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ERASMUS+ PROGRAMME
KA220-SCH - Cooperation partnerships in school education

Creating interactive SDG classrooms through Augmented Reality

(INTERACTIVE GOALS)

AGREEMENT NUMBER 2021-1-LV01-KA220-SCH-000032485

Project INTERACTIVE GOALS **aims** to support mainstream education for teaching sustainable development goals (SDGs) by empowering schools to use augmented reality (AR) techniques in their educational practices thus developing, creating and implementing innovative SDG classrooms.

The **objectives** of the project are the following:

- To create a strong partnership that is based on learning from each other, that strengthens the capacity of involved partner organisations and their local, national and international networks;
- To create opportunities for involved partner organizations and professionals to develop themselves as supporters and creators of the innovative learning processes for young people by using AR techniques;
- To develop two project results that support mainstream education for teaching SDGs in an interactive and engaging manner involving digital tools that are open and accessible for schools, teachers and other stakeholders;
- To design and facilitate one Learning Mobility to equip and empower involved professionals with self-confidence and needed competences to innovate their practices.

An AR game that enhances the learning of 2030 Agenda in schools in order to create innovative, interactive and playful SDG classrooms will be created in English and translated into the languages of involved partner countries: Spanish, Latvian, Italian, Greek, and Dutch. As well as the methodological guidelines that support the implementation of modern, interactive and effective SDG classrooms by using AR technologies will be produced in English and the languages of involved partner countries. The beneficiaries of the project will be two target groups: direct target group of the project is teachers (in-service and pre-service teachers). They are the ones that will develop their competences and take active part in developing and creating the project results. The indirect target group of this project is students: 14 - 19 years old.

The project entitled Creating interactive SDG classrooms through Augmented Reality (INTERACTIVE GOALS) dating 01.12.2021 to 30.11.2023 is implemented by six partners:

P1 – Latvia: University of Latvia

P2 – Spain: Formative Footprint S.L.

P3 – Greece: MPIRMPAKOS D. & SIA O.E. [E-SCHOOL EDUCATIONAL GROUP]

P4 – The Netherlands: Atermon B.V.

P5 – Latvia: Valmiera State Gymnasium

P6 – Italy: Consorzio Comunita' Brianza Societa' Cooperativa Sociale – Impresa Sociale



UNIVERSITY OF LATVIA
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Photo of meeting, taken by Inga Savicka

