

DigiEU

digital garden for
european schools

Digital Garden for European Schools

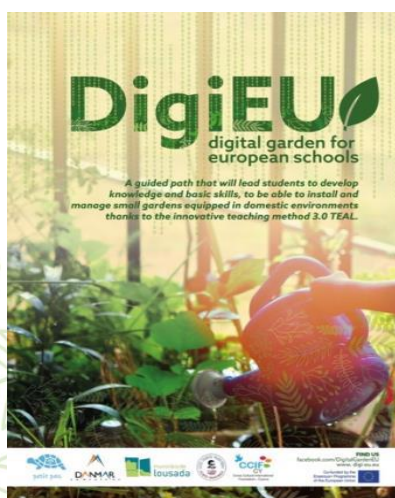
3rd Newsletter by CCIF Cyprus

By the end of this newsletter, you will know:

- What is TEAL
- How to attract the attention of your students providing space for active participation!
- How innovative teaching methods stimulate students' learning by respecting their needs!

How can you support your students and create opportunities for new learning!

TOOLS



DigiEU Game

The game-app for students, will allow them to self-build and manage their personal **GARDEN**, independently and wherever they live in the world. A role-playing game that links the life of the player with that of his garden, starting from its creation to the seasonal cycle, through advice, reminders, tutorials.

Game-app that guides the students during all phases of creation of their own garden, from self-construction to management, from sowing to harvesting vegetables to the knowledge of seasonality.





Teal Garden Classroom

Didactic experimentation articulated on the self-construction of urban gardens for domestic use, with multidisciplinary objectives in theoretical/practical modality, using TEAL methodology.

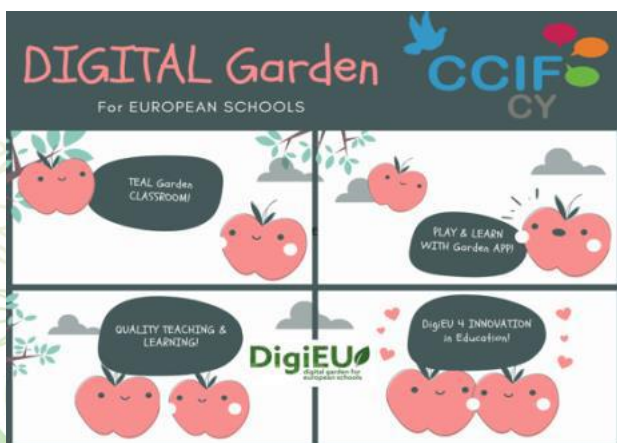
Designing and prototyping of a specific game-app, to be tested during the pilot workshop, the game-app will guide the kids during all phases of the creation of their own garden, from self-construction to management, from sowing to harvesting vegetables to the knowledge of seasonality.



ACTIONS



Despite the difficulties imposed by COVID-19, the activities of **DigiEU** project did not stop. person, the active participation and collaboration goes on adapted to the remote working conditions.



Partners work on building the

TEAL (Technology Enabled Active Learning) didactic strategy which will enable students to:

- **express** themselves better;
- take **responsibility** for their decisions;
- share information and look for **Solutions** together

GET INVOLVED



IMPROVE your skills

LEARN about pedagogical & educational tools

COOPERATE to ensure the quality of education

PROMOTE innovative work

EXCHANGE practices & create synergy with organizations active in the field of education
FOR quality education

PROJECT PARTNERS

The project is developed by five partners from five different EU countries:



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Petit Pas (Italy)



Danmar Computers
SP ZOO (Poland)



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International
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