

FICHA DE PROJETO


Acrónimo:	EduApp
Designação do projeto (PT/EN):	EduApp
Código do projeto:	2020-1-RO01-KA226-VET-095728
Objetivo principal:	Partnerships for Digital Education Readiness
Entidade financiadora/Programa de financiamento:	Erasmus +
Região de intervenção:	-
Investimento Total Elegível:	219.970,99 €
Custo total elegível (IPSantarém):	42.815,00 €
Apoio financeiro da União Europeia:	42.815,00 €
Apoio financeiro público nacional/regional:	-
Taxas de financiamento:	100.00 %
Entidade beneficiária:	Instituto Politécnico de Santarém
Investigador Responsável:	Ana Luísa Mateus Oliveira Chança Torres
Parceiros:	Fundatia Ecologica Green (Roménia); SOSU OSTJYLLAND (Dinamarca); STICHTING LANDSTEDDE (Países Baixos); IES EL RINCÓN (Espanha).
Equipa:	Marta Rosa; Bento Cavadas; Cristina Novo; José Maurício Dias.
Data da aprovação:	03-02-2021
Data de início:	01-03-2021
Data da conclusão:	28-02-2023
Domínio científico e subárea científica:	-
Resumo (objetivos, atividades e resultados esperados) - em PT e/ou EN:	<p>The project aims to built digital education readiness and increase the capacity of the partner institutions to deliver online, distance and blended teaching and learning, by developing the support resources and guidance for teachers, technicians and students, reducing thus the impact of the crisisin VET.</p> <p>The objectives of the project are:</p> <ol style="list-style-type: none"> 1. To increase the access to digital learning resources for all students by creating a collection of video courses, tutorials and otherresources used in teaching, learning and evaluation, that will be available online andoffline. 2. To develop the digital pedagogical competences of 16 teachers from the partner schools who will be trained into the e-learning and blended learning pedagogy and into creating video courses, tutorials and other educational resources specific to their subjects

	<p>and who will peer train other colleagues.</p> <p>3. To facilitate and increase the communication between school, students and teachers by developing an application, free and open source, customised for each partner school. The project will help schools to be prepared to better face the challenges of teaching and learning in the conditions imposed by the pandemics. The COVID-19 pandemic has had a big impact on education in general and on VET in particular, because teaching and learning in VET is hands-on and not limited to theory.</p> <p>For some time, varying from country to country, from institution to institution, from teacher to teacher and from student to student, education became a privilege. Traditional classes were not held, teachers, students and school management could not predict for how long and practice could not be done any longer. School life stopped for a period and online teaching came into force, where possible. Access to traditional education was thus blocked for weeks and the online school contact became the only option. And nobody can say this scenario is not coming back for sure.</p>
Link para página do projeto (outros Links):	https://eduapp-project.eu/
Outras informações:	https://erasmus-plus.ec.europa.eu/pt-pt/projects/search/details/2020-1-RO01-KA226-VET-095728