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**Minutes of the 1<sup>st</sup> project meeting of ESCAPE CLASSROOM - DIGITAL TURN,  
In Tavira, Portugal, 26 to 30 November 2018**

**26 November 2018**

The 1<sup>st</sup> meeting of the Escape Classroom – Digital Turn Project (E.C.D.T) took place at Escola Secundária Dr. Jorge Augusto Correia, Tavira, Portugal. It began at 10:30 at the headmaster's office where the attendees from the six countries (Gymnasio & L.T. Kyriakioy, Greece ; IISS F.sco D'Aguirre-Dante Alighieri, Italy; Vilniaus savivaldybes Grigiskiu Sviesos Gimnazija, Lithuania; Sportowa Szkoła Podstawowa nr 29 w Zespole Szkół z Oddziałami Sportowymi nr 1, Poland; Agrupamento de Escolas Dr. Jorge Augusto Correia, Portugal; and IES Eduardo Linares Lumeras, Spain - ) involved in the project were greeted by the vice-headmaster, Norberto Mestre, who wished a profitable meeting and a fruitful cooperation between all the partners.

A welcoming session was then held at the school's library followed by a working session where the partners got to meet each other better and presented the logos each school had made for the project. As some schools had a great number of different logos, it was decided that each team should choose two, to be printed and exhibited at the school's main hall. Fátima Martins said she would ask her students from the 12<sup>th</sup> form to vote on the logo they liked best, just to have an opinion on which the students would prefer.

**27 November 2018**

In order to have free time for a guided tour, on 28 November, to a historic village, [Mértola](#), over 90 km away, two meetings were settled for this day. One in the morning, from 10:00 am to 12:30, and another meeting in the afternoon, from 2:00 pm to 5:00 pm.

The project's coordinator, Aikaterini Karatsoli-Anesti, led this teacher training event on the topic 'Introduction to digital innovation in school' and began the meeting by presenting [Edmodo](#), a communication, collaboration and coaching platform for teachers, and the students and parents invited in by them. This educational technology is a resource to manage coursework and interact with students, both in and out of the classroom, enabling to set assignments, to track students' progress and even connect with teachers globally.

Maria Jesus Fernandez Puerta, from Spain, was assigned to create a digital class for the Project at Edmodo and share the digital code with all the partners so all could work on the same digital space.

Then the coordinator remembered that our main goal was to exchange good practices. Therefore, digital scenarios must be planned and shared. A digital scenario includes a full lesson plan with objectives and the use of ICT tools, links, videos, worksheets and other resources, ending with a self assessment.

The ICT tools available for teachers are varied, such as google docs; H5p (different exercises, like blank space filling); poster my wall (posters); Artsteps 3D, spark (videos); Thinklink (interactive image); Mindmodo, cmapihmc.us, bubbl.us (mind maps ; Gigsaw (puzzles), google art and culture, Wordart (cloud)room escape maker (game); cartoon story maker, comic strip creator, pixton, strip generator; Muvizu, digital films, stop frame animator (animation);Audiotool, studio one prime, audacity (music), Kahoot it (create exercises with tablets), augmented reality (physics, ...), and many other.

As examples of learning scenarios, the coordinator presented two micro scenarios, which would later be shared with the partners: 'French and music' and 'What do I do in my free time?'

To help create a balanced learning scenario, Learning Designer was presented as very useful.

The learning scenarios are to be in English but some may also be in the native language of each partner. The aim is to create a rich Repository of learning scenarios, so each partner was committed to upload ten learning scenarios.

Besides Edmodo, the project will also have a blog and a website. Mayte Ayala, from Spain, was assigned to do these tasks. The blog will function as a repository of all the digital scenarios and then they will be linked to the project's website.

Vincenza Lipari (Enza), from Italy, suggested creating a Facebook page for the project. Many teachers, parents and some students use it regularly and it would also be helpful for the dissemination of the project's activities. So, it was settled she would create that digital page.

Though the most voted logo by one class of Portuguese students was one from Lithuania, the partners considered that it focused on the partnership among different European countries and did not immediately pass the main goal of the project which is flipping traditional classrooms into digital ones. Therefore, a logo from Spain was the chosen one for every official project's documents. It was then agreed that the other logos would be used in other activities, and a poster with all of them could be created.

The dates of the second and third meetings of the project were then negotiated among partners.

The second meeting was settled for February 2019, from 18 to 22, at IISS F.sco D'Aguirre-Dante Alighieri, in Salemi, Sicily, with the activity title 'Innovative learning scenarios'.

All partners must bring along to the second meeting a SWOT analysis of their school identifying its strengths, weaknesses, opportunities and threats.

A questionnaire assessment was also assigned to Vincenza Lipari. This questionnaire should have round about 10 questions and be answered by students, colleagues and parents in three different timings of the project: one at the beginning of the project, focusing on participants expectations, another at the end of the first year of the project, and, finally, one at the end of the second year.

Minutes of each meeting must also be written by the each host school and shared with the partners.

The third meeting was settled for May 2019, from 6 to 10, at Vilniaus Savivaldybes Grigiskiu Sviesos Gimnazija, in Vilnius, Lithuania, under the topic 'Designing a digital safety policy for our school'.

The coordinator then reminded that E.C.D.T. project will be registered at eTwinning to disseminate the project and to create networks of teachers dealing with the same challenge. After each meeting the partners must access the mobility tool unlocked by each national agency. She added that Erasmus+ will be running until 2020 and after that it will become just Erasmus.

The meeting was ended with each partner presenting the video of their school. These videos will later be uploaded to the project's website.

### **29 November 2018**

This meeting was set as a teacher training event. Tablets were handed out to each small group to work on, and some partners used their own devices.

As the E.C.D.T. digital classroom had been created and each partner had received the digital code, all began signing up and exploring Edmodo. The facebook page had also been open, and the coordinator, Aikaterini Karatsoli-Anesti, suggested inviting students to that space.

She then presented the [Learning Designer](#) and its [tutorial](#) and everyone agreed on how helpful online lesson planning tool it is to design teaching and learning activities and share it with others.

Other ITC tools and internet resources, such as [Google Arts and Culture](#), were addressed. The importance of soft skills development was stressed (e.g. effective communication, critical thinking, collaborating, flexibility, problem-solving, creative thinking, self-motivation, responsibility, leadership), and creative writing one of the activities teachers may use to develop creative thinking as well as language proficiency.

To sum up, the coordinator remembered the dates for the coming meeting (Salemi - 18-22 February 2019, and Vilnius – 6 -10 May 2019), to do the Swot analyses, to send to Mayte Ayala, from Spain, the logo in jpeg or other image extension with high quality until 9 December 2018, to upload the video of our school presentation and then send the link to Mayte Ayala and, finally, for every school partner to upload one learning scenario to Edmodo until 1 February 2019. Finally, the coordinator would be writing a text on 'Who we are' for the project's website.