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The Digital ECEC project included two international trainings in Lithuania and Italy. They focused on peer learning and the development of usage of ICT in early childhood education and care (ECEC).

Digital ECEC project training in Marijampole

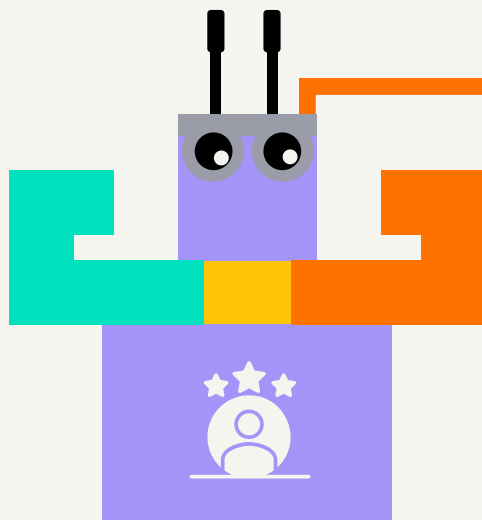
Digital ECEC project training course took place in Marijampole kindergarten „Ruta” on 6-8 of June 2022 and was attended by partners from Italy, Greece, Spain and Lithuania. This training is particularly important because its main objective is to deepen the knowledge of ICT usage in ECEC, sharing experience and create the common basis of the ICT usage potential and its adaptation for children with special needs.

Participants revealed their engineering skills using LEGO bricks in the activity „I Construct, Play and Learn”, guessed the sounds of nature with the help of the „Toniesbox”, wandered in the labyrinths of the „Smart” board, discovered the secrets of the art of „Ebru”, explored the possibilities of the Magicbox interactive floor, took the first steps towards narrative animation to stimulate a child’s creativity using tablets and explored the use of Bee Boot robots in education.





The guests were introduced to the history of the city of Marijampole, its founding and the most visited places. They also visited the spaces located in Marijampole College, such as: standardised Mechatronics/IT laboratory, FabLab (digital manufacturing technology space), standardised Natural Science laboratory, Creativity and Media specialised laboratory.



Project partners and participants of the training said it was a unique experience, both methodologically and emotionally.



Digital ECEC project training in Perugia

A crucial training session for all project partners was scheduled for the end of January 2023 in Perugia, Italy. The aim of this training was to test created training program and platform and create sample animations using selected digital programs. This training was unique in that it consisted of 2 phases - physical training in Perugia followed by online training in smaller groups.

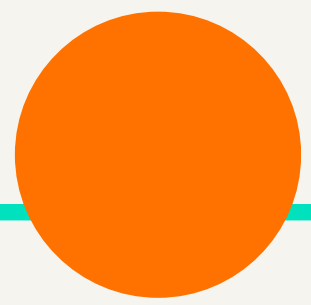
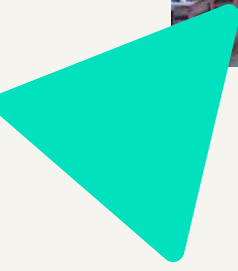
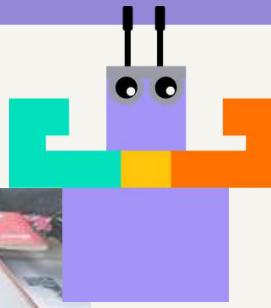
Training in Perugia was led by the expert trainers from p-consulting, Greece. Participants tried and tested animation platforms such as Toontastic, TubiTube, Pencil2D, Storyjumper, and ChatterPix.



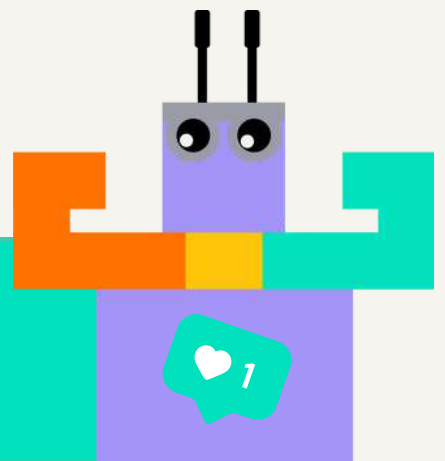
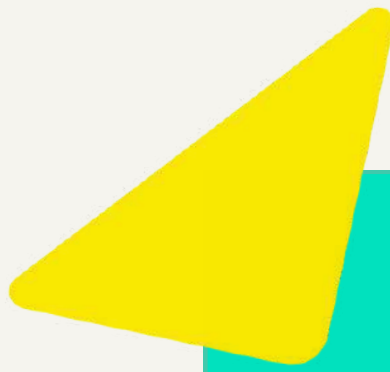
The trainers provided a comprehensive overview of each software, ensuring that the teachers understood their functionalities and potential applications in an educational context. The teachers were encouraged to unleash their creativity and envision how these tools could enhance their lessons and captivate their students' imaginations. The participants were given practical assignments, enabling them to apply their newfound knowledge and skills. The training sessions were interactive and allowed for fruitful exchanges of ideas and experiences among the participants.

During the online sessions, the trainers went deeper into the intricacies of the software programs, providing advanced tips and tricks for optimizing their usage. The trainers provided constructive feedback, guiding the teachers in refining their animations and aligning them with educational objectives.

During the training in Perugia, participants had the unique opportunity to visit Santa Croce, the first public kindergarten in Perugia, Italy, founded in 1861. Maria Montessori herself developed her methodology in this kindergarten. At Santa Croce, children are educated according to the Montessori philosophy. During our visit we were able to observe the activities in the different groups, and we were all very impressed by the music and English classes, as well as to try out the educational tools that are used in the Montessori methodology. It is worth noting that all these tools are not very complex and are made of natural materials.



By equipping teachers with the necessary skills to utilize animation software effectively, the training empowered educators to create engaging educational content. The physical and online training phases facilitated knowledge sharing, collaboration, and the cultivation of a vibrant community of educators dedicated to enhancing learning experiences for young learners. As these newly equipped teachers apply their skills in their classrooms, the impact will undoubtedly be felt by students who will benefit from the exciting world of educational animations.



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