



REthinking  
EDUcation COmpetencies.  
Expertise, best practices  
and teaching in Digital Era

# RE-EDUCO Newsletter

Issue no.3

July 2022



Erasmus+

RE-EDUCO - REthinking EDUcation COmpetencies. Expertise, best practices and teaching in Digital Era  
2020-1-IT02-KA201-079433 | Co-funded by the Erasmus+ Programme of the European Union

## RE-EDUCO SCHOOL CONTEST IN PROGRESS

After launching the School Contest and receiving the first registrations, the RE-EDUCO partners, guided by Insomnia, started the Mentorship Sessions at a national level in order to help the students and teachers with the development of their ideas.

Although registrations will be open until the end of the contest, the different groups of students from the different associated countries have been developing their innovative ideas in the fields of Smart Cities, e-Health, Education and Climate Change.

After the closure of the School Contest, the partners have joined efforts to select the 2 best ideas per country, creating a pool of 10 ideas that will participate in the next round of the contest: the Start-up sessions.

For more info about the national winners, you can visit our website and YouTube Channel! During this phase, the groups of students will receive feedback from different start-ups in order to improve and refine their ideas.

We will have to wait until September in order to know the winner of the contest at this international level, but we are sure that they will present an innovative and revolutionary solution that will be immersed in a 3 months acceleration Programme to become a real business.

Keep updated for more information about the contest after the summer pause!

## 1. The Italian experience

In the implementation phase, the RE-EDUCO project envisaged the “School Contest: from the search for ideas to the digital start-up”.

Students and teachers had the opportunity to translate and develop a business idea in the field of digital applications for education, climate change, health and well-being, smart cities.

May 31st was the deadline for the presentation of the project ideas of the Italian Contest. The eleven projects presented by the schools involved will be evaluated by a special commission, which will decide the best idea at the end of June.

The contest achieved the following specific objectives:

- Design co-creation paths for digital development in an innovative, sustainable and inclusive way in various key sectors for the European economy, using innovative learning methodologies and new technologies.
- Produce innovative project ideas to accompany the development of a business idea and a possible start-up, through collaborations with digital companies.
- Strengthen the relationships between teachers, students, companies, in an entrepreneurial vision through active and creative educational approaches.
- Develop and / or use tools and Apps to promote digital innovation in specific areas.
- Improve student participation and enhance their digital, entrepreneurial and soft skills.

4 Institutes and seventy students were involved in the course.

**Specifically, the "Borghese Faranda" Higher Education Institute in Patti (Messina), the "Giorgio Buchner" State High School in Ischia, the "G.M. Angioy of Carbonia and the Liceo Scientifico T. Gullace Talotta of Rome.**

During the course, tutoring sessions and webinars were provided, managed by experts in the field of start-up training and business development.

Formats and design materials and methodologies for the definition of business ideas were made available to students and teachers. Additionally, students had access to online material on purpose-built platforms, word processing, spreadsheet and design programs.

Participation in webinars was mandatory for everyone both to present the project idea and to know and use the right tools to better develop business ideas.

The best Idea will be awarded and the winner will present their business idea in an international start-up session for digital innovation with the winners of the national competition from Italy, Spain, Greece, Cyprus and Finland.

The tutoring activity following the proclamation of the winning idea will consist of a plenary session with start-ups to offer feedback and knowledge on the opportunities for scalability of the idea and to receive all the support related to its development and application in the digital field.

## 2. Cyprus national school contest

In Cyprus the National Scholl contest was announced on 14 February 2022 and was also showcased during the All Digital Weeks and EU Code week websites. Following the announcement of the competition 7 groups from schools across the country registered for the competition through 12 educators and 32 students.

The teams were provided the training material produced from the Spanish partners under IO3 and the material prepared by the Cyprus Computer Society team under IO4. Following the May deadline 3 teams submitted their business ideas under the topics of Climate Change and Smart Cities.

- Pascal English School Nicosia – Project title: SimplIE Green – Aiming towards a more sustainable future
- Technical School of Nicosia – Project title: RenewChain
- Kokkinochoria Regional Gymnasium – Project title: BusPass

The team members provided feedback from their experience to the organisers and these can be highlighted through the following statements:

- A great teamwork experience with teachers and students working on the same level with teachers in a slightly more mentoring role with ideas coming straight from the pupils. The students had the chance to experience what is like working in an actual business environment where other employees/supervisors would hear their ideas, evaluate them and give them feedback on what might work and what not or even what might be a good idea but the production cost might make it non-profitable and had to be rejected. (L.I. – Educator)
- Through good cooperation, as should be the case in every new company that wants to progress, these three months passed without us noticing them. The students through the educational videos and guidance adapted to the data, worked together harmoniously, agreed disagreed and adapted their ideas, above all discussed and shared roles according to their skills and interests, so that they could maintain the timetable set. (T.P. – Educator)

- RE-EDUCO is such a great opportunity for me to improve my entrepreneurship skills and help for a better living world. It has taught me a lot through the process and would definitely recommend it to friends. The project is entertaining and friendly. I would not change anything in this programme (C.T. – Student)
- In the RE-EDUCO project we worked as a team and through our project I understood how much thought, how much time and how much work a product and a company spend before it can present its idea to the public. It also brought me closer to my teachers and classmates because of the various conversations they got we had about our work. It was very interesting the software and the application that we built with which among other things they measure the available seats on the buses. I have learned a lot about what it takes to create a company and promote a product. I was also given the opportunity to share my views with a group of people who were willing to listen to my ideas. (C.P. – Student)

### 3. Spanish contest

After 3 months of hard work, the Spanish students have finished their innovative ideas! The competence is hard in the sectors of Smart Cities, eHealth and Education, with projects that include innovation, social inclusion and promotion of culture. The 5 groups, that made in total 18 participants, are integrated by young secondary students and VET students of different ages and centres from Valencia and Seville. Only two groups have been selected for the next phase that will count with the participation of experts from different start-ups, who will give feedback to the 2 winning ideas from Spain, as well as from the other countries. That is, 10 ideas will compete in the final phase and only one will win! After a long and difficult deliberation, in Spain, the selected ideas have been Smart City Lights (Smart City) and MejorApp (eHealth). Congratulations!

The students have found the training really useful and have been really active during all the mentorship sessions, sending their progress to their mentors and proving a high commitment. For the Spanish Jury the pity is that only two groups could be selected!

## 4. Greek School Competition

### DEVELOPING AN INNOVATIVE IDEA: From brainstorming to digital startup

The Greek school competition Re-Educo took place from 22.2.2022 until 24.6.2022.

The phases of the competition were:

- 22.02.2022-10.03.2022: advertisement of the competition on educational sites and invitation sending to schools and school associations
- 11.03.2022-24.03.2022: formation of the groups and the submission of the candidacies by the schools
- 25.03.2022-31.05.2022: support of schools, study of video lessons and guidance of the contestants
- 01.06.2022-10.06.2022: the proposals of the schools were submitted
- 11.06.2022-17.06.2022: the proposals were evaluated
- 17.06.2022-24.06.2022: announcement of the results and sending of the certificates

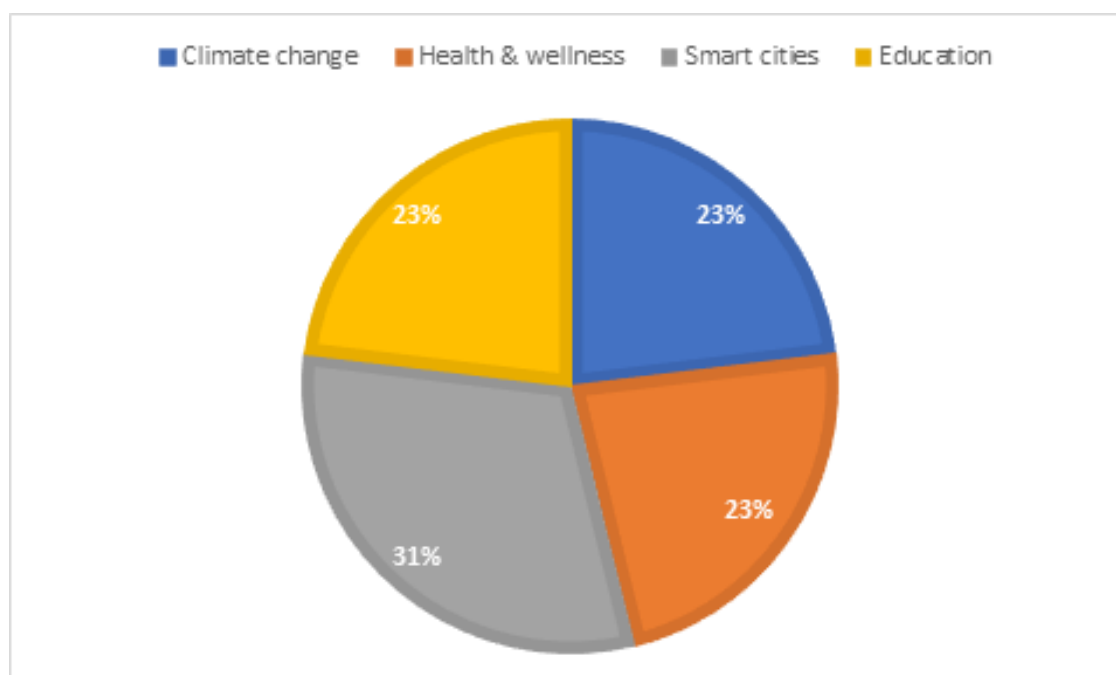
15 schools expressed their interest in participating in the competition and finally the following 12 schools actively participated and submitted a proposal:

Junior High Schools	Senior High Schools
1st Junior High School of Trikala	5th Senior High School of Heraklion
2nd Junior High School of Nafpaktos	5th Senior High School of Agrinio
2nd Junior High School of Patras	Senior High School of Kastritsi
4th Junior High School of Agrinio	Lagada Senior High School of Thessaloniki
6th Junior High School of Patras	Experimental High School of Mytilene of the University of the Aegean
Folegandros Junior High School	Senior High School of Tragaia Naxos

A total of 13 business ideas from 12 schools were submitted and participated:

- 23 teachers
- 102 students

The proposals per thematic category are:



## Brief presentation of the school proposals

**Proposal 1:** Establishment of a company for the exploitation of sustainable and renewable energy sources for energy security. An application will be developed for customer involvement and participation in the company.

**Proposal 2:** It was proposed to create a meteorological data forecast application that tries to address the problem of access to real-time meteorological data faced by farmers, ranchers in rural and mountainous areas of Crete who are not covered by the usual meteorological applications available.

**Proposal 3:** The purpose of the proposal is to develop an application that helps to inform the municipal authorities about outbreaks of contamination points and collection of garbage and cut branches.

**Proposal 4:** The team proposed the development of a digital game needs detection mechanism to maximize the enjoyment of each player.

**Proposal 5:** The creation of an application, in which the people of sparsely populated areas will electronically express their desire to move (starting point, destination) and they bus companies will decide which routes to run.

**Proposal 6:** Creation of an application which through multiple sensors will detect air pollutants such as harmful microparticles, carbon dioxide, oxygen content, as well as temperature and weather.

**Proposal 7:** The school suggested the creation of an app to reward those who use public means of transport instead of a private car.

**Proposal 8:** The purpose is a personalized application to help the elderly. This application consists of various themes, such as family moments, travel, music and childhood. Through repeated questions, the examinees are asked to recall moments from their personal lives.

**Proposal 9:** The proposed company aims to create an electronic thrift bazaar in which students can donate or exchange used clothes and accessories in good condition. Also, items that cannot be sold, within a reasonable time, will be donated to charities that need them.



**Proposal 10:** Utilizing modern technologies, an application will be created that will enable visitors to an island to receive immediate and complete information directly from their mobile device on a number of topics of tourist interest, while highlighting the unique capabilities of the destination.

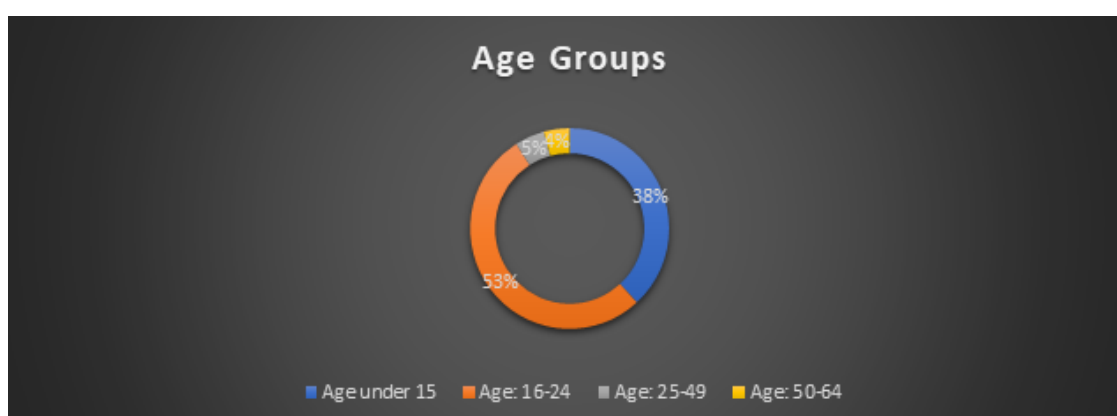
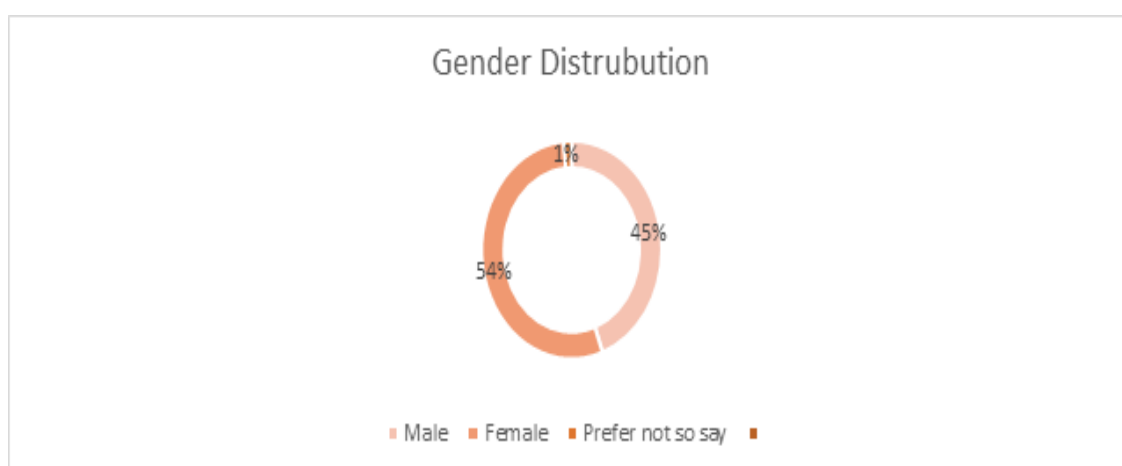
**Proposal 11:** An application for safe and smart student itineraries has been proposed, so that parents will be aware of the location of students and can choose the most appropriate itinerary.

**Proposal 12:** A web-based virtual tour business will be developed. The routes will be mapped through a map for easy and quick access to the museum.

The competition was well-attended, and the response from the schools was enthusiastic. A few intriguing proposals were submitted, some of which included prototypes of their solutions. The training material provided participants with a better understanding of how to start a business and gained relevant experiences. According to the positive comments we received, more than 120 members of the educational community participated with encouraging views for the Re-Educo project.

## Active Learning for digital innovation

The Cyprus Computer Society (CCS) as leader of the 4th Intellectual Output (IO) under the 1st task of the IO has collected and analysed 144 responses from the self-assessment tool “MyDigiSkills” to understand the level of digital skills from all participants and their educators.



After the analysis of the results the leading partner has started working on the preparation of the training material for the participating teams. The topics follow the approved format of ECDL/ICDL certification and are focused on the participants and their needs in relation to the tasks of IO3. The developed models are publicly available on the project website (<http://re-educo.eu/active-learning-for-digital-innovation/>).

CCS has also organized a training workshop on “Presentation Skills” and the recorded presentations are available on the YouTube channel of Re-Educo under a specific playlist: [https://youtube.com/playlist?list=PL9a5CeRJ8AMU\\_qkNX1XZe6ceCqdNkQxmX](https://youtube.com/playlist?list=PL9a5CeRJ8AMU_qkNX1XZe6ceCqdNkQxmX)

The playlist includes the following videos:

- My Biased Brain and its Story with Science Communication - Phivos Phylactou
- No More Jargon - Marianna Pagkratidou
- How to K.I.S.S. better in science - Konstantinos Timinis
- The Use of Body Language - Toumazis Toumazi
- The Power of Presentation - Toumazis Toumazi

## RE-EDUCO 2nd Multiplier Event

On Friday, April 1 2022, from 18:00 to 20:00, the DAISSy research team of the Hellenic Open University, organizes the live event entitled "Digital culture as a means of developing students and teachers" to disseminate the results of the RE-EDUCO (REthinking EDUCation COmpetencies. Expertise, best practices and teaching in Digital Era) project. The RE-EDUCO project aims to strengthen the role of digital culture as a means to improve the growth opportunities for students and teachers, widening their choices in private and professional life, through research, exchange of good practices, training and creative activities. The event was held at Byzantino hotel, Riga Feraiou Street. 106, Patras and was attended by 56 people in total. It lasted 2 hours and was split in two parts. The first part initially focused on presenting the RE-EDUCO project's key information, such as scope, objectives, partnership, duration and expected impact. The outcomes achieved so far were also described. Specifically, the outcomes of the Greek national desk research concerning the emerging trends and needs from the digital transformation with a special emphasis on education were outlined. Next, the structure and implementation details of the orientation seminars and training activities for students of Greek schools were presented to highlight both the quality of the delivered training activities and the high levels of participation and engagement of the involved students. Furthermore, the online course for teachers and the e-learning platform that mediated the learning process, which were developed and delivered by the DAISSy research group of the Hellenic Open University, were presented. The presentations underlined the course's breadth of scope, modular structure and implementation flexibility and discussed the evaluation feedback from teachers, which was very encouraging for improving and reoffering the online course for teachers. The second part of the event focused on similar activities of the DAISSy research group in other Erasmus+ projects.

Three short interviews with people who attended the event were realized, who expressed their satisfaction with the knowledge they gained and their willingness to participate in future educational activities in the framework of the RE-EDUCO project, as well as in other dissemination events organized by the DAISSy research group.

