

Introduction

WILOS360



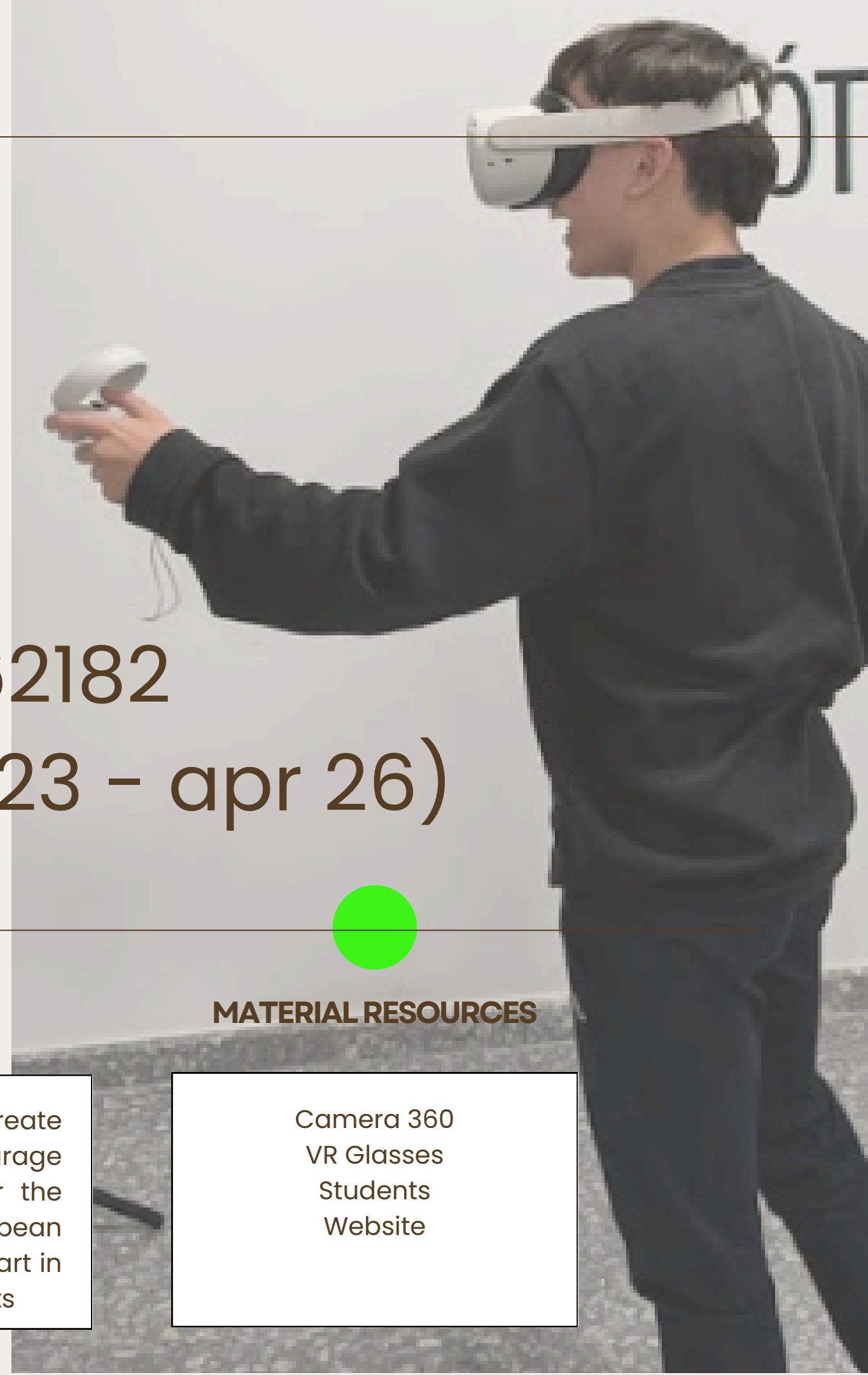
Co-funded by
the European Union

Erasmus+

Enriching lives, opening minds.

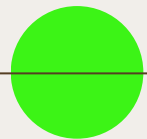


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Project description

- 2023-1-ES01-KA220-SCH-000162182
- Project lifespan: +2 years (nov 23 - apr 26)



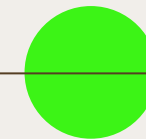
CONTEXT

The project aims to enable students to take virtually part in cultural events all over Europe



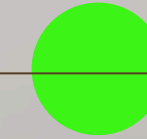
IR EXPERIENCE

The project is based on the Immersing Reality (IR) experience to provide the users with an almost-real life experience around the world



MAIN GOAL

The project aims to create a tool that will encourage students to discover the cultures of other European countries by taking part in a wide range of events



MATERIAL RESOURCES

Camera 360
VR Glasses
Students
Website

Partners

This project has been coordinated by IES Fernando III school in collaboration with the following partners:



IES FERNANDO III

Martos (Jaén),
Spain



**PANEPISTIMIO
IOANNINON**

Ioannina, Greece



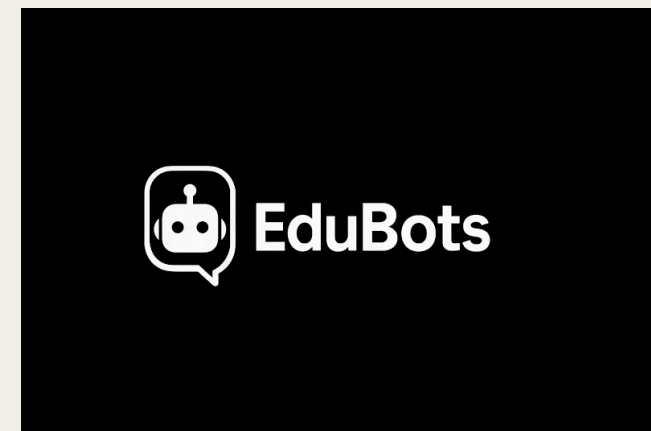
**2ND GYMNASIUM
MESSINI**

Messini, Greece



**AGRUPAMENTO DE
ESCOLAS DA ERICEIRA**

Ericeira,
Portugal



EDUBOTS

Tallinn, Estonia



**PACHTAS NIKOLAOS K
SIA OE**

Thessaloniki, Greece



SHOT ON
Insta360 X3

Main goals

- To give students the tools to be familiarised with Immersing Reality, not only as users but also as content creators, using easy-to-use equipment and software to create VR experiences. In this way, we can provide them with their first steps in a career in the booming media creation industry
- To allow them to take part, virtually, in festivities and local customs, thus learning first-hand about the local culture of the other members of the proposal, creating bonds and feelings of empathy and sympathy that can lead to a better, united, and harmonised European Community
- To give teachers and educators the tools to learn how to use Immersing Reality in their lessons as part of their pedagogical plan
- The use of heritage to teach various lessons like history, literature, and social science education in Primary and Secondary Education.



Content created



VIDEOS 360



INTERVIEWS

Erasmus+ KA220
Witness Local Customs in 360
2023-1-ES01-KA220-SCH-000162182

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

Lesson plan #1
Malliaros Carnival

Magganiako/ Greece

TITLE
Malliaros Carnival

TARGET GROUP
Secondary 3rd grade

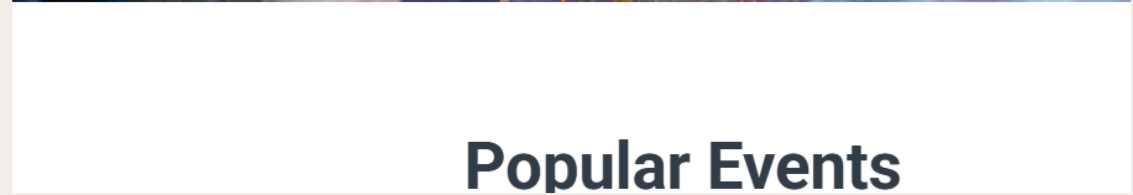
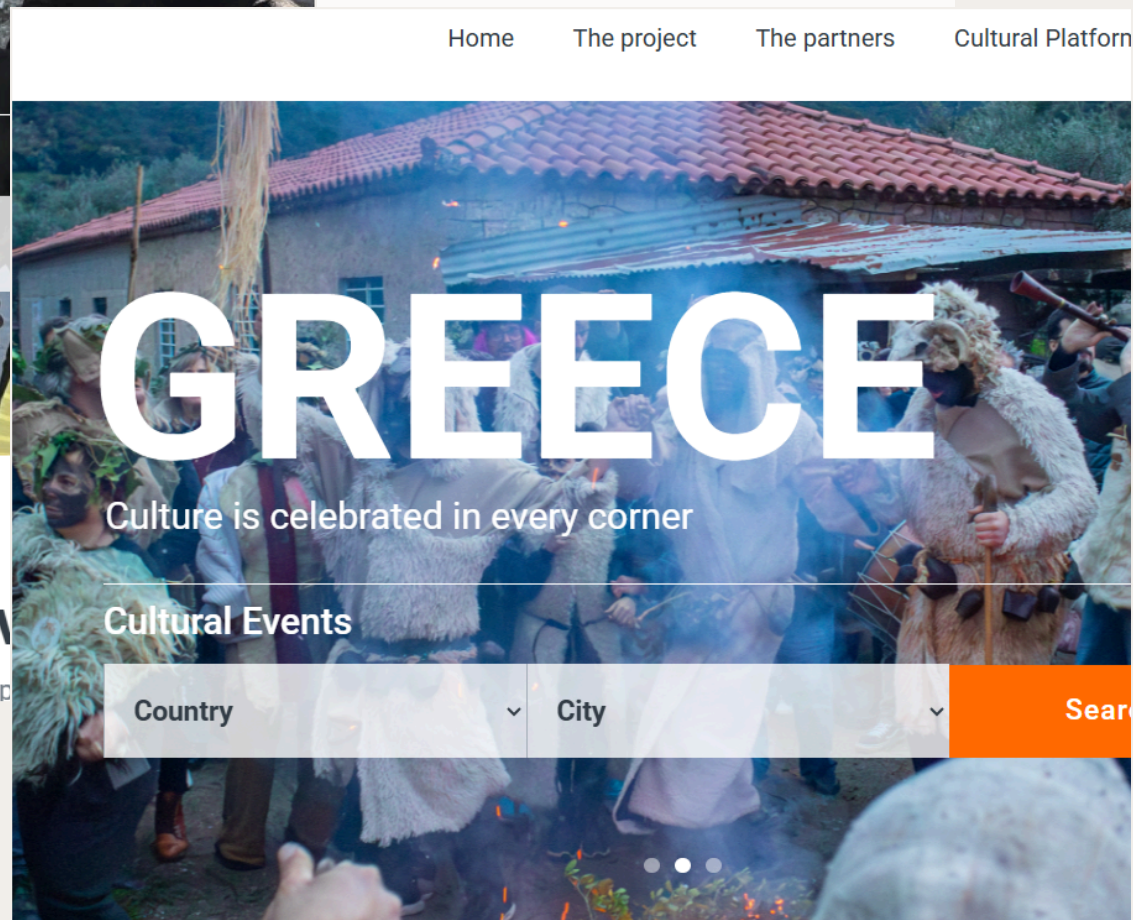
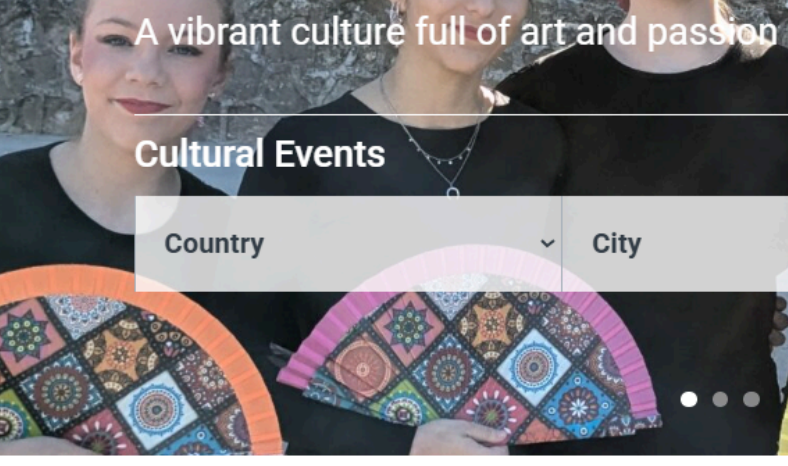
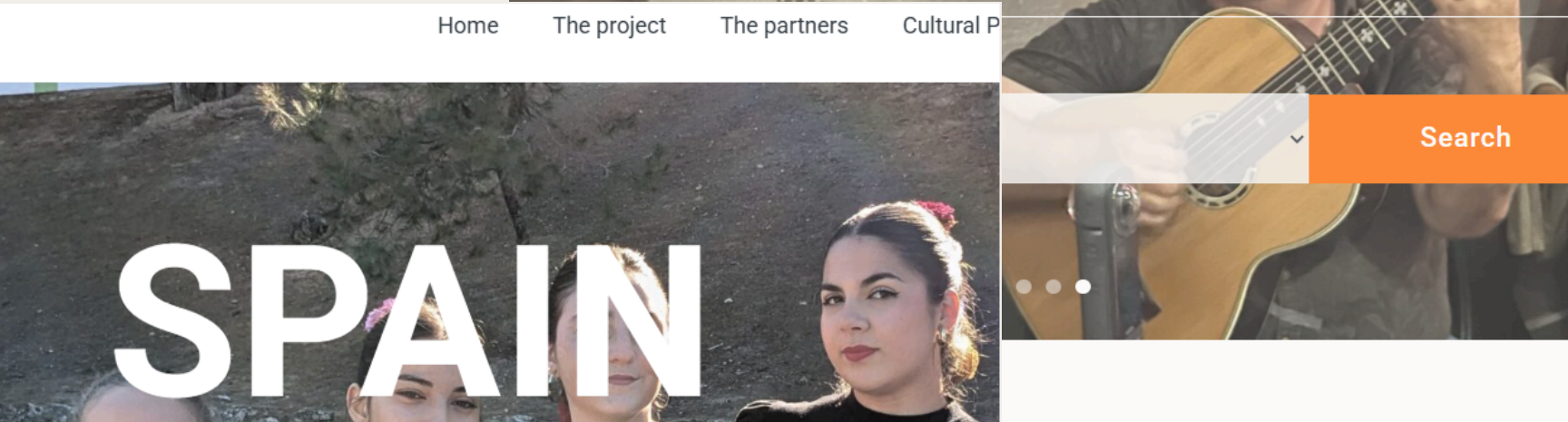
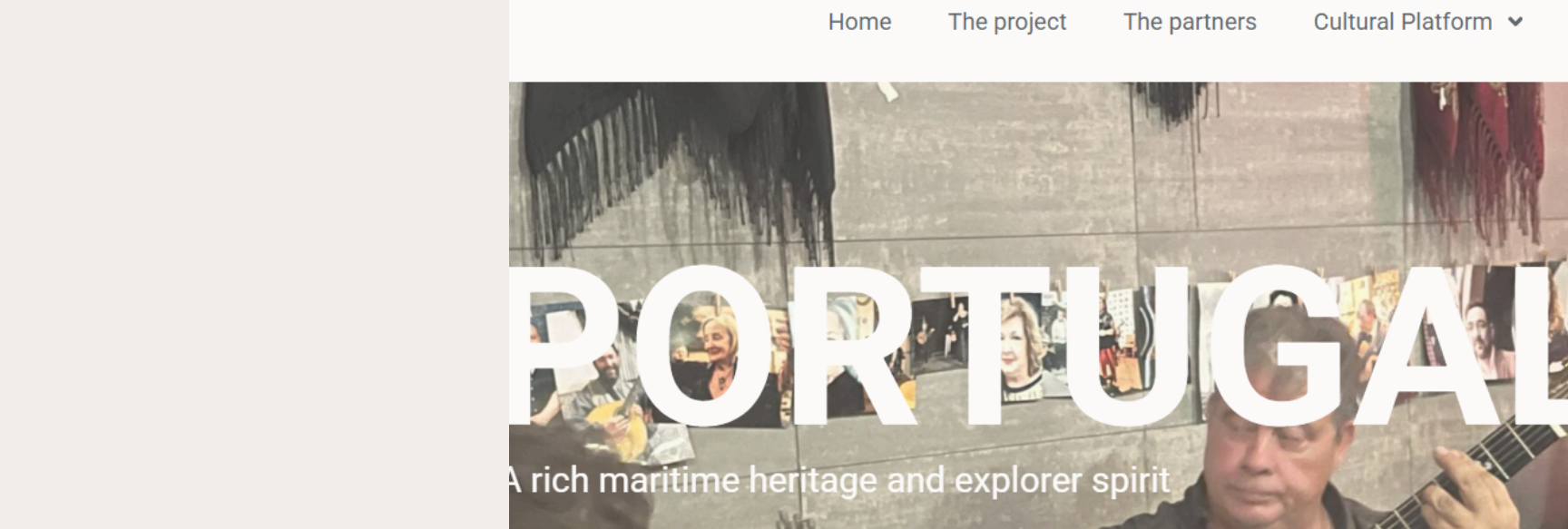
DURATION
45'

EXPECTED LEARNING RESULTS (AIM AND OBJECTIVES)

Objectives
Students are expected to have achieved the following objectives:

- Students will be able to understand and describe the key elements of the Malliaros Carnival.
- Students will be able to identify the connection between tradition, legend, and modern values in the carnival.
- Students will be able to discuss the themes of inclusion and acceptance in the context of the Malliaros legend.
- Students will be able to practice their speaking and listening skills in English.

LESSON PLANS



Main Results

- A **Cultural Platform** that will include a selection of cultural events in all partner countries that will be presented in 360 videos, prepared both for VR technology and plain electronic devices.
- An **Educational Platform** that will include lesson plans, worksheets and examples to be used with the material stored in the cultural platform, available in all partner languages and in English.
- A **Training Platform** to be used by teachers who want to implement the project's methodology and use the above material or create their own material. The Training Platform will be available in all partner languages and in English.

Website
<https://wilos360.eu/>

