

PROJECT PARTNERS

EUROSUCCESS

An education and training organization active in the field of project management, training & consulting services, Nicosia - Cyprus.

p-consulting.gr

An IT and training company in Patras, Greece.

BOCCF

A non-governmental organization active on organizing cultural activities and involvement possibilities with local communities, Nicosia - Cyprus.

Antalya İl Milli Eğitim Müdürlüğü

A public authority in charge of the planning and coordination of educational and training activities from pre-school to secondary education, Antalya - Turkey.

Patrizio Paoletti Foundation

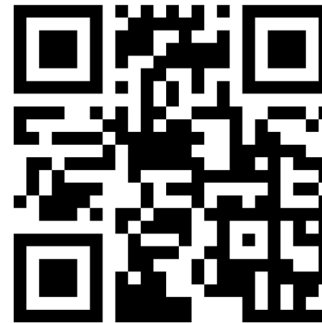
A non-profit organization and research institute in the fields of neuroscience, psychology, pedagogy and didactics, Roma - Italy.

OLYMPION

A private secondary-level school, Paliometochos - Cyprus.



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i-school



Bank of Cyprus
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FONDAZIONE
PATRIZIO PAOLETTI
PER LO SVILUPPO E LA COMUNICAZIONE

OLYMPION
HIGH SCHOOL

ischool-project.eu

2021-1-CY01-KA220-SCH-000032562

What is i-School?

i-School creates centralized initiatives and practices for actively engaging schools in European cultural heritage. At the same time the project implements digital tools in the educational process, ultimately creating innovative teaching and learning practices. Strong bonds and relationships are created between schools, cultural institutions, and other related organizations, through which, both learners and educators are benefited.



Target Groups

Primary and secondary teachers

Primary and secondary school students (10-15 years old)

Primary and Secondary Schools (private and public)

Creative and cultural institutions (e.g., museums, galleries, archaeological sites, monuments, national parks, etc.)

Ministry officials (Ministries of Education, Pedagogical Institutes, etc.)

Trainers and other professional educators

Youth NGOs and youth workers working in the field of culture and cultural education

Any other kind of institutions/actors in the field of cultural heritage.



Project aims

Increase the capacity of primary and secondary school educators to integrate cultural heritage in everyday school practices via a series of digital and interactive tools.

Increase knowledge and awareness of students and teachers on Europe's common cultural heritage.

Develop relationships between schools, cultural institutions, and other related organizations, in order to develop educational sessions in and out of the school setting.

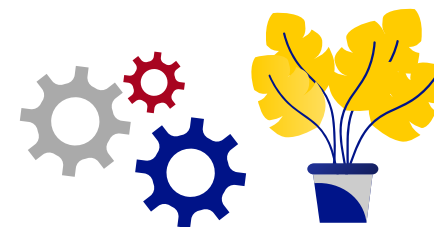
Project Outputs

-Online Course for Primary and Secondary School Teachers.

The Course equips school teachers with skills and competencies on how to integrate heritage and culture in everyday school practices, while presenting collaboration opportunities with cultural and creative institutions. It takes advantage of non-formal educational practices and existing digital tools and technologies. The content is in multimedia form and context-free, meaning that it is applicable in any school in Europe.

-Cultural Heritage Toolkit

A Toolkit developed in collaboration with cultural institutions, which consists of educational sessions regarding cultural heritage. It serves as supplemental material, for teachers of all disciplines to use as part of their subjects. The Toolkit's activities will be possible to implement in class or at cultural sites.



-E-Learning Platform

The platform hosts all the educational materials created through-out the project and allows participants to exchange ideas and opinions on the subject. It is accompanied with a User Manual, which enlightens users on proper utilization. Full and free access is guaranteed, with the possibility to add more languages in the future.

-Digital Game "Cultural Warriors"

A web-based interactive game titled "Cultural Warriors", which engages teachers and students on the subject. It includes an exciting quest-based system through which players progress through the game and effectively learn about cultural heritage. A User Guide is included, to assist teachers on the essentials of the gameplay.