Virtual Production Factory

Erasmus +

Virtual Production factory

PROJECT NUMBER: 2022-1-IT02-KA210-SCH-000080913

Erasmus+

ITALY TÜRKİYE ESTONIA ROMANIA

- To raise students who can access reliable and qualified information quickly and easily by using technology effectively and efficiently, who can manage information, who can access new information by experiencing the information they have acquired, who can share the new information they have acquired both locally and globally, and who bring together existing technologies. Our policies that will enable us to achieve our vision are as follows:

- To improve the use of technology in schools by integrating technology into the entire curriculum and to increase academic success in this way.

- To organize professional development activities on a regular basis in order to increase the technological professional competence of all teachers.

- Defining technology literacy skills for all students and ensuring the integration of teaching strategies that can be used to gain these skills to students in the school program (To enable each student to actively use web 2.0 tools such as wiki, blog, etc., AR and VR applications.)

Erasmus +

ITALY

TÜRKİYE

ESTONIA

ROMANIA

- Designing Metaverse applications in a way that allows students to carry out collaborative projects with their classmates and other students at school.

- Designing learning processes in such a way that a school has more communication and interaction with other schools, institutions and resources (museums, universities, health and social service institutions, etc.). Use of appropriate Metaverse components in the planning of learning activities (teaching abstract concepts, activities that require practice, museum-geographic trips, etc.).

- Making a correct planning to create a good roadmap that will enable educational institutions to make maximum use of technology innovations and to minimize the impact of unexpected problems.

- At the end of each year, the school metaverse plan; Evaluation of teachers, students and parents who make up the school metaverse team, under the chairmanship of the school metaverse coordinator. Detailing the achievement of year-end targets, any problems, and solution suggestions. Evaluation methods and criteria are determined and implemented by the same team.