



C1 - Training of Teachers (ToT) on ECOLES virtual consumer manager game

LTTA Report

Leading organization: Danmar Computers

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Introduction

The LTTA took place in December 2021 from 14.12.2021 -16.12.2021, in Rzeszów (Poland), and lasted for 3 days, excluding 2 days of travel (agenda can be found later in this report). This short-term joint training was organized for selected teachers working with students aged 7-18 years.

Due to the pandemic situation, teachers from one country (Ireland) could not attend the training, but instead, one person representing this organization attended the online meeting. So in the end, 9 people attended the training (including one online).

The selected teachers from the 5 countries attended an intensive briefing on the context of the project, its objectives, in particular the nature, methodology, and content, and the administrative arrangements for the planned training activities.

The aim of this training was to prepare participants for the effective and efficient implementation of the pilot phase of IO2 and IO3, the main outputs of the ECOLES project.

Preparation

The first stage related to this activity was to select experienced and motivated teachers. The selection criteria included: school experience, knowledge of the training topics, language skills and experience with digital learning materials and games.

The selected teachers then attended training sessions and were briefed in detail by partner representatives on all aspects of the ECOLES project, in particular:

- the content of the educational material prepared under IO2
- the content and operational aspects prepared in the framework of IO3

After the training sessions, the teachers prepared presentations which were presented at the LTTA in Poland. These presentations included the main information about the modules that were developed within the ECOLES project and practical activities.



Agenda

	Monday	Tuesday, 14.12.2021	Wednesday, 15.12.2021	Thursday, 16.12.2021	Friday
10:00 - 11:15	Travelling	Presentation of the training and icebreaker activity	Presentation of the module: Consumer rights (Bulgaria)	Presentation of the ECOLES game: technical specifications (Poland)	Travelling
11:15 - 11:30		Coffee break	Coffee break	Coffee break	
11:30 - 12:45		Presentation of the module: Consumer power and the web (Cyprus)	Presentation of the module: Food safety (Ireland)	Presentation of the ECOLES game: use of the game etc. (Poland)	
12:45 - 14:00		LUNCH	LUNCH	LUNCH	
14:00 - 15:15		Presentation of the module: Sustainable consumption (Estonia)	Presentation of the module: Pricing (Greece)	Brainstorming session: how can we use the game and the project results in schools?	
15:15 - 15:30		Coffee break	Coffee break	Coffee break	
15:30 - 16:45		Presentation of the module: Digital Skills (Estonia)	Presentation of the module: Product safety (Poland)	Evaluation of the training	
16:45 - 17:00		Q&A	Q&A	Q&A	
19:00				DINNER	

LTTA programme

The agenda was sent to all participants in time so that participants could prepare for their presentations.

We started the training with an icebreaker activity where trainees had the opportunity to get to know each other. We then moved on to module presentations and practical exercises. As you can see on the attached agenda, on the first day, 3 modules were presented, and on the second day 4 more modules.

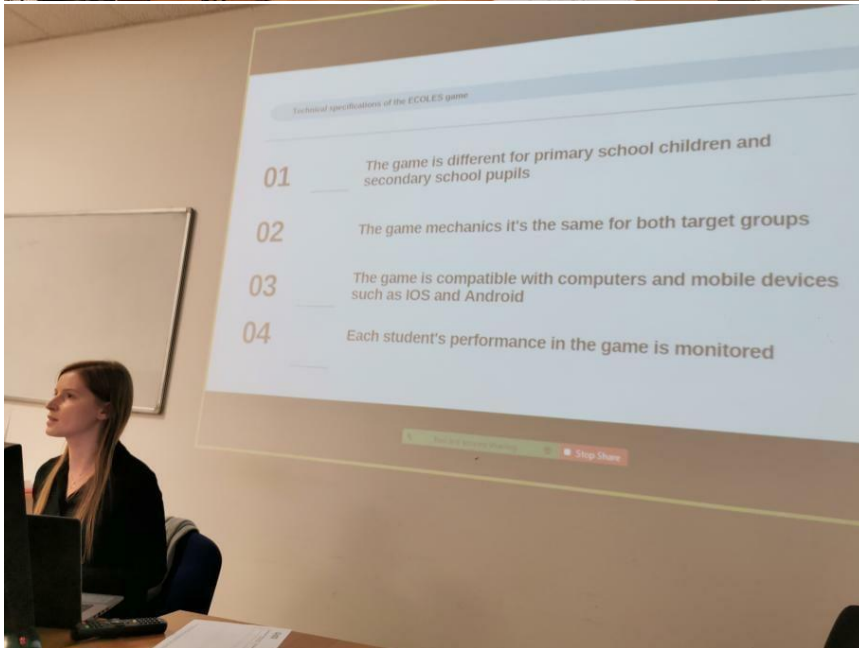
The third day was devoted to IO3, the ECOLES game. Polish partners presented to participants the first version of the game, which was created on the basis of scenarios, which were created at the beginning of November. In the first part of the day, we focused on the technical aspects of the game and testing the game. After the break, we had a brainstorming session where we shared our experiences and answered the question: 'how can we use the game and the project results in schools?'

At the end of the training, there was an evaluation of the training, where the participants had the chance to share their impressions about the training and answered the evaluation questionnaire for all 3 days of the LTTA. A summary of the evaluation can be found in the last section of this report.

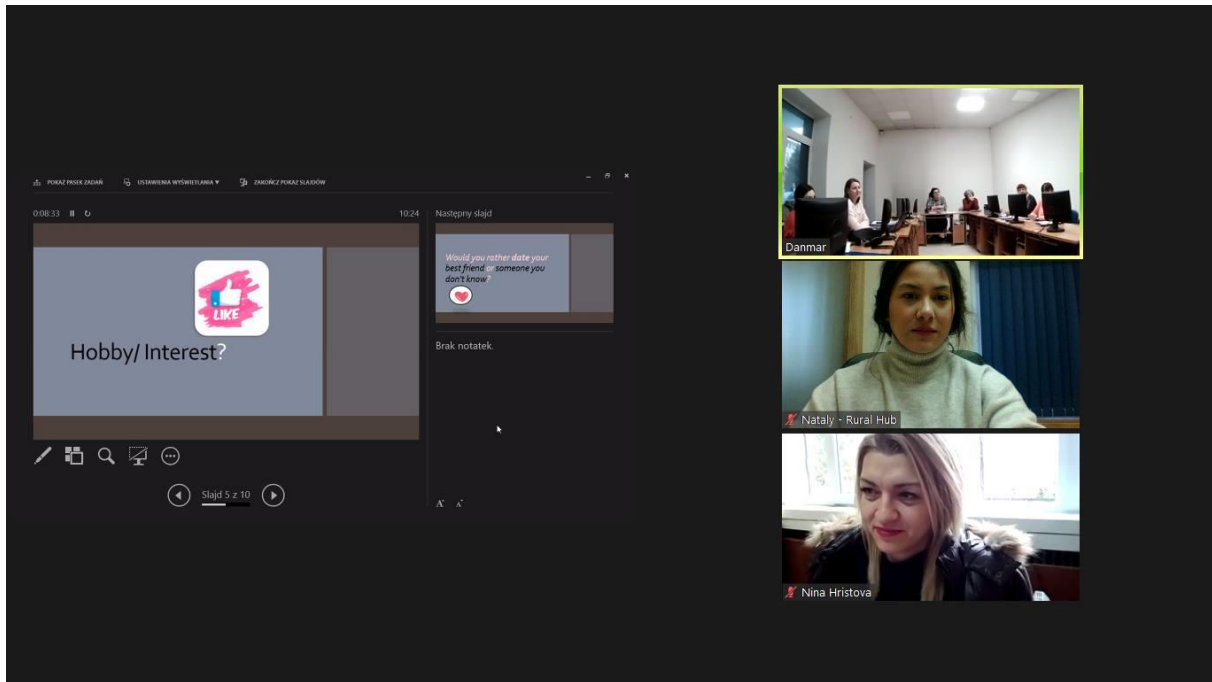
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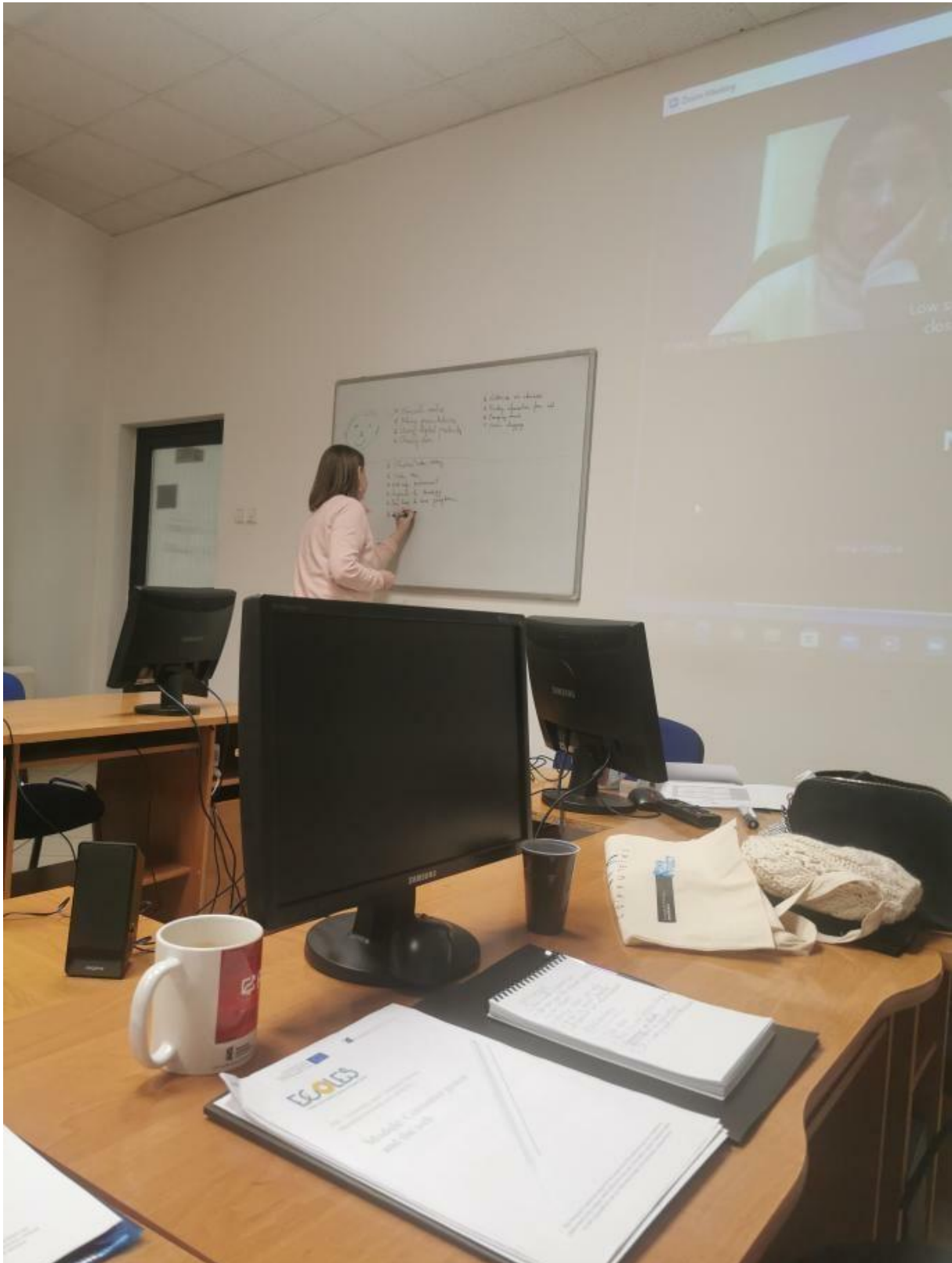
LTTA Photos



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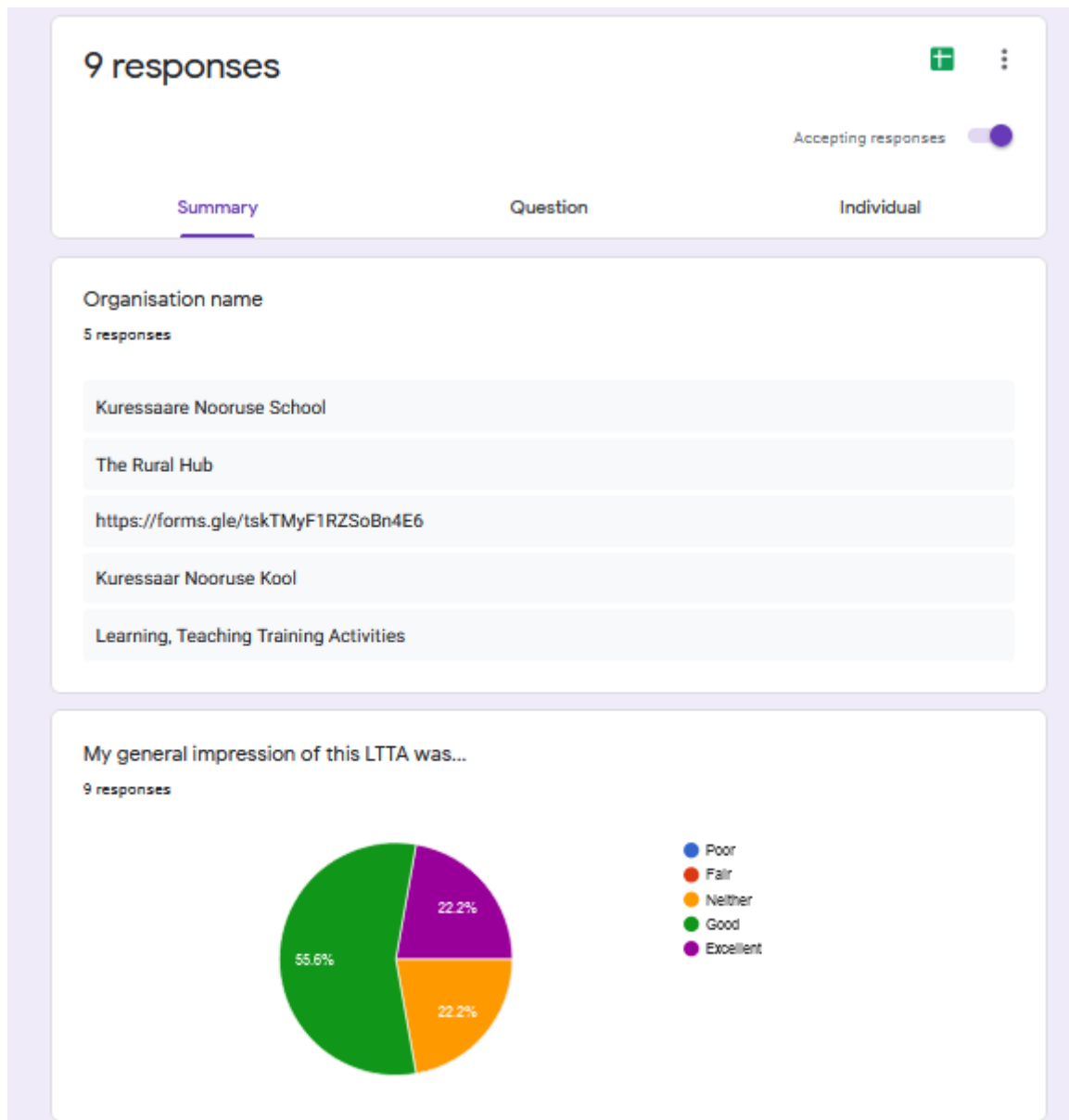
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Evaluation results



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Please list the specific concerns, if you have any, about your general impression of the LTTA.

6 responses

I would have liked more training on the game.

I'm not sure, that LTTA must have only method reading and presenting the activities/methods. It should be more practical. The game was not ready.

N/A

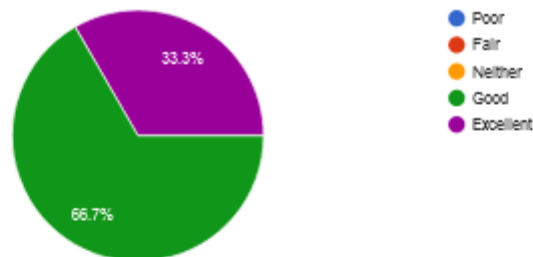
The consumer game in English language was not ready. Therefore, it was hard to understand exactly, how does it work. Needs to be improved.

For every meeting there should be detailed information on how the presentation will be. Practice should be implemented and not us just reading from the ppt or papers

I haven't got any concerns

The agenda for the LTTA was...

9 responses



Please list the specific concerns, if you have any, about the agenda of the LTTA

4 responses

N/A

Everything was good

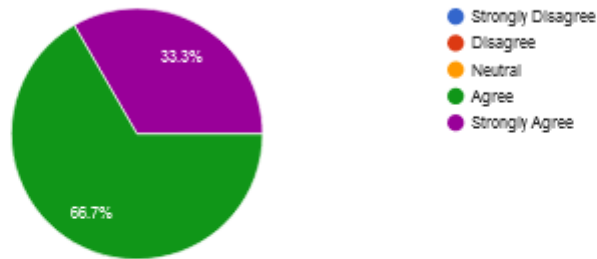
More time on testing the game should be implemented. The final form of the game should be ready to be tested as now we have only an idea of how it will look like.

I haven't got any concerns



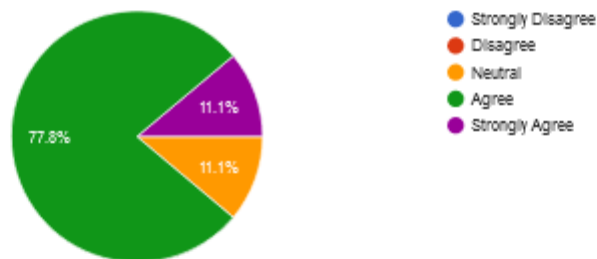
The objectives of the LTTA were clear and useful

9 responses



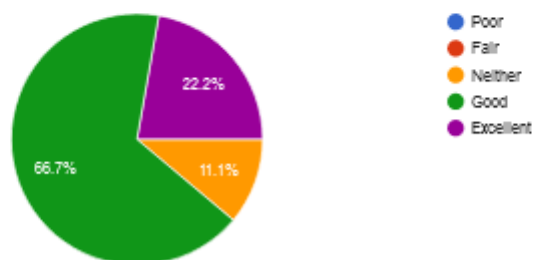
The activities developed will motivate me for future activities

9 responses



The infrastructure used were satisfactory (google meet, presentations, internet connection, etc.)

9 responses

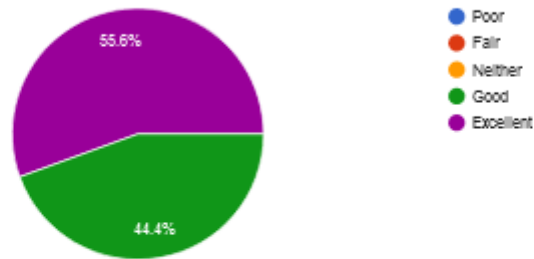


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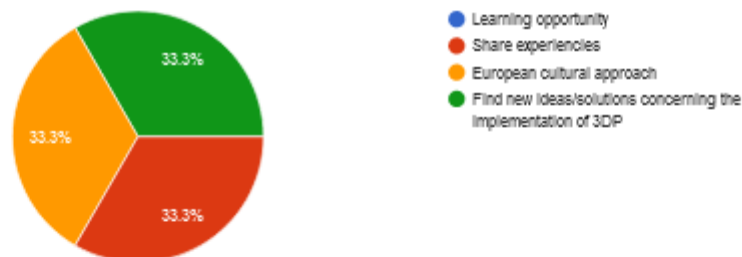
My own contribution to a successful LTTA was

9 responses



In my point of view, the following aspect of the Learning, Teaching, Training Activities were the most important (Please, select the most important to you)

9 responses



Other comments

4 responses

Thank you!

Everything looked good, thank you everyone

Well done!

No



Summary

The LTTA ended successfully on 16 December 2021. Overall, all participants were satisfied with the training activities.

The participants had the opportunity to learn about the training modules (IO2) and the game (IO3). During the third day, the participants got acquainted with the game mechanism and tested the first version. Their feedback was very valuable, thanks to it we could improve all the aspects which participants had doubts about. Moreover, after the evaluation of the training, we found out that participants would like to spend more time testing the game. Therefore, after the training, the Polish partner started making changes as soon as possible and sent the final version of the game to the partners and teachers before testing.