



# INTERACTIVE ICT-BASED, DIGITAL AND WEB TOOLS FOR AN EFFECTIVE BLENDED, FLIPPED AND COOPERATIVE LEARNING

6-10.11.2023, BRUXELLES, BELGIA

PROJECT NR. 2023-1-R001-KA122-SCH-000134992  
"EDUCATION FOR VALUE+, A 3D PUZZLE: DIGITALIZATION,  
SUSTAINABILITY, DIVERSITY FOR INCLUSION"

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THE COURSE AIMED TO RAISE AWARENESS OF THE KEY ISSUES RELATED TO DIGITAL LITERACY IN EDUCATION IN THE CONTEXT OF COOPERATIVE, BLENDED AND FLIPPED CLASSROOM LEARNING BY INTEGRATING ICT.  
IT ALSO INSPIRED BEST PRACTICES ON HOW ICT CAN ENHANCE STUDENT MOTIVATION, PARTICIPATION AND LEARNING.



WELCOME TO OUR SCHOOL

PN

## Tracked results

1. Awareness of key issues related to digital literacy in education
2. Skills and competences on blended, flipped and cooperative teaching and learning by integrating technology and web tools
3. Knowledge of best practices on how ICT can enhance student motivation, participation, entrepreneurship and learning
4. Digital skills in working with a range of interesting tools, software and programs for teaching and learning
5. Skills in designing and developing concrete learning content (multimedia content, resources, lessons, etc.)

# AGENDA



Day 1: Introduction of the course and participants

Brainstorming and team building

- Key competences and skills for the 21st century: an interactive introduction  
Cooperative learning, blended learning and flipped classroom in Europe:  
characteristics, values and good practices

Day 2: Digital storytelling and multimedia learning content

Video editing for teaching | Creating a video story | Creating an interactive video lesson | Creating a digital, multimedia book | Web pages and comics

Day 3: Blended learning in practice

Creating a blended, digital lesson | Summarizing learning content: infographics, mind maps and more | Web-based learning platforms and resources | Exploring the best assessment and evaluation tools

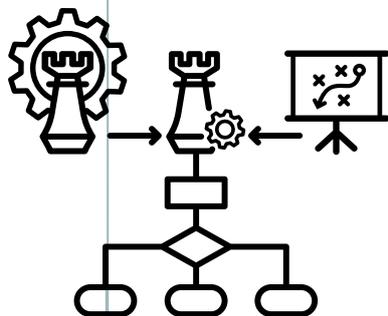
Day 4: Collaboration, creativity and problem solving

Websites, web programs, mobile apps and e-products for teaching and learning: an overview | Collaborative web tools and platforms | Gamification for teaching: features and practical tools

Day 5: A new beginning

Cultural tour of the city center | Planning follow-up activity for future projects  
Course evaluation | Issuing course certificates

# Key strategies in education



## THE EUROPEAN EDUCATION AREA

The European Education Area is a European Union initiative which aims to facilitate cooperation between Member States in the field of education, promoting excellence and inclusion for all. It aims to ensure access to quality education, academic mobility and recognition of qualifications across Europe. The aim is to create a common framework by 2025 to improve young people's opportunities and develop a stronger and more interconnected education sector.

For more information: [Digital Education Action Plan](#).

## EUROPEAN SKILLS AGENDA

The European Skills Agenda is a strategy of the European Union aimed at improving citizens' skills and qualifications to meet economic and social challenges. It includes measures to develop lifelong learning, adapt skills to the labour market and promote digital competences. The agenda aims to ensure that all European citizens benefit from the lifelong learning and training opportunities needed to thrive in a green and digital economy.

For more information: [European Skills Agenda](#)

## EUROPEAN DIGITAL LITERACY ACTION PLAN

The European Action Plan for Digital Literacy is a European Union initiative that aims to improve digital competences and promote the use of technology in education. It aims to ensure equal access to quality digital education and to adapt education systems to the digital transformation. It also aims to support innovation and collaboration between Member States to create an effective digital education space accessible to all.

For more information: [Digital Education Action Plan](#).

## EUROPEAN FRAMEWORK FOR ENTREPRENEURIAL SKILLS

The European Entrepreneurial Competence Framework (EntreComp) is a reference model created by the European Union to define and develop the competences needed in entrepreneurship. It comprises 15 key competences grouped into three areas: ideas and opportunities, resources and action. EntreComp supports both formal education and lifelong learning, encouraging entrepreneurship and the development of practical skills in different contexts.

For more information: [EntreComp](#).

# Key strategies in education

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### EUROPEAN SUSTAINABILITY SKILLS FRAMEWORK

The European Sustainability Competence Framework (GreenComp) is a European Union initiative aimed at developing the competences needed to support the transition towards a sustainable society. It defines key competences such as systems thinking, sustainability-based learning and responsible action to protect the environment. GreenComp provides a basis for environmental education, helping citizens to actively contribute to a green economy and a sustainable future. For more information: [GreenComp](#)

### EUROPEAN FRAMEWORK FOR TEACHERS' DIGITAL COMPETENCES

The European Framework for Digital Competences for Teachers (DigCompEdu) is a guide developed by the European Union to support teachers in acquiring and improving the digital skills needed in teaching. It defines six key areas, from using digital resources to fostering pupils' digital competences. DigCompEdu is essential for adapting education to new technologies and increasing the quality of education by effectively integrating digital tools. For more information: [DigCompEdu](#).

### DIGITAL COMPETENCE: DIGCOMP

Digital competence (DigComp) is a European framework describing the skills needed to use digital technologies competently, critically and responsibly. It identifies five main areas including digital literacy, online communication, digital content creation, security and technical problem solving. DigComp is a valuable tool for education, training and the development of digital competences among European citizens. For more information: [DigComp](#).



# DIGITAL EDUCATIONAL APPS. INNOVATIONS



## DIGITAL STORY TELLING AND MULTIMEDIA TEACHING

- Editing video for teaching
- Creating a video story
- Creating an interactive video lesson
- Creating a digital, multimedia book
- Web pages and comics

<https://www.clarisketch.com/>

<https://www.storyboardthat.com/storyboard-creator#>

<https://quizizz.com/admin>

<https://makebeliefscomix.com/Comix/>

<https://simpleshow.com/>



## COLLABORATION, CREATIVITY AND PROBLEM SOLVING

- Websites, web-wares, applications and electronic products for teaching and learning
- Collaborative tools and platforms

<https://info.flip.com/en-us.html>

<https://wordwall.net/>

<https://www.khanacademy.org/partner-content/cas-biodiversity/how-is-biodiversity-studied/biodiversity-fieldwork/v/biodiversity-expeditions-field-methods>

<https://www.360cities.net/search?utf8=%E2%9C%93&query=scilla>



## BLENDED LEARNING

- Creating a blended learning digital lesson
- Summarizing learning content:: infographics, mind maps
- Exploring the best assessment tools

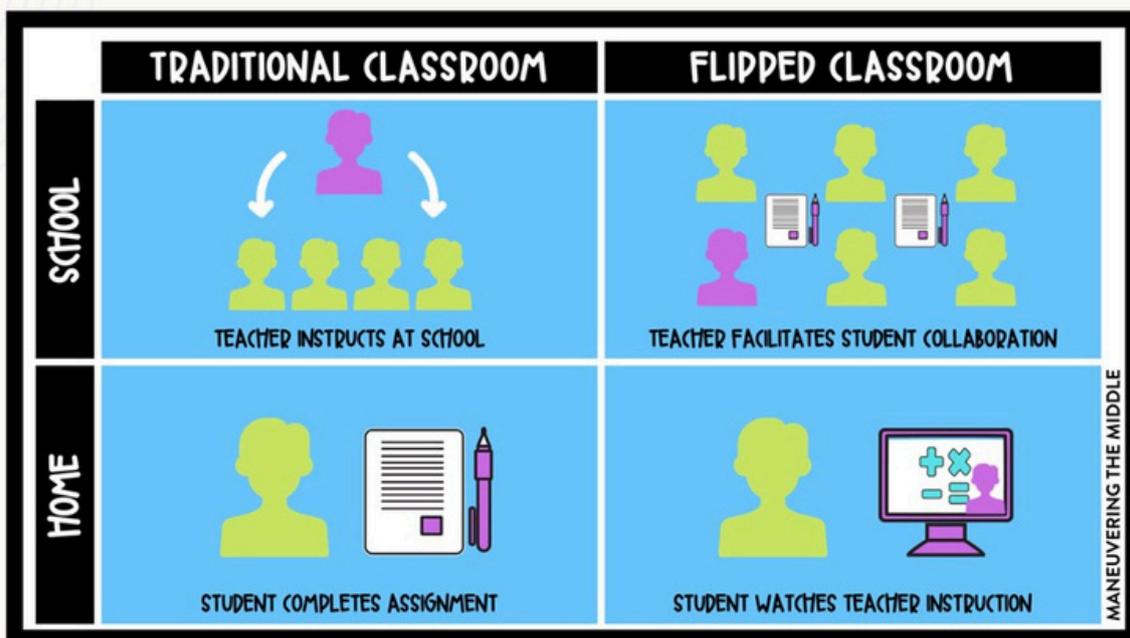
<https://screenpal.com/>

<https://www.weschool.com/>

<https://padlet.com/>

<https://coggle.it/>

<https://quizlet.com/>



**FLIPPED CLASSROOM** este un demers invers, prin care copiii se familiarizează cu un conținut nou acasă, îl exersează și pun în practică la școală. Rolurile se inversează, mediul de învățare se schimbă, elevul devine elementul central al procesului instructiv – educativ, fiind propriul ghid în interacțiunea cu materialul nou.

## FLIPPED CLASSROOM

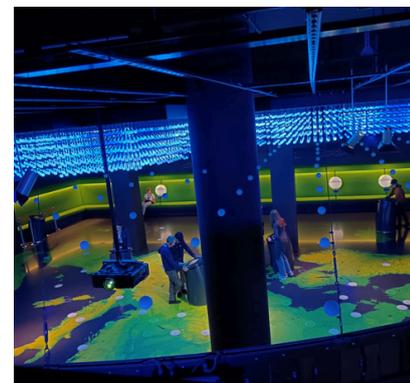
Flipped classroom is an educational model in which the traditional teaching process is reversed: students study theoretical material at home, using digital resources, and the time spent in the classroom is dedicated to hands-on activities, discussions and application of knowledge.

This model emphasizes active and collaborative learning, giving students the opportunity to gain a deeper understanding of concepts through exercises and projects under the guidance of the teacher. Flipped classroom encourages student involvement in their own learning process and improves academic outcomes by personalizing and tailoring education to individual needs

## APPLICATIONS

În the flipped classroom model, classroom activities focus on the practical application of knowledge already learned at home. For example, in math, students can solve complex problems in teams under the guidance of the teacher, discussing different approaches and solutions. In science lessons, experiments or laboratory projects can be carried out with the theoretical background already acquired through videos or online lectures. In language lessons, students can participate in role-playing and interactive discussions to practice speaking and listening skills. This model allows personalization of learning, as the teacher can provide direct feedback and support to students who are experiencing difficulties.

# Bruxelles, Heart of European Union



**BRUSSELS, OFTEN REGARDED AS THE HEART OF THE EUROPEAN UNION, IS THE ADMINISTRATIVE AND POLITICAL CENTER OF THE UNION, HOME TO THE MAIN EUROPEAN INSTITUTIONS SUCH AS THE EUROPEAN COMMISSION AND THE EUROPEAN PARLIAMENT. THE CITY IS AN IMPORTANT HUB FOR INTERNATIONAL COOPERATION AND THE DEVELOPMENT OF COMMON POLICIES, SHAPING THE UNION'S STRATEGIC DIRECTION FOR EUROPEAN PROJECTS AND INITIATIVES, INCLUDING ERASMUS**

# Erasmus+



Liceul Teoretic „Ion Neculce” Târgu Frumos



Finanțat de Uniunea Europeană

Proiect de mobilitate de scurtă durată - Educație școlară

## EDUCAȚIA de valoare+, un puzzle 3D

✓ DIGITALIZARE,  
✓ DEZVOLTARE durabilă,  
✓ DIVERSITATE pentru INCLUZ!UNE

2023-1-RO01-KA122-SCH-000134992  
01.09.2023-31.08.2024

### FORMARE CONTINUĂ ÎN SPAȚIUL EUROPEAN AL EDUCAȚIEI



Interactive ICT-Based, Digital and Web Tools for an Effective Blended, Flipped and Cooperative Learning (Bruxelles, Belgia)

Preventing and Intervening in (Cyber)Bullying (Strasbourg, Franța)

Eco - Friendly Classroom; Environment & Ecology in the Digital Age (Chantilly, Franța)

### EDUCAȚIE EUROPEANĂ PENTRU VIITOR

Education For ValuE+  
blog cu resurse educaționale deschise

ATITUDINE LA ALTITUDINE  
club de dezvoltare personală

EcoFriendly School  
parteneriate europene eTwinning



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Parteneri



<https://educationforvalue.wordpress.com>

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