

Key Action: Cooperation for innovation and the exchange of good practices
Action Type: Strategic Partnerships for Schools Only

Project Title

Boost Learning through Innovative Positive Practice

Project Coordinator

Organisation INSTITUTO PÚBLICO DE EDUCACIÓN SECUNDARIA IES SA COLOMINA
Address C/Vicent Serra i Orvay 40 , 07800 Eivissa , Illes Balears , ES
Website www.iessacolomina.es

Project Information

Identifier 2017-1-ES01-KA219-038069
Start Date Sep 1, 2017
End Date Aug 31, 2019
EC Contribution 122,200 EUR
Partners Salas vidusskola (LV) , AEVID (PT) , Kauhajoen lukio, Kauhajoen kaupunki (FI)
Topics Teaching and learning of foreign languages ; ICT - new technologies - digital competences ; Creativity and culture

Project Summary

OUR PROJECT : BLIPP (Boost Learning through Innovative Positive Practice)

In an increasingly globalized society, teaching-learning processes should be oriented to enable students to become responsible, participative citizens in their communities, both at a local and at international level. The knowledge of foreign languages and the development of collaborative, teamwork skills and abilities are essential aspects to be developed in any project to be carried out in schools.

Most commonly, though, students cannot find any link between what they are formally taught and what they might eventually need to develop a career when they complete their studies. Our project arises from the need to link education at school to real-life demands by means of working collaboratively on the topic of sustainable tourism.

All the participants in our project share a common view of the purpose of education in a European context. Tourism is an important part of the economic systems of the different partners. With the implementation of this European Project, we aim at changing the stereotyped idea most foreigners have about other countries when visiting them.

New technologies will be the tool to achieve our goal. We mean to use updated new technology, with a wide future scope: Augmented Reality and the use of blipps. A blipp is an image associated to a descriptive content, created using Blippar app, Augmented Reality technology (AR) and computer vision.

Our project blurs boundaries. We have looked for the support and collaboration of other countries so European Value is added to the project, as the participants are able to get firsthand knowledge of new cultures and different realities. The participants are Finland, Portugal, Latvia and the Coordinating country, Spain. The project is addressed to Secondary Education students aged 15 to 17 and will have a duration of two academic years (September 2017- June 2019). Our priorities are promoting the acquisition of skills and competences, (School Education); open and innovative practices in a digital field and the achievement of relevant and high quality skills and competences.

The main objectives we want to attain in this project are:

1. Stimulate students' learning by practice based on projects and challenges to encourage the continuity of the pupils in the educative system, avoiding early dropout
2. Promote individual work habits and cooperate in team work actively and responsibly showing them techniques to solve everyday problems including scientific, mathematical and linguistic competences
3. Foster entrepreneurship and life skills and acquire autonomous habits and social behaviour through the development of enterprising abilities
4. Improve the effectiveness of the activities to benefit local communities
5. Support the teaching and learning of foreign languages in the European Union, thus creating a favourable environment for all the languages of the member states
6. Contribute to the development of European consciousness through material and educational exchange and the mobility between the different countries
7. Encourage the use of ICT to promote innovation, creativity and entrepreneurship activities

Communication and Coordination between the partners will be ensured in English by means of the establishment of systematic meetings as well as the use of different channels, such as emails, videoconferences and

cloud-based applications. There will also be Transnational Mobilities and Learning activities.

The tasks to develop the project will be designed with the agreement of all the the partners and will be publicly and permanently available on the web. The final product will also be printed as a guidebook. The materials created may be used for touristic purposes by Local Authorities or for educational purposes by other agents.

The activities will be around four main topics. During the first year we will deal with Cultural Heritage and Gastronomy and during the second, Landscapes and Routes.

The most outstanding product will be the creation of different blipps about these topics, including videos, audios, texts and pictures and will have the purpose of promoting sustainable tourism in our areas. All the blipps will be compiled in the guidebook and uploaded on a website. Both the guidebook and the contents on the website will be created collaboratively amongst the partners.

A continuous and thorough assessment will be carried out during the whole process, both for the participant students and teachers, taking into account the indicators commonly agreed on and designed according to the objectives to be achieved. Our project is flexible and can thus be modified at any stage depending on the results of the assessment.

Our project is open-ended. As it will be permanently and publicly available on the web, and may be use for tourist promotion or educational purposes, it can be completed, extended, modified, reused and diffused by anyone interested in it.

Link to project card: [Show project card](#)