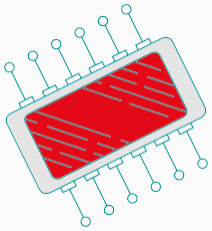
Learn the skills you need to live your most creative life



Our students:

- will learn more info about Arduino applications, programming language and hardware in industry by new learning methods
- will get the opportunity to experiment applications and programs using Arduino experiment kits
- will increase their self-confidence and professional competencies in order to find an employment in the electronic, ICT and robotics sectors
- will share cooperation and experience with peer groups in other European countries
- will increase their motivation and positive attitudes towards school
- will develop intercultural, language, social and critical thinking skills

PARTNERS

GÖLBAŞI MESLEKI VE TEKNIK ANADOLU LISESI - ANKARA (TR)
COORDINATOR SCHOOL

LICEUL TEHNOLOGIC GRIGORE MOISIL - BRAILA (RO)

2 EK PEIRAIA - PIRAEUS (GR)

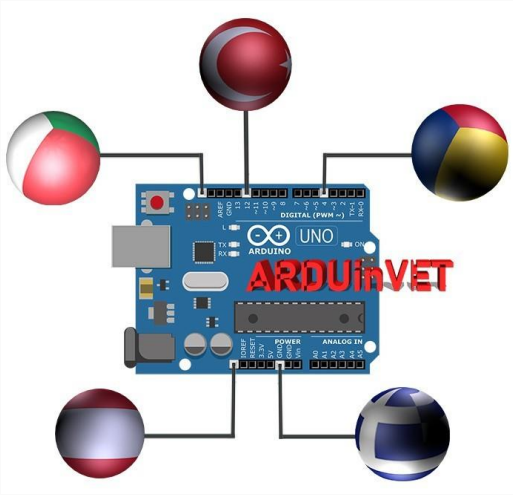
HTL WOLFSBERG (AT)

IIS EINSTEIN DE LORENZO - POTENZA (IT)

Dieses Projekt wird durch das Erasmus Programm der Europäischen Union finanziert. Allerdings, die Europäische Kommission und die Türkische Behörde können den Verantwortungsbereich, welcher die darin enthaltenen Informationen beinhaltet nicht halten.

Co-funded by the Erasmus+ Programme of the European Union

ARDUinVET



ERASMUS+
2020-1-TR01-KA202-093762

"LEHREN und LERNEN von ARDUINO IN BERUFLICHEN TRAINING"

About the project

“Teaching and Learning Arduinos in Vocational Training” is an Erasmus+ project addressed to adapt Arduino applications to vocational training, to develop a more efficient training set and to create a guidebook for the laboratories and the workshops of vocational & technical education students.

Participants

Electrical, Electronic, ICT, Automation VET Teachers from 5 countries: Turkey, Greece, Austria, Romania and Italy.

Aims

- adapting Arduino applications to vocational training
- developing a more efficient training set and a guidebook for the laboratories and the workshops of vocational & technical education students
- editing a good practice Guide Book
- introducing Arduino training models to other participants during their visits to each host country
- comparing different educational systems and training methods
- sharing best practices

METHODIK

“TEILE ENTWICKLUNG”

Good practices will be made, developed, and finally shared using the dissemination channels of the project:

- PROJECT WEBSITE
- E-TWINNING TWINSPACE
- SOCIAL MEDIA PAGES

MAIN PROJECT OUTPUTS

- Set of experiments and training modules for Arduino lessons
- Prototype training kits
- Best practices GuideBook
- Project DVD
- Audio and subtitled training videos

DISSEMINATION LONG TERM TARGET

- Teachers
- Students
- Vocational Education Schools
- Local Educational Institutions
- Electronic and ICT labor market