

Facilitating e-Learning for an Inclusive Pedagogy

2021-1-SK01-KA220-VET-000034712

e-FLIP – LTT 2 (C2)

Report Learning/Teaching/Training Activity No. 2

April 2022

LTT 2 (led by City of Reykjavík, Center for Language and Literacy)

The main goals of the LTT2 were to:

1. Exemplify the use of collaborative learning environments with the followings: Ed modo, Class Dojo, Collaborize Classroom and Mentimeter –
2. Give trainings on collaborative teaching tools on the basis of the followings: Sutori, Padlet, Trello, Basecamp, Meeting words –
3. Examine and discuss how to integrate these digital tools in designing digital learning environments with regard to e-FLIP model.
4. Develop insights into how to utilize these tools for the preparation of teaching and learning activities.
5. Study visits to learn about the current online educational practices in Iceland
6. extra goal: To learn about legal environment concerning students privacy and security

In order to achieve these goals, the meetings in LTT2 were planned and implemented as given below:

The dates of LTT 2 were: 4th-8th April, 2022

Date	Activity	Details	Methods	Assets
Monday April 4th 09.00-16.00	Welcoming the participants in Office of Education and Youth Trainings → Project Administrators meeting	Edmodo, Padlet, Meeting words and Sutori Discussion about matters concerning the project management (Lead by Slovakia)	Introduction about each tool, training how to use it	Goal 1 and 2,4
Tuesday April 5th	Study visit to Keilir Educational Center	Introduction about Flipped teaching pre, while and after Covid		Goal 5
Wednesday April 6th	Mixtúra, Technologi Center: Google classroom í			Goal 6

	Reykjavík schools and Security for students in computer programs and apps Training → PR1,2,3 Presentation for template for e-flip lesson plan – (Turkey)	Mentimeter and Class Dojo	Introduction about each tool, training how to use it	Goal 1,4 Goal 3
Thursday April 7th	Daytrip			
Friday April 8th	Training →	Basecamp, Trello	Introduction about each tool, training how to use it	Goal 2,4

9:00	Meet Thora Sæunn in hotel lobby. Walk to the main office
9:30	Welcoming the participants in Office of Education and Youth - 7th floor meeting room Kerhólar
9:30-10:00	Official opening and introduction
10:00-10:40	Germany: Edmodo
10:40-10:55	Brake
10:55-11:35	Iceland: Padlet
11:35-12:30	Greece: Meeting Words
12:30-13:30	Lunch at the office canteen
13:30-14:20	Germany: Sutori
14:20-14:35	Brake
14:35-16:00	project administrators meeting
	Free time
9:00	Bus leaves from the hotel
9:50	Study visit at Keilir
12:00	Lunch at Langbest
13:00	Drive to Náttthagi near Fagradalsfjall volcano
14:00	Walk up to the new lava
	Free time
8:45	Walk to the main office
9:00-9:40	Mixtúra Google classroom í Reykjavík schools
09:40-10:20	Mixtúra - Security of computer programs and apps
10:20-10:35	Brake
10:35-11:15	Germany: Mentimeter
11:15-11:50	Germany: Mentimeter

11:50-12:30	Greece: Class Dojo
12:30-13:30	Lunch at the office canteen
13:30-14:30	PR1,2,3 Presentation for template for e-flip lesson plan - Turkey
14:30-15:30	Project administrators meeting
	Free time
9:00	Leave the hotel by bus - Icelandic team meets there
09.00-21.00	Day Trip - Golden circle
18:00	Dinner at Póra's summer house
21:00	Return at hotel
9:00	Pick up from hotel
09:30-10:15	Iceland: Basecamp
10:15-11:00	Iceland: Trello
11:00-11:45	Visit to Dal-school and library
12:00-13:30	Lunch at Dröfn's house
13:30-15:00	Árbæjarsafn - Reykjavík history museum
18:30	Farewell Dinner and Closure Ceremony

e-FLIP Project Learning/Teaching/Training Activity 2 took place in Iceland from April 3 to April 9, 2022. This training sought to explore and enhance the innovative approaches to e-learning and inclusive pedagogy, fostering a fruitful exchange of knowledge and experiences among participants in the scope of the e-FLIP Model.

The journey began with participants arriving to Iceland and taking a bus from the airport to the Klettur Hotel. Individual dinners in Reykjavik allowed participants to soak in the Icelandic culture and flavors. The heart of the LTT2 unfolded over the course of several days, guided by a meticulously planned agenda. Each day was filled with enlightening sessions, discussions, and opportunities for interaction.

Monday marked the official commencement of activities. The day started with participants convening in the hotel lobby before walking to the main office. The morning session saw a warm welcome at the Office of Education and Youth of the City of Reykjavík on the 7th-floor meeting room at Kerhólar. The official opening and introduction set the stage for an inspiring week of learning.

The subsequent sessions were dedicated to presentations by various participating countries. Germany shared insights into Edmodo, while Iceland introduced participants to Padlet, Basecamp and Trello. Greece presented Meeting Words, offering a glimpse into their unique approach. Afternoon sessions featured Germany's presentation on Sutori, providing a deeper understanding of this e-learning tool. Project coordinators' meeting concluded the formal activities for the day, paving the way for some well-deserved free time to explore the picturesque surroundings.

Tuesday was a day of exploration, as participants embarked on a bus journey to visit Keilir. Lunch was a delightful affair at Langbest, providing a taste of local cuisine. The day concluded with a visit to Nátthagi near the Fagradalsfjall volcano, offering a close encounter with natural wonders.

Wednesday's activities began with participants walking to the main office, where Mixtúra was presented by the hosting country as well as shared insights into Google Classroom in Reykjavik schools. The discussion then evolved into the security of computer programs and apps. Germany took the stage with a presentation on Mentimeter, a tool that adds huge interactivity to teachers' presentations at a lesson.

Thursday witnessed a fascinating journey as participants ventured out for a day trip known as the "Golden Circle." This excursion offered a unique opportunity to explore Iceland's natural beauty, history, and culture. We also visited the newest school of Dalskóli.

Friday brought forth another day of learning. Participants began the day with a presentation and discussion on Google Classroom. The morning included discussions on the security of computer programs and apps, emphasizing the importance of online safety. Germany's exploration of Mentimeter continued, shedding light on the possibilities of interactive presentations.

The final day in Iceland commenced with a trip to Árbæjarsafn, the Reykjavik history museum. This visit provided a cultural insight into Iceland's rich heritage. The day culminated in a farewell dinner and closure ceremony, reflecting on the experiences and knowledge gained throughout the week.

The LTT2 activity showcased a commitment to collaborative learning and the exchange of innovative e-learning practices. Participants left Iceland with a deeper understanding of inclusive pedagogy in the light of the e-FLIP pedagogic approach, armed with insights into various digital tools and e-learning methods.

As the participants departed individually, the lessons learned in Iceland will undoubtedly continue to shape their approaches to education, ensuring a brighter and more inclusive future for learners in Europe. The Erasmus+ e-FLIP project is a testament to the power of collaboration and the pursuit of excellence in education.