

The BE-COMS Project promotes European citizenship, culture and digital skills for teaching and learning in the digital age, targeting school leaders, teachers, educators, trainers and students.

ACTIVITIES

A1 - Workshops on good practices for teachers, educators and trainers.

Two workshops on:

- *Teaching-Learning Model*: sharing good practices on improving methodologies and digital skills for teaching;
- *Teaching/Learning methodologies for engaging & inclusion*: sharing good practices on innovative methods and digital tools to foster inclusiveness.

A2 - EDU HUB Community of practice for school leaders, teachers, educators and trainers

EDU HUB promotes the development of a community of practice through the:

- *building a network of virtuous collaborations between educational institutions, universities and the world of work*
- *dissemination of good practices*
- *collection of ideas aimed at fostering social innovation, inclusion and active citizenship.*

A3 - Peer workshops for teachers and students to share ideas, methodologies and innovative tools.

Peer workshop for teachers on sharing:

- digital solutions for learning, inclusion, compensation
- presentation of a simulative environment for learning digital skills: Erasmus+ DIG4LIFE project
- new methodologies for gamifying teaching
- co-design of a storyboard for the gamification of learning

Peer workshop for students on:

- self-assessment of digital skills using the *Dig4Life Serious Game* tool;
- sharing of testimonies on the employability of Generation Z
- *Hackathon*: "Mind the gap! ... between school and work/life".

A4 - Contamination Workshops - Hybrid workshop on the development of pedagogical methodologies and digital transformation

The Workshop promotes the meeting and training of participants and aims to support creative and sustainable ideas on digital technologies in teaching-learning practices.

