



## INTERACTIVE GOALS

1<sup>ST</sup> Newsletter

# 'INTERACTIVE GOALS'

Creating interactive SDG classrooms through Augmented Reality

The project's main purpose is to mainstream education for the SDGs by empowering schools to use AR techniques in their educational practices, thus developing, creating, and implementing innovative SDG classrooms.

## The duration of the project

The project will take place for 24 months from December 2021 until December 2023.

## Target group

**Direct target group:** Teachers and educators working directly with young people (14-19 years old).

**Indirect target group:** young people (14-19 years old)

## The priorities of the INTERACTIVE GOALS project

- Increase the awareness regarding SDGs
- Creation of innovative SDG classrooms using AR technologies

## Project Results

Partners are planning to create an innovative **INTERACTIVE GOALS AR GAME**, which will enhance the learning of 2030 Agenda in schools. Also, **Methodological guidelines** that will support the implementation of modern, interactive, and effective SDG classrooms by using AR technologies will be developed.

## Main Target Goals

- ➔ To develop teachers' **COMPETENCIES** to use digital tools in SDG classrooms
- ➔ To increase the **AWARENESS** regarding the Agenda 2030
- ➔ To strengthen the **ORGANIZATIONS AND SCHOOLS' CAPACITIES**
- ➔ To increase the **AWARENESS** of European school education and youth fields



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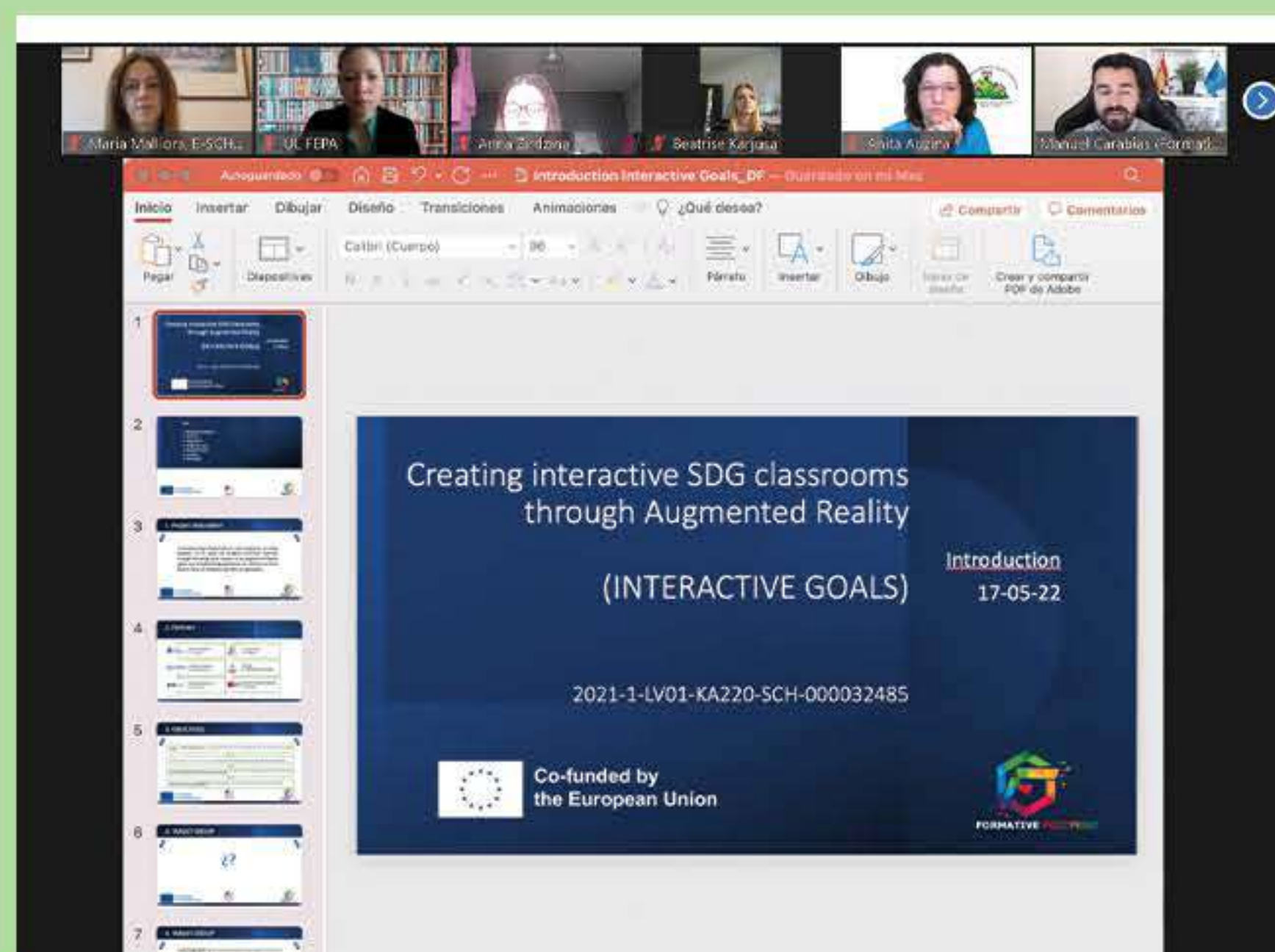
## The first official TPM on 06 & 07.06.2022

The INTERACTIVE GOALS project partners traveled to Riga, Latvia for the 1st Transnational Project Meeting. During the meeting, the partners had the opportunity to review all of their previous work and plan their next steps. Other administrative and management issues were also discussed.



## 13th International Week of Professors on 17.05.2022

Partners shared the preliminary results of our INTERACTIVE GOALS project at the "13th International Week of Professors", an event organized by the University of Latvia from May 16 to 20, 2022. The aim of the event is to give the opportunity to professors from European universities to give classes/ lectures/ workshops to students, present research, give home institution presentations to would-be exchange students, advertise project initiatives and participate in students' research conference events.



Website: [www.interactivegoals.eu](http://www.interactivegoals.eu)

Facebook: [www.facebook.com/Interactive](https://www.facebook.com/Interactive)

## The partnership

The European partnership is made up of the following organizations:

### 1 LATVIJAS UNIVERSITĀTE



### 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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