



Try It Yourself



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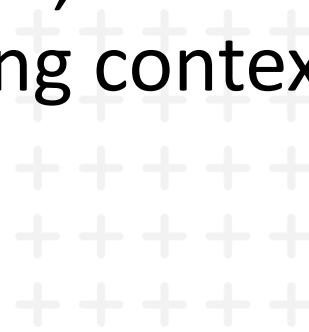
Lesson 4.1 – Try It Yourself

- Reflection & Application
- WILOS360 – Witness Local Customs in 360°
- Erasmus+ KA220 Project



Purpose of This Lesson

- This lesson invites you to apply what you have learned so far.
- You will design and reflect on a small classroom application using WILOS360 materials.
- The focus is on practice, reflection, and transfer to real teaching contexts.





From Learning to Practice

- Up to this point, you have:
 - explored 360° cultural content
 - studied classroom scenarios
 - understood lesson plan structure
 - designed your own lesson plan
- Now it is time to put this into practice.

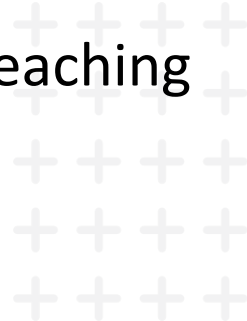


What Does “Try It Yourself” Mean?



You are encouraged to:

- select one WILOS360 cultural activity
- plan a short classroom application
- test it in a real or simulated teaching context
- reflect on the experience





Possible Ways to Apply

You may:

- try the activity in your classroom
- adapt it for a future lesson
- discuss it with colleagues
- simulate the activity as a teaching scenario





Focus of the Reflection

- Your reflection should focus on:
 - student engagement
 - clarity of objectives
 - use of 360° content
 - strengths and challenges
 - possible improvements





Reflection Assignment

Choose one WILOS360 activity you explored.

- Describe:
 - the context (subject, age group)
 - how you applied or would apply it
 - what worked well
 - what you would change
- 200–300 words





Why Reflection Matters

- Reflection helps teachers:
 - improve practice
 - adapt materials effectively
 - understand student responses
 - develop confidence in using immersive learning





Key Takeaways

- This lesson supports:
 - learning by doing
 - reflective practice
 - meaningful classroom application
- Practice and reflection complete the learning cycle.

