



## Programme



# Online Annual Conference 2022

## Imagining education in the future: beautiful, sustainable, together

European School  
Education Platform



Sport  
Jean Monnet  
Youth  
Higher education  
Vocational education and training  
Adult education

**School education**

## AIM

To raise **awareness, train** and **engage** participants on how eTwinning can help teachers deploy the theme of the year - New European Bauhaus - in their schools.

## TARGET AUDIENCES

- **Plenaries:** eTwinners, educators, school heads, policy makers, press, researchers in educational field, educators in the fields of Initial Vocational Education and Training, and Early Childhood Education and Care, student teachers and Initial Teacher Educators.
- **Workshops:** Workshops for registered participants: eTwinners, representatives of Ministries of Education and National Support Organisations.

## CONCEPT

In line with the New European Bauhaus spirit, the eTwinning Annual Conference 2022 will help participants imagine an education setting which is beautiful and sustainable. Participants will be encouraged to re-think the way teachers and students teach, learn, and “live” together at school, through a selection of keynotes and workshops that focus on the following areas:

- Teaching and Learning in the New Bauhaus: *How, Where and Who*
- Bridging today and the future: education for sustainable development; dreaming and creating our “dream school” that is pleasing to the eye; Well-being of students and teachers in and out of the school; Togetherness and inclusion in the classroom.

# PROGRAMME

## DAY 1

Thursday 20 October | public

16:45

Pre-opening of the conference

17:00 – 17:05

Welcome by Central Support Service

17:05 – 17:20

Opening speech by  
**Maria Koleva** - Deputy Head of Cabinet, European Commission

17:20 – 17:30

Greetings from National Support Organisations and Supportive Partners

17:30 – 18:10

Keynote address with Q&A by  
**Gerd Leonhard** - Futurist, Humanist, Author, Speaker

18:10 – 18:30

*Break*

18:30 – 20:00

European Prize ceremony



## DAY 2

Friday 21 October | restricted to registered participants

10:00 – 13:00

Networking and Activities in the virtual exhibition hall

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13:00 – 14:00

*Break*

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14:00 – 15:15

Workshop Slot 1 (16 workshops in parallel)

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15:15 – 15:45

*Break*

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**Workshop**  
for representatives of  
Ministries of Education

15:45 – 17:00

Workshop Slot 2 (16 workshops in parallel)

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## DAY 3

Saturday 22 October | restricted to registered participants

10:00 – 11:15

Workshop Slot 3 (14 workshops in parallel)

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11:15 – 11:45

*Break*

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11:45 – 12:45

Panel discussion: Imagining Education in the future

- European Commission representative
  - Petra Crnički, student teacher
  - Isabel Crespo, Europeana
  - Martin Meissonnier, film director
  - Natalia Tzitzis, teacher
  - Moderator: Benjamin Hertz, eTwinning Central Support Service
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12:45 – 13:25

Keynote address with Q&A by  
**Loredana Popa** - Teacher in an eTwinning School

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13:25 – 13:35

Closing from European Commission

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# WORKSHOPS LIST

TITLES	SLOT 1 21 October at 14h	SLOT 2 21 October at 15h45	SLOT 3 22 October at 10h
1 Runners-up up to 6 age category			X
2 Runners-up 7-11 age category	X		
3 Runners-up 12-15 age category		X	
4 Runners-up 16-19 age category	X		
5 Winners up to 6 age category			X
6 Winners 7-11 age category		X	
7 Winners 12-15 age category			X
8 Winners 16-19 age category			X
9 Winners Initial Vocational Education and Training			X
10 Bringing the House of European History straight to your classroom	X	X	
11 Build with Bits your classroom. Virtual spaces for your educational challenges	X		
12 Teaching in a sustainable and flexible learning environment	X		
13 Teaching with Europeana: expanding our class through digital cultural heritage	X		
14 Blending learning spaces in the New Bauhaus	X		
15 Empowering student's to engage in democracy through online publishing	X	X	
16 Five monkeys, the Fisherman dilemma and how to teach students towards sustainability in a connected world?	X		
17 Expanding learning mobility with Erasmus+: schools and pupil exchange organisations together	X	X	
18 Stories that Move – blended learning toolbox on diversity and discrimination	X		
19 Together! Towards Personal Learning in Inclusive Classroom Through Collaboration and Technology	X		X
20 Challenges and opportunities of diversity in Malmö	X		X
21 Digital transformation of schools and classrooms: Practical tips and case studies	X		
22 Key elements of a successful sustainable biodiversity project	X		
23 DE FACTO : the french platform to fight online disinformation	X		
24 Boost your resilience in times of change!		X	X
25 Mindfulness as method for trauma and stress relief in the classroom		X	
26 Teachers as learning designers through participatory, creative and reflective practices		X	
27 Teaching MFL (Modern Foreign Languages) with the Knights of the European Grail (KEG) App		X	
28 Active learning inside and outside the classroom		X	X
29 Re-shaping an Emergent Curriculum in Early Years through the Use of technology		X	
30 Stories that Move. Discussing diversity and discrimination		X	
31 Turning student's online spaces into learning worlds: how classrooms co-create critical thinking		X	X
32 Happiness At School		X	
33 Are we losing the experience of nature? The role of schools in the context of global citizenship		X	
34 Emotional well-being in eTwinning projects		X	
35 Teaching Mindfulness in MFL and eTwinning			X
36 Le Bonheur à l'Ecole			X
37 New European Bauhaus and Heritage - an explosion of creativity through Minecraft			X
38 School-based study groups for online trainings - collaborating with school colleagues to achieve a greater impact of online trainings			X

# WORKSHOPS DESCRIPTION

1	<b>Runners-up up to 6 age category</b>	This workshop presents "ENGINEERS OF THE ECOSYSTEM", an eTwinning European Prize 2022 runner up project for the age category up to 6 years old.
2	<b>Runners-up 7-11 age category</b>	This workshop presents "Around the world with friends", an eTwinning European Prize 2022 runner up project for the age category 7-11.
3	<b>Runners-up 12-15 age category</b>	This workshop presents "On the edge", an eTwinning European Prize 2022 runner up project for the age category 12-15.
4	<b>Runners-up 16-19 age categoryW</b>	This workshop presents "A Speech Which Can Reach", an eTwinning European Prize 2022 runner up project for the age category 16-19.
5	<b>Winners up to 6 age category</b>	This workshop presents "STEAM Preschool Academy", an eTwinning European Prize 2022 winner project for the age category up to 6 years old.
6	<b>Winners 7-11 age category</b>	This workshop presents "eTwinners as pros", an eTwinning European Prize 2022 winner project for the age category 7-11.
7	<b>Winners 12-15 age category</b>	This workshop presents "The 'DISCONNECT - Dive Into Social Communities Or Networks Navigating Everyday Completely Truthfully'", an eTwinning European Prize 2022 winner project for the age category 12-15.
8	<b>Winners 16-19 age category</b>	This workshop presents "eTw-T-R-A-I-N", an eTwinning European Prize 2022 winner project for the age category 16-19.
9	<b>Winners Initial Vocational Education and Training</b>	This workshop presents "SAGE : Solutions Against Greenhouse Effect (Erasmus+)", an eTwinning European Prize 2022 runner up project for the category for Initial Vocational Education and Training
10	<b>Bringing the House of European History straight to your classroom</b> <i>Laurence Bragard</i>	<p>The House of European History is bringing the history of Europe to life with a new virtual tour, and this workshop is designed to help you use it. With our new virtual tour, digital visitors are invited to explore the museum's exhibition with dynamic storytelling and a range of content - including video footage of a real curator from the museum introducing the different sections of the museum. Join the workshop and learn how to navigate the latest online tool.</p> <p>The second part of the workshop will be used to review the museum's current and future learning offer for teachers and educators.</p> <p>As it's been five years since we opened our doors, the Learning Team want your opinion. What's been useful for you and your students from our current offer? And what are your expectations for the future digital toolbox? Register now to learn more about and collaborate on the future of educational resources.</p>
11	<b>Build with Bits your classroom. Virtual spaces for your educational challenges</b> <i>Isabel Crespo and Daniel LLams</i>	<p>Imagine your students not just sitting through their lessons, but virtually building the experiences they are learning about! And imagine if, in the process, they could contribute to a more beautiful and sustainable future for Europe.</p> <p>In 2021, the 'Built with Bits' mentoring programme helped educators and teachers to achieve this by combining collaborative learning experiences and digital technologies with the values of accessibility, inclusivity and sustainability that are at the heart of the European Commission's New European Bauhaus movement.</p> <p>With this educational challenge Europeana hopes to create a positive impact and demonstrate that digital transformation can lead to a more sustainable, diverse and inclusive space for all. Students may be the next generation of developers, creators, planners and architects. By making sustainable design a core consideration for them now, we hope they will carry that knowledge into their careers from the outset.</p>



12	<b>Teaching in a sustainable and flexible learning environment</b> <i>Anita Šimac</i>	<p>Teachers can facilitate learning in various environments inside and outside the classroom, in the virtual classroom or in nature. The aim of this workshop is to motivate educators to provide a real-world context and expose students to a range of possibilities outside the confines of the classroom. This type of teaching and learning benefits all participants as the result is a student-centric learning experience that enhances learning and fosters personal and social development.</p>
13	<b>Teaching with Europeana: expanding our class through digital cultural heritage</b> <i>Theodora Gkeniou</i>	<p>This session will explore how digital cultural heritage can be introduced in class to impact Europe's future citizens, the students. Participants will be introduced to the Europeana Education initiative and, in particular, the Teaching with Europeana blog, which features a treasure trove of interdisciplinary teaching and learning materials that can inspire formal and non-formal educators. Special mention will be made to the Built with Bits project, run in 2021 by Europeana, which is an educational challenge contributing to the New European Bauhaus movement by inviting students and educators to design beautiful and sustainable spaces with Mozilla Hubs.</p> <p>After presenting an array of available activities, we will focus on specific examples of inspirational work that has been developed so far. After the presentation stage, the attendees will suggest their own activities based on digital cultural objects provided in the portal Europeana.eu., with a special focus on the NEB movement, to promote sustainable, inclusive and beautiful educational environments, with respect to copyright issues. These activities can become the stepping-stone to teachers' participation in future Europeana Education actions.</p>
14	<b>Blending learning spaces in the New Bauhaus</b> <i>Natalia Tzitzzi and Angeliki Kougiourouki</i>	<p>By providing the theoretical background as well as examples of good practice in blended learning, the workshop leaders will introduce the participants to the world of virtual spaces, their effect on learning and how they can be integrated into the physical classroom and other learning spaces.</p>
15	<b>Empowering student's to engage in democracy through online publishing</b> <i>Jenny Sköld, Emelie Hahn and Lotta Bergseth</i>	<p>The Internet (and new digital services) has opened new possibilities for teachers to engage and motivate their students, but also to bring value to an audience outside school. In this workshop the participants will get the chance to connect media production and publishing activities to their own curriculum and classroom. This workshop is about working with students as powerful agents for a trustworthy, fact-based digital information world, where students can influence both their peers and a wider global audience, contributing to a better online environment for everyone. The participants will furthermore get a glimpse of Mobile Stories educational publishing system, that supports students in producing trustworthy articles and publishing them on an open platform. The participants will collaborate in groups to develop a framework for a lesson plan that not only leads to media production but also to co-creation or peer review with another eTwinning school. Participants will also reflect on Code of ethics that can form the basis for responsible action online and that can be linked to the school's values and global citizenship. At the end of the workshop, the ideas are shared between the participants.</p>
16	<b>Five monkeys, the Fisherman dilemma and how to teach students towards sustainability in a connected world?</b> <i>Zuzana Labašová</i>	<p>The activities of the workshop revolve around the issue of our lifestyle and sustainability. We will address the problem of reaching limits of the earth's resources but also reaching the limits of our own perception of others and possibilities of living a life more in tune with our environment.</p> <p>The workshop will be composed of 3 interactive experiential activities explaining the concepts of consumerism, prejudice and finally opening the world of alternatives that could help us transition into a more just and liveable future.</p>
17	<b>Expanding learning mobility with Erasmus+: schools and pupil exchange organisations together</b> <i>Elisa Briga</i>	<p>The workshop will explore the cooperation model between schools and non-profit pupil exchange organisations aimed at implementing together individual pupil mobility projects within Erasmus+, with a specific focus on involving young people with fewer opportunities. The workshop is based on the outcomes of the Erasmus+ project Expanding Learning Mobility conducted in 2020-2022 and involving 12 pupils from Spain, Belgium, France and Latvia.</p>
18	<b>Stories that Move – blended learning toolbox on diversity and discrimination</b> <i>Karen Polak</i>	<p>The online, free, and multilingual toolbox Stories that Move helps student reflect on their own position in relation to diversity and discrimination and gives them insights into their own learning process.</p> <p>In this workshop we will investigate in which way this toolbox uses blended learning to create a safe and inclusive learning environment. The toolbox contains five modules around different themes. Taking examples from the modules Mastering the media and Facing discrimination you will experience how students work alternatively as individuals, in pairs and as a class to unravel complex and sensitive topics.</p>



19	<b>Together! Towards Personal Learning in Inclusive Classroom Through Collaboration and Technology</b> <i>Marja-Leena Bilund</i>	<p>This workshop presents examples and ideas how, instead of learning being “information broadcast”, it can be changed towards approach in which learners actively and authentically participate through ICT and face to face in collaboration with peers in learning processes using different kinds of digital tools and platforms. And ideas to support personalised learning where learners have voice and choice how, where and when they learn in different kind of learning environments; phenomenon-based learning; <a href="https://youtu.be/mvOztBVhUdQ">https://youtu.be/mvOztBVhUdQ</a></p>
20	<b>Challenges and opportunities of diversity in Malmö</b> <i>Annie Bergh</i>	<p>Malmö is a city in the south of Sweden where there are 186 nationalities. School staff are striving to find equality and inclusion in education using different tools and methods. The focus is to create accessible learning environments according to the individual needs of the pupils. Due to the various conditions in schools, there is no one general method. An “approach” has however taken shape – turning challenges into opportunities. Believing in the will and competence of every student and making learning environment as accessible as possible is the key element. Also, during the past years, due to GDPR, schools in Malmö have been forced to reconsider some of their digital tools and found new ones more in line with the regulation.</p> <p>In the second half of the workshop participants will reflect and discuss, based on the inspirational examples in Malmö, in small groups with the aim of creating inclusive and accessible learning environments – physical and/or digital – in line with the approach “kids do well if they can”.</p>
21	<b>Digital transformation of schools and classrooms: Practical tips and case studies</b> <i>Dr Charalambos Vrasidas</i>	<p>During the workshop, we will present a practical framework for digital transformation of schools and classrooms. We will present activities and resources that can be used to support school leadership teams develop digital transformation strategies. We will also share resources that can support teachers in designing engaged authentic learning, blending the classroom with real world scenarios. Examples of projects and activities will be shared and concrete cases will be analysed. Participants will engage in hands on activities and discussions with colleagues and experts from all over Europe and engage in peer learning.</p>
22	<b>Key elements of a successful sustainable biodiversity project</b> <i>Kristina Madsen and Arnau Macià Pou</i>	<p>The workshop will present best practice ESD examples from schools around the world running the Eco-Schools and/or Learning About Forests (LEAF) programmes. The examples will showcase biodiversity and outdoor learning projects. Participants will reflect on the sustainability of the projects and the adaptability in their own school context. Join us to get inspired for future-oriented biodiversity solutions at your school!</p>
23	<b>DE FACTO : the french platform to fight online disinformation</b> <i>Laure Delmoly</i>	<p>Presentation of the European project DE FACTO and his partners in France; Presentation of the content : factchecks, analysis, tools and tutorials.; Launch of an online consultations to get the best proposals to fight misinformation</p>
24	<b>Boost your resilience in times of change!</b> <i>Inés Verplancke</i>	<p>We are all avatars in the game called 'life'. The question is now: what equipment does our avatar need to thrive in these times of change where the rules of the game change constantly?</p> <p>What we need most is resilience. In this workshop, we explain how we can teach our students to be resilient and learn to deal with stress. The workshop combines practical information, tips and tricks and we present some concrete exercises to give the participants all the tools they need to boost the resilience of their students in the classroom.</p>
25	<b>Mindfulness as method for trauma and stress relief in the classroom</b> <i>Alen Ptičar</i>	<p>Practicing mindfulness involves breathing methods, guided imagery, and other practices to relax the body and mind and help reduce stress.</p> <p>In Croatian kindergarten we based our practice on brochure written by experts of Polyclinic for the Protection of Children and Youth of the City of Zagreb.</p> <p>Our work is an example of good practice and can be applied to all countries of the eTwinning community.</p> <p>Using the mindfulness technique contributes to a beautiful, sustainable, shared future - a dream school with students who can become aware of their emotions and not be a victim of circumstances, thoughts, and feelings.</p> <p>The workshop is interactive where participants will have the opportunity to connect with each other in small groups in order to raise awareness of internal principles of practice.</p>

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**26 Teachers as learning designers through participatory, creative and reflective practices**

*Angeliki Kougiourouki, Theodora Gkeniou and Nektarios Farasopoulos*

During this session, the participants will learn how to design (hybrid?) learning spaces, using a series of learning approaches, in order to facilitate learning and create an inclusive environment for their students.

In particular, we will focus on placing students at the heart of the learning process by promoting communication and collaboration, autonomous learning, creativity and reflective practices that foster student participation and cater to their needs.

After the introductory presentation covering the above thematic areas, we will be showcasing examples of eTwinning projects' good practices and we will work collaboratively to design (digital) learning spaces in line with 21st century pedagogy.

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**27 Teaching MFL (Modern Foreign Languages) with the Knights of the European Grail (KEG) App**

*Simone Pfliegel and Lisa Somma*

During this workshop you will get to know the KEG app (a game-based app for learning languages at a level of A1/A2 and with VR and AR elements) for German, English, Italian, Spanish, French and Portuguese as well as meeting potential partners for working with the app on eTwinning projects. The app showcases a variety of blended learning approaches and may be used as a tool of learning in an online, outside, and various other possible teaching situations and environments (to be discussed and developed with the participants of the workshop). The participants will work on:

- Developing teaching scenarios for each language in the MFL classroom
- Developing self-learning scenarios for each language
- Developing scenarios for the vocabulary, grammar, and social minigame
- Working on a teacher handbook for the app
- Getting to know the Metaverse and how to work with the KEG app in a Metaverse classroom, a highly innovative and digital teaching and learning approach that invites both teachers and (self-) learners of modern European languages and also history to use the app according to their own needs and environments, thus reflecting many of the ideas of the New European Bauhaus

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**28 Active learning inside and outside the classroom**

*Gergana Georgieva*

In recent years, teachers and educators have encountered difficulties dictated by long-term e-learning and social distance. In education, there are tendencies of reduced motivation to study and work, indifference, and reduced social interaction. We will present a few activities based on the mental imagery technique. This is an approach used for therapeutic purposes but could also be used in school and project work.

This technique gives the students the opportunity to visualise objects, people, and situations and modify them. The student is in the centre of the process and actively participates in the created scenarios. This helps develop students' imagination, memory, and concentration. In project work, this can be used in icebreaking activities, in the evaluation of activities carried out, and in brainstorming. It can be used as part of language lessons in order to motivate students to speak and write. Also, some of the methods have proven beneficial for motivating shy students and developing relaxing scenarios that students can recall in stressful situations. The participants will take part in a collaborative online whiteboard, called Miro, as part of the activity. The tool can be easily used in project planning in eTwinning and Erasmus projects, collaborating in international teams, and creating a common product in real-time.

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**29 Re-shaping an Emergent Curriculum in Early Years through the Use of technology**

*Charmaine Attard*

Students are evolving in technology as from a young age, hence in this workshop we would be unfolding the benefits and opportunities of the use of technology while integrating it within an Emergent Curriculum. This workshop will give practitioners hands on experiences by trying out some practical examples first hand in relation to different themes. It would also provide an excellent opportunity to present how technology can be useful in an inclusive active classroom through democratic participation, observations, investigations, research and analyses. Such use of technology we would be exploring include coding games (plugged and un plugged), microbit, kahoot quizzes, use of GPS, QR codes and more.

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**30 Stories that Move. Discussing diversity and discrimination**

*Juliette Schrauwen*

The online, free, and multilingual toolbox Stories that Move helps student reflect on their own position in relation to diversity and discrimination and gives them insights into their own learning process. It contains five modules around different themes.

In this workshop we will focus on the module Seeing & being. How discussing the themes of identity and diversity can help to create a safe space in your classroom. Where sharing ideas and experiences is possible and learning together about complex and sensitive issues is a challenge your students enjoy. Together making an inclusive classroom



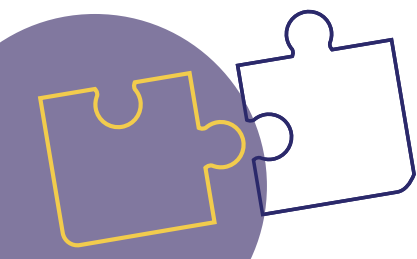


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- 31** **Turning student's online spaces into learning worlds: how classrooms co-create critical thinking**  
*Juliane von Reppert-Bismarck*
- Students are growing up digitally highly active, politically and environmentally intensely aware. Yet they don't consume news like their parents and teachers; their information-gathering happens largely in the uncharted territory of private chat groups and visual content platforms. TikTok, Twitch and Youtube: Where do students get their news about the world around them? Invite your students' online world into the classroom to design critical thinking and teach news affinity in a way that's relevant to their lives and your school.
- Teachers who dare to approach this new world can find a wealth of opportunities. Using the spaces their students inhabit online as inspiration, they can hand their students the tools to navigate their own world, sifting information carefully and fearlessly as they form their world view.
- This workshop by the award-winning, Brussels-based news literacy group - Lie Detectors - provides an overview of the problem of disinformation and the sort of disinformation young people encounter online. Breakout sessions allow teachers to work with concrete, environment-themed examples of fake content and the fact-checking tools needed to unravel it.
- Discussion will centre not only around practical skills for news literacy, but will empower educators on how to integrate news literacy into lesson plans in a playful and engaging way.
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- 32** **Happiness At School**  
*Martin Meissonnier*
- In 2021, Martin Meissonnier – a film director – and his partners in several countries, launched an international platform called <https://happinessatschool.org> which invites teachers and their pupils to film and share their pedagogical innovations and initiatives. But many teachers do not have filming and storytelling experience. In order to equip pupils and teachers to share their own stories through video, M. Meissonnier has produced video tutorials to guide pupils and their teachers through the process. In the workshop, participants will first discover several examples of innovations from around Europe and the world, and then will focus on one aspect of video production – storytelling – so they can begin share their own initiatives and test a new format to use with their pupils in their own projects.
- Moderators : Martin Meissonnier, Elizabeth Sauser-Monnig
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- 33** **Are we losing the experience of nature? The role of schools in the context of global citizenship**  
*Isabel de Maurissens, Maria Chiara Pettenati and Hubert Mansion*
- The human species has spent more than 99% of its evolutionary time in nature. Today, in most wealthy, industrialised countries, children are less than 10% outdoors per day (Evans & McCoy, 1998). In England, the proportion of children playing in natural environments has fallen by 75% over the past thirty forty years (Natural England, 2009) to reach today 2% of free time (Wheeler et al., 2010).. The school is the ideal and decisive place to achieve this reconnection and civic education can be the appropriate context to avoid the extinction of experience of nature (Pyle e Louv, 2011) in students for their well-being but also restore their attention. Hoping that the reconnection of pupils to nature can become one of the priority themes in the context of global citizenship and in the forthcoming approval of the Global Education Network in Europe (GENE) which will launch a process that will lead to the development of a new European Declaration on Global Education until 2050.
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- 34** **Emotional well-being in eTwinning projects**  
*Amaya Alonso Cabria*
- Taking into account the CEB (Conscious Emotional Bonding) method of teacher Roberto Aguado, we are going to explore the importance of emotions in our school and personal life, as well as their implication in the implementation of any new project, especially eTwinning projects. In this workshop we are going to learn how emotions are necessary, both positive and negative, in our personal development and how we can manage them.
- We will start by looking at the definition and characteristics of emotions, their physiological response, types, and how to evaluate an emotional situation. Regarding its relationship with eTwinning projects, we will see emotional processing, problem solving and decision making, especially at the beginning of the project (how we feel when starting any project and how challenging it could be), the good performance of teamwork and managing time in a way that we do not get stressed (during the project or activity) and how to analyse our strengths and weaknesses (Strengths, Weaknesses, Opportunities, and Threats, SWOT) to find ourselves emotionally stable and assertive in our work and personal life. At a practical level, while we are developing the theoretical part, we will do the following activities: exercise on mental schemes and interaction questions (AnswerGarden, Mentimeter, Padlet).
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<p><b>35</b></p>	<p><b>Teaching Mindfulness in MFL and eTwinning</b> <i>Simone Pfliegel</i></p>	<p>Aims of the workshop:</p> <ul style="list-style-type: none"> <li>- Definition of mindfulness</li> <li>- Importance of mindfulness in our daily lives</li> <li>- Importance of mindfulness in schools and teaching</li> <li>- Overview over training courses/seminars for teachers in this regard</li> <li>- Overview over various mindfulness techniques for our daily lives and teaching (with a special focus on eTwinning)</li> <li>- Project ideas for eTwinning in terms of mindfulness</li> <li>- Developing further project ideas and finding suitable project partners</li> <li>- Networking and access to a designated eTwinning Twinspace for mindfulness</li> </ul>
<p><b>36</b></p>	<p><b>Le Bonheur à l'Ecole</b> <i>Martin Meissonnier</i></p>	<p>En 2021, Martin Meissonnier – réalisateur de films – et ses partenaires de plusieurs pays, ont lancé une plateforme internationale, le Bonheur à l'école <a href="https://happinessatschool.org/">https://happinessatschool.org/</a> qui invite les enseignants et leurs élèves à filmer et à partager leurs innovations et initiatives pédagogiques. Or souvent les enseignants manquent de repères dans la de réalisation de vidéos efficaces. Afin d'aider les enseignants et élèves à construire et filmer leurs propres histoires, M. Meissonnier a créé plusieurs tutoriels vidéo pour les guider dans ce processus. Les participants de l'atelier découvriront d'abord différents exemples d'activités innovantes de plusieurs pays d'Europe et du monde, puis un aspect central de la création de vidéo – la scénarisation – dans l'objectif de partager leurs propres initiatives et de découvrir un format à intégrer aux projets avec leurs élèves.</p>
<p><b>37</b></p>	<p><b>New European Bauhaus and Heritage - an explosion of creativity through Minecraft</b> <i>Miguela Fernandes and Tiago Candeias</i></p>	<p>This workshop will have a number of steps:</p> <ol style="list-style-type: none"> <li>1. Presentation: digital technologies in Education, with a special focus on Minecraft, and its potential to explore the New European Bauhaus dimensions, through Cultural Heritage;</li> <li>2. Sharing of good practices: Batalha Monastery and MI.MOMO.FARO projects;</li> <li>3. Step by step: how to create a project in line with the NEB that connects Minecraft, Education and Cultural Heritage?</li> <li>4. Breakout rooms: brainstorming on different themes and ideas and co-creation of potential creative projects to implement.</li> </ol>
<p><b>38</b></p>	<p><b>School-based study groups for online trainings - collaborating with school colleagues to achieve a greater impact of online trainings</b> <i>Gabriela Ciolpan, İstek AKSAK KÖMÜR, Đurđica Stanešić, Efi Saltidou, Benjamin Hertz</i></p>	<p>In this workshop we will explore how teachers can work together with school colleagues in international online training, to support each other to overcome issues associated with low levels of digital, linguistic, and self-regulated learning competence. By working together in the school context teachers benefit more from the online trainings, while at the same time contextualising and localising what was learned on the training and facilitating a transfer to practice. Participants will have the opportunity to discuss and exchange ideas on the topic.</p>



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