Erasmus+ learning agreement - STAFF MOBILITY, COURSE AND TRAINING

Mobility ID 79423-MOB-0035

Project code: 2022-1-RO01-KA122-VET-000079423

Erasmus+ learning agreement

1. Purpose of the learning agreement

This learning agreement defines the conditions and expected outcomes of a learning mobility organized within the framework of the Erasmus+ programme. Parties in this agreement shall abide by the programme's rules and quality standards.

2. Information about the learning mobility

Field	VET Teaching with Technology and Digitalization
Activity type:	Staff mobility: Courses and training
Mode:	Physical
Start date:	30/10/2023
End date:	04/11/2023

3. Parties to the learning agreement

The learning agreement is concluded between the participant in the learning mobility, the sending organisation and the hosting organisation.

3.1. Participant in the learning mobility

Full name:	
Address:	•
Email:	
Phone number(s):	

3.2. Sending organisation

Organisation name:	Colegiul Tehnic Gheorghe Asachi Onesti
Address:	Bulevardul Republicii,nr.45 Onesti, 601137, Romania

3.3. Hosting organisation

Organisation name:	Tellus Spain
Address:	Calle San Vincente Ferrer 7, Bajo 4, 37008 Salamanca, Spain

4. Learning context

For staff in school education

At the sending organisation, the participant is currently working in the following capacity:	
Job title:	Teacher
Main tasks:	teaching in Economics, Commerce, Customer Services, Administration: Customer Protection, Marketing, Quality of Products and Services.

5. Learning outcomes

The parties have agreed that the following learning outcomes should be achieved during the learning mobility:

Outcome 1: Exploring Digitalization tools in Education and Developing Skills and Competences for labour market			
Relevant subject, skill or competence:	-To gain a better understanding of the challenges of working with IT&C and digitalization in education; -To develop an awareness of a digital culture and its impact on learning, especially communication and data visualization -To develop soft skills, especially in terms of communication, for working effectively in diverse IT/online educational environments		
Description:		attending this course, the participant will develop the above competences which will enable them to prove their skills for working in an IT-diverse educational environment	
Outcome 1.1:	Outcome 1.1: Introductory to ICTs for the purpose pedagogical and how to apply them to the new educational models		
Relevant subject, skill or competence:		To acquire an understanding of coping with diverse IT abilities and IT levels that are found in the peers and the students from the school	
Description:		-Learn as participant, and also teach their students, how to create engaging content -ability to show that applications are the best way to benefit from advantages for the development of the educational work	



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	- develop skills and competences for working with IT-diverse tools to make information available to students and to provide tools that they can use in the future, adapting to their real needs.	
Outcome 1.2: Developing Pedagogical competences in the use of different IT&C software suitable for the educational process		
Relevant subject, skill or competence:	Awareness of Digital Pedagogy skills (Green technology and training, ergonomics, health and safety, responsible work practice)	
Description:	Ability to explore solutions to the development of creativity, design thinking, and problem-solving skills, and teacher's capability to deliver content in compelling ways. Responsibility to make sure students comply with copyright laws and avoid sharing personal information, especially since there are opportunities to upload images to the platform and share presentations via URL, email, and social media Attitude towards building digitalized educational resources and teaching aids that supports nearly any type of media creation, and templates, that are varied and dynamic (e.g.: Genially platform)	

Outcome 2: Bucreation, and u	uilding digitalized educational resources and teaching aids - that supports nearly any type of media sing templates - that are varied and dynamic (e.g.: Genially platform and digital boards)
Relevant subject, skill or competence:	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
Awareness on how to combine educational platforms and digitalized education resources with a focution visual communication skills. That way students are thoughtful about what they include in their work, make sure it's engaging, accurate, and informative. To develop a plan for integrating digitalized training into their institutions and classrooms Developing II - Basic Interpersonal Communication Skills through the social programme, which also provides imme in the language and experience of the cultural heritage of Salamanca with its bilingual linguage environment	
Outcome 2.1: U	Jsing educational platforms (e.g. Genially)
Relevant subject:	Co-operative Learning using the IT - Creating an atmosphere of successful teamwork in class, involving safeguarding and inclusion, anti-hate awareness, professional communication etc
Description:	Genially enables users to collaborate amongst themselves and integrates with popular platforms, making it easy to incorporate content from other sources into it Ability to turn slides of short, impactful text and images into videos. Have students collaborate and analyse an infographic, adding annotations and insights using interactive tool tips Capability to help students create their own presentations. Break down larger topics into smaller pieces, and assign different types of presentations to individuals or pairs of students. Then have them share the links to a media album or a class hyper-document for a more interactive and immersive learning experience
Outcome 2.2:	Jsing whiteboards and digital boards during interactive VET lessons
Relevant competence:	Easy and confidence in creating interactive lessons using an interactive white board and other digital devices, laptops, PCs, educational online platforms, webpages for presentation
Description:	Awareness of the fact that interactive Whiteboards have become a common sight in today's classrooms, and how the use of the quiz template, brainstorming and voting online (Tricider), can be useful for a quick warm-up or closing activity. Understanding on how the digital board (whiteboard) is connected to PCs is able to use software loaded on the connected PC, but also its mechanism in allowing notes written on the whiteboard to be captured by the PC. Ability of making information visually appealing through infographics (Piktochart) Capacity to use animated infographics (Renderforest) Capability to involve online tools for collaborating in ICT projects, School Education Gateway, eTwinning

Learning programme and tasks

To achieve the agreed learning outcomes, the participant will complete the following activities and tasks during their mobility

Activity / task 1: Taking part in all of the 6 days of the training course		
Description:	DAY1: Exploring Digitalization tools in Education and Developing Skills and Competences for labour market DAY2: Genially platform: Collaboration Competences Needed (Teachers & Students)	



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	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		
Activity / task	Activity / task 2: Individual work, group discussion, reflexion and introspection		
Description:	Group discussion and sharing of ideas 'Digitalization in Education' Individual Work on the Received Assignment: create lesson plans for digitalized lessons using Genially Giving and Receiving Feedback Presentation of Training Plans created in Genially platform and by the use of other devices (whiteboards)		
Activity / task 3: Learning journal			
Description:	The participant will keep a record of the ideas and notes and conclusions sprung from the course and will fill in the final report in Mobility Tool Course Review / Next Steps: Integrating back at the school diverse digital teaching resources and educational aids		

7. Monitoring, mentoring and support during the activity

7.1. Responsible persons at the hosting organisation

The following person(s) at the hosting organization are tasked with introducing the participant to their activities and tasks at the hosting organization, providing practical support, monitoring their learning progress, supporting them to achieve the expected learning outcomes, and helping them to integrate into the daily routines and the social context at the hosting organization.

Full name:	Marina Cucuta
Job title:	Student Coordinator
Email:	
Phone number:	
Responsibilities:	-Content supervisor, emergency contact, facilitationDirect observation of the professional Training programme at the course's venuesInitiation of individual and group discussions, daily, with participants Consultation with the persons in charge from the hosting organisation.

7.2. Responsible persons at the sending organization

The following person(s) at the sending organization are tasked with following the participants' progress and providing content or

practical support from the side of the sending organization.

Full name:	Ionela Sandu
Job title:	Contact person on the project and project coordinator
Email:	
Phone number	
Responsibilities:	Main content supervisor AND Contact for administrative matters / Emergency contact

7.3. Accompanying persons

Not applicable.

7.4 Mentoring and monitoring arrangements

As a minimum, the monitoring and mentoring arrangements will include the following activities:

- Tellus Spain will monitor the presence of the participant in each of the training activities and will operate a feedback and satisfaction questionnaire. Guidance and coordination of the participants' work program by the lector
- The sending organization will also be monitoring the physical presence of the activities for every participant in the course and the personal involvement in the activities according to the agenda
- Both organizations will have team meeting for solving any unfavourable situations
- Continuous email communication between the partner organizations based on Daily summaries submitted by participants to the monitor from the sending organization.
- A Course Review on Day 2 An End-of-Course Questionnaire (covering all aspects of the participant's stay)
- An open-door policy where participants can speak to the Mentor at the Host Organisation about any issues



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8. Evaluation of learning outcomes

After the mobility activity, the participant's learning outcomes will be assessed in the following way:

Evaluation format:

Active participation on the course. Constructive feedback from the lecturer and self-assessment elements on the digital teaching resources and educational aids that were prepared by the participant during the VET practical course

Evaluation criteria:

Physical presence in all 6 days of the course for the whole duration of the modules.

Teamwork and collaboration with other peers, which take part of the same course

Engagement in responses, expressing ides and manifesting opinions

The lessons created in digital format on the subject the participant teaches.

Evaluation procedures:

The presence in the class will trigger the lector's evaluation, unless there are objective reasons that prevent the participant to take part (illness). Upon this, the issuing of the certificate of participation will be proceeded.

The participant has the obligation to manifest an active presence in the discussions, and the feedback from the lecturer will recognize, in the Europass Mobility Document, the competences and skills acquired by the participant. These will be validated by adding the signatures of the sending and receiving organization and by the participant.

At the level of the sending organization, the results of the mobility will be the subject of a dissemination strategy that will take place during 2023-2024 school year and beyond

9. Recognition of learning outcomes

After the mobility activity, the participant's learning outcomes will be assessed in the following way:

Recognition conditions:

The participant has to physically take part in the training programme and to submit his/her individual report in the Mobility Tool by 05/12/2023

Recognition procedures:

Upon the return at the sending organization, the participant will present his/her documents to the sending organization's responsible persons which will further report on the success of the mobility to the School Inspectorate and ANPCDEFP. The implementation team will verify the correspondence of the content of the mobility documents, the individual report and the project's objectives and content and they will accept participant's individual report in the Mobility Tool.

Recognition documentation:

Europass Mobility Document, Certificate of participation, Accepted report in the Mobility Tool

10. Reintegration at the sending organisation

Not applicable

11. Additional provisions

Not applicable

12. Signatures

The signatories confirm that they understood and approve the content of this agreement.



CNE reference no.

Holder of the document

3 ADDRESS 1 SURNAME(S) * 2 FIRST NAME(S) * 4 DATE OF BIRTH 5 NATIONALITY Romanian mm vvvv Issuing organisation 8 ISSUING DATE * 6 NAME OF THE ORGANISATION * 7 DOCUMENT NUMBER * Colegiul Tehnic 26/20 ghe Asachi" Onești mm yyyy Sending partner 10 STAMP AND/OR SIGNATURE 9 NAME AND ADDRESS * Colegiul Tehnic "Gheorghe Asachi" Direstor, Republicii 45, Onești Ursachi Minai, Romania 11 SURNAME(S) AND FIRST NAME(S) OF REFERENCE PERSON/MENTOR * 12 TELEPHONE Sandu Ionela 14 E-MAIL 13 TITLE/POSITION gsamonesti@yahoo.com Teacher and project coordinator Host partner 16 STAMP AND/OR SIGNATURE 15 NAME AND ADDRESS * Tellus Spain S.L. Tellusa**se SanMaicagte** Ferrer 7, Bajo 4, 37008. Salamanca, Spain Gonzalo Hierro 18 TELEPHONE 17 SURNAME(S) AND FIRST NAME(S) OF REFERENCE PERSON/MENTOR * Gonzalo Hierro 20 E-MAIL 19 TITLE/POSITION

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

Tellus Spain Manager

^{*} Headings marked with an asterisk are mandalory.



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

66²⁴ FBCM2023

25 TO *

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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/her Learning journal

27A JOB-RELATED SKILLS

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

- 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

33A DATE *

34A SIGNATURE OF THE REFERENCE PERSON/MENTOR *

35A SIGNATURE OF THE HOLDER

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mm yyyy

^{*} Headings marked with an asterisk are mandalory.