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ISTITUTO COMPRENSIVO STATALE "S. PERTINI"

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AGENDA: C4/Learning Teaching Activities/LTT in CSEI Romania
“Digitalization for Kindergartens and Primary Schools”

Project Number – 2021-1-RO01-KA220-SCH-000030045

Dates:	25/06/2023 – 01/07/2023
Organiser / host:	- Istituto Comprensivo “S. Pertini” Martinsicuro (Te) ITALY
Partners:	- Baby Erasmus “British International Preschool” - Integrare Europeana în domeniul, tineretului, sportului, voluntariatului și cetățeniei active europene - Agrupamento de escolas de Vieira de Leiria - Zespół Placówek Oświatowych w Janowie - Grădinița cu program prelungit Bobocei din micro III Buzău - Centrul Școlar de Educație Incluziva Buzău
Event name:	Learning, Teaching and Training Activity (LTTA)

Sunday, 25/06/2023– Arrival day

Monday, 26/06/2023

9:30 - 10:30 Welcome from our Headteacher + coffee break

11:00 *Digital course focusing on ICT – Training workshop

13:00 Lunch

16:00 Socialization – Martinsicuro city tour

18:00 Free time

20:00 Dinner

Tuesday, 27/06/2023

9:30 meeting at the hotel

10:00 Workshop at the Kindergarten in Martinsicuro + coffee break

13:00 Lunch

15:00 *Digital course focusing on ICT – Training workshop

17:00 Certificates of participation

17:30 Free time

18:30 Concert of our School Orchestra

20:30 Dinner

Wednesday, 28/06/2023

9:30 Meeting at the hotel

10:00 Workshop at the Kindergarten in Villa Rosa+ coffee break

13:00 Lunch

16:00 - Visiting the nearby

20:00 Dinner

Thursday, 29/06/2023

9:30 Meeting at the hotel

10:00 Project meeting focusing on plans and priorities + coffee break

13:00 Lunch

15:30 Workshop at the kindergarten in Martinsicuro

17:30 Free time

20:00 Dinner

Friday, 30/06/2023

All day: Trip to Rome

Saturday, 01/07/2023 – Departure day

**Erasmus team
I.C. Pertini Martinsicuro**

***Digital course programme
Multitasking**

The course intends to offer an overview of different applications for the preparation and implementation of a field trip or a virtual path.

Plan

- Before the educational outing

1. Multimedia presentation with Canva
2. Creation of the visit itinerary with Ozobot
3. Knowledge check with Kahoot/Panquiz/Nearpod/Wordwall

- During the educational outing

1. Satisfaction questionnaire with Survey Monkey

- After the educational outing

1. Realization of drawings on the lived experience with Autodraw/Doodle3D
2. Final escape room with Genially
3. Story of the experience with Scratch
4. Creation of the visit itinerary with Minecraft Education
5. Gadget modeling for 3D printing with Tinkercad