

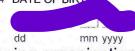
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Description of the mobility experience

21 OBJECTIVE OF THE MOBILITY EXPERIENCE *

To acquire a continuous training experience in an international environment:

- Exploring Digitalization tools in Education and Developing Skills and Competences for labour market for the participant's students
- Building digitalized educational resources and teaching aids that supports nearly any type of media creation, and using templates - that are varied and dynamic (e.g.: Genially platform and digital boards)
- developing skills that promote cross-occupational mobility in the qualification the participant teaches.
- 22 EDUCATION OR TRAINING INITIATIVE IN THE COURSE OF WHICH THE MOBILITY EXPERIENCE WAS COMPLETED ERASMUS Plus, Key Action KA 122 (VET), project number 2022-1-R001-KA122-VET-000079423

* Headings marked with an asterisk are mandatory.

Europass Mobility is a standard European document, which records details of the contents and the results - in terms of skills and competences or of academic achievements - of a period that a person of whatever age, education and occumentational status mass permit in another European country QEEFTA/EEA and conditate countries) for learning purposes.

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23 COMMUNITY OR MOBILITY PROGRAMME INVOLVED

"European skills in Tourism and Business Management for the integration into the labor market in EU" Project number 2022-1-RO01-KA122-VET-000079423

DURATION OF THE EUROPASS MOBILITY EXPERIENCE

24 FROM* 30 10 2023 | 25 TO* 04 11 2023 | dd mm yyyy | dd mm yyyy

Skills acquired during the mobility experience

26A ACTIVITIES/TASKS CARRIED OUT *

Actively taking part in the 6 days course 'VET Teaching with Technology and Digitalization':

- To respect H&S; To respect the training program;
 - DAY1: Exploring Digitalization tools in Education and Developing Skills and Competences for labour market
 - DAY2: Genially platform: Collaboration Competences Needed (Teachers & Students)
 - DAY3: Individual Work on the Received Assignment: Elaboration of Training Plans (Home-Work activity)
 - DAY4: Building digitalized educational resources and teaching aids that supports nearly any type of media creation, and using varying templates
 - DAY5: Digital boards: Data Visualization Competences Needed (Teachers & Students)
 - DAY6: Case Studies: Implementing Change within own Institution and Preparation of a Training Plan for Digitalization
- ·Carry out Individual work, group discussion, reflecting and introspection
- •The participant kept a record of the ideas and notes and conclusions sprung from the course in his/herLearning journal

27A JOB-RELATED SKILLS

Awareness of Digital Pedagogy skills (Green technology and training, ergonomics, health and safety, responsible work practice)

- -a better understanding of the challenges of working with IT&C and digitalization in education;
- -a deeper awareness of a digital culture and its impact on learning, especially communication and data visualization
- -more in depth and developed soft skills, especially in terms of communication, for working effectively in diverse IT/online educational environments

28A LANGUAGE SKILLS

· Acquiring an adequate professional language; ·Communication in an international language

29A COMPUTER SKILLS

•Easy and confidence in creating interactive lessons using an interactive white board and other digital devices, laptops, PCs, educational online platforms, webpages for presentation

30A ORGANISATIONAL / MANAGERIAL SKILLS

 Ability to include diversity in school's educational activities ranging from traditional teaching and instruction, to teaching with technology and interactive boards, using digitalized lesson plans and educational resources on platforms

31A COMMUNICATION SKILLS

 Co-operative Learning using the IT - Creating an atmosphere of successful teamwork in class, involving safeguarding and inclusion, anti-hate awareness, professional communication etc

32A OTHER SKILLS

- During the extracurricular activities, orientation skills for a new social, cultural and geographical environment;
- •A better understanding of coping with diverse IT abilities and IT levels that are found in the peers and the students from the school

