



4TH Newsletter

'INTERACTIVE GOALS'

Creating interactive SDG classrooms
through Augmented Reality
2021-1-LV01-KA220-SCH-000032485

We are thrilled to bring you the latest update on our transformative journey with the Erasmus+ Project, "Creating interactive SDG classrooms through Augmented Reality" (Code: 2021-1-LV01-KA220-SCH-000032485). As we approach the culmination of this groundbreaking initiative, we're delighted to share our achievements and invite you to join us in celebrating the success of the INTERACTIVE GOALS project.

Project Overview

INTERACTIVE GOALS has been a beacon of innovation, aiming to mainstream education for the Sustainable Development Goals (SDGs) by harnessing the power of Augmented Reality (AR) technologies. The project has empowered schools to cultivate interactive and engaging SDG classrooms, fostering a dynamic learning environment for students and teachers alike.

Target Group:

Our primary focus has been on students and teachers, recognizing them as the driving force behind sustainable change. By engaging and empowering this dynamic duo, INTERACTIVE GOALS has laid the foundation for a more conscious and SDG-driven educational landscape.

Project Results

INTERACTIVE GOALS AR GAME:

Immerse yourself in a world where learning meets play. Our AR game brings the SDGs to life, making education not just informative but also incredibly fun.



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TEACHER'S MANUAL SDGs in CLASSROOM :

Equip educators with the tools they need. The comprehensive Teacher's Manual facilitates the seamless integration of SDGs into the classroom, providing guidance for impactful and interactive teaching.



Multiplier Events in Partner Countries:

As part of our efforts to disseminate the knowledge and impact of INTERACTIVE GOALS, we recently hosted multiplier events in our partner countries. These events served as a platform to showcase our project's outcomes, share success stories, and engage with educators and students who have been part of this transformative journey.



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Looking Ahead:

While we celebrate the successful completion of INTERACTIVE GOALS, our journey doesn't end here. The impact of this project will continue to shape the educational landscape, fostering a generation of global citizens committed to creating positive change.

Website



www.interactivegoals.eu

Facebook



www.facebook.com/Interactive

The partnership

The European partnership is made up of the following organizations:

1 LATVIJAS UNIVERSITATE



2 E-SCHOOL EDUCATIONAL GROUP



3 Foormative Footprint S.L.



4 ATERMON B.V.



5 Valmiera State Gymnasium



6 CONSORZIO COMUNITÀ BRIANZA



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