic partnership projects in other schools in the provinces and districts where they are located. They will benefit from each other's experiences by carrying out more Erasmus projects in their current locations. Participants will be able to interact with more content.

-Each transnational institution will collaborate with stakeholders in its city. Stakeholders will be included in project activities and will be enabled to benefit from project results. Joint events with stakeholders will strengthen cooperation.

-Partner institutions will register to the E safety security network. The project results will be shared and inspire others.

-Partner institutions will add themselves to the map in the <https://codeweek.eu/events> system. The result of the event will be recorded in the code week system.

-An article about the integration of games into the course will be prepared and an application will be made to be published in an international journal. The education and academic environment will be informed about the project results.

- Summary of our project and all learning outcomes) will be shared via Erasmus+.

A mobile application will be developed with interactive course contents prepared with Web 2 tools. Teachers from all over the world will be able to access these open access materials. Open access to all prepared materials will be provided after the end of the project. We aim to benefit the maximum number of people from near and far from our project results.

Project Summary

Please provide a short summary of your project. Please be aware that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Objectives: What do you want to achieve by implementing the project?

The general goal of the project is to share good practices to make the learning process more effective and efficient.

GOAL 1: To create learning environments focused on innovation and education in the innovative age with the opportunities offered by digitalization.

GOAL 2: To reduce learning disadvantage and increase academic success by 50 percent by combating low proficiency in basic skills.

GOAL 3-To promote a comprehensive approach to language teaching and learning.

Implementation: What activities are you going to implement?

Project Start Activities (other activity)

Safer Internet Day (other activity)

Science Technology Week (other activity)

Chess (other activity)

Innovative learning and teaching methods (Romania teacher mobility)

Web 2 Tools (other activity)

European Language Day (other activity)

Türkiye mobility Activity

Drama activity (other activity)

Kıracalı Student mobility

Project-based learning (Other activity)

Sofia student mobility

Results: What results do you expect your project to have?

-Interactive collaborative course contents (136 pieces)

-Mobile application containing Web 2 tools

-Project based course contents (8 in total)

-Game-based lesson plans (8 total)

-Drama based lesson plans (8 in total)

-- Project magazine

-Project posters

-Project website

-Teachers will be able to plan high quality teaching processes using digital environments.

-Permanent learning in foreign language teaching by making learning environments student-centered and fun.

Annexes

The maximum size of a file is 15 MB and the maximum total size is 100 MB.

Declaration on Honour

Please download the Declaration on Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
DOH -Declaration on Honour (3).pdf	3 750
Total Size (kB)	3 750

Mandates

Please download the mandates, have them signed by the legal representatives and attach them here. You can add a maximum of 90 documents.

Please ensure that mandates are valid before submitting them to the National Agency. Mandates shall be provided at the latest before the signature of the grant agreement.

File Name	File Size (kB)
MAN -20231004081014827.pdf	1 070
MAN -20231004081022624.pdf	1 061
MAN -20231004081034591.pdf	1 004
Total Size (kB)	3 136

Other Documents

If needed, please attach any other relevant documents (a maximum of 9 documents). Please use clear file names.

If you have any additional questions, please contact your National Agency. You can find their contact details here: [List of National Agencies](#).

File Name	File Size (kB)
OTH -Innovative teaching methods evaluation survey results.pdf	62
OTH -QUALIFIED EDUCATION WITH INNOVATIVE TEACHING METHODS AT SCHOOL -PROJECT MANEGEMENT PLAN.pdf	180
OTH -QUALIFIED EDUCATION WITH INNOVATIVE TEACHING METHODS IN SCHOOL SWOT ANALYSIS. (2).pdf	387
OTH -QUALIFIED EDUCATION WITH INNOVATIVE TEACHING METHODS IN SCHOOL TIME TABLE.pdf	423
Total Size (kB)	1 053
Total Size (kB)	7 941

Checklist

Before submitting your application form to the National Agency, please make sure that:

- ☒ It fulfills the eligibility criteria listed in the [Programme Guide](#).
- ☒ All relevant fields in the application form have been completed.
- ☒ You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: BG01 - Human Resource Development Centre (HRDC)

Protection of Personal Data

Please read our privacy statement to understand how we process and protect [your personal data](#)

Submission History

Version	Submission time (Brussels time)	Submission ID	Submission status
1	04/10/2023 08:53:21	1467942	Submitted