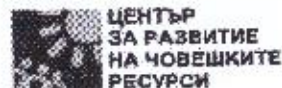




Co-funded by the  
Erasmus+ Programme  
of the European Union



## ERASMUS + PROJECT:

## VR EDUCATION

### **PUBLIC ANNOUNCEMENT FOR ESTABLISHING OF STUDENT'S TEAMS FOR PARTICIPATION IN TRANSNATIONAL STUDENTS' COMPETITIVE EVENT**

As one of the foreseen activity in the frame of the on-going ERASMUS+ PROJECT *VR EDUCATION*, a Secondary schools Ljupcho Santov from Kochani -N. Macedonia, SREDNJA SKOLA LUDBREG from Ludbreg – Croatia, EZIKOVA GIMNAZIA BERTOLT BRECHT from Pazardzhik- Bulgaria and The Heritage Private School from Limassol – Cyprus are launching this Public Announcement for students who are interested to take participation in Transnational competitive event.

### **General Rules**

Following general rules will be applied in this activity:

#### **Eligible participants and students' teams' organization**

All students from 1<sup>st</sup> to 3<sup>rd</sup> grade in three high schools in Kocani, Ludbreg, Pazardzhik and Limassol are eligible to participate in this transnational competition.

Students will work in teams each consisted of 3 (three) participants. Minimum number of students' teams per school is 6 (six) teams, maximum number is not limited.

#### **Topic of the competition**

Within the planned teams competitive event the students' teams will participate in activities by using of the free online available education resources in Virtual Reality (VR) by using of the newly provided VR equipment (VR headsets for using of the mobile phones), as well as by using of the Stand-alone VR headsets and newly developed VR-based educational software (based on the "escape room" concept) related with the following school subjects: Mathematics, Physics, English language, Chemistry and Geography.

#### **Mentoring process**

Students' teams will work under a mentoring process with one of the following Teachers/Mentors:

1. Diana Dzhukelova
2. Gargana Kraeva
3. Elena Yakimova

#### **Application process**

Each three students from secondary schools that will be ready to participate in activities as one students' team, can inform one of the Teachers Mentors for their interest until **15:00 h on 22.10.2021**. After this deadline no further expressing of interest by students will be allowed.

### **Activities and Evaluation procedure**

#### **Expected Outputs**

Students will have to complete two tasks

1. Using of the created VR educational software "The knowledge is the only way out"



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



ЦЕНТЪР  
ЗА РАЗВИТИЕ  
НА ЧОВЕШКИТЕ  
РЕСУРСИ

Scores for each Students' team will be from 0 up to maximum 25 points. The score will depend from the time which will be necessary for the team to complete tasks (to escape from the room). The maximum points (25) will be received if the tasks will be resolved in the time period of less than 1 minute. If the tasks will be accomplished in the time period from 1 min to 1 minute and 59 seconds team will receive 24 points, from 2 minutes to 2 minutes and 59 seconds team will receive 23 points and respectively up to the time period from 24 to 25 minutes for which students' team will receive 1 point.

## 2. Using of the free online available VR- based educational software

As second activity the Students' teams will have to produce a short presentation from their experience in using of the VR headsets and free online available Virtual reality educational software. The presentations must be prepared by using of the Open Education resources (preferably a Padlet, Story jumper...).

Each Presentation can receive from 0 up to 10 points by each of two Evaluation committees that will estimate students' presentations or maximum 20 points for quality of presentation.

Note: Teachers Mentors will present to interested students' teams complete guideline for activities in details, but is expected that students' teams will develop their own approach and will made presentations completely independently.

### Deadline for submitting of the final presentations

Accomplished presentations from each student's team (one padlet per team) should be submitted online on the eTwinning project platform before 06<sup>th</sup> of May 2022 at 15:00 h.

### Evaluation procedure

Submitted presentations will be evaluated by two Evaluation committees consisted of members from project partners from other countries (Macedonian students teams' presentations will be evaluated by Evaluation Committees consisted from representatives of project partners from Cyprus, Croatia and Bulgaria; Bulgarian students teams' presentations will be evaluated by Evaluation Committees consisted from representatives of project partners from Croatia, N. Macedonia and Cyprus; Croatian students teams' presentations will be evaluated by Evaluation Committees consisted from representatives of project partners from N. Macedonia, Cyprus and Bulgaria; Cyprus students teams' presentations will be evaluated by Evaluation Committees consisted from representatives of project partners from N. Macedonia, Croatia and Bulgaria

## Awards

Members of the best nominated students' team from each country will participate on the students' mobility event that will take place in Republic of Bulgaria, in June 2022.

In additional to this the best students' team from each country will present their efforts on the Final National Events in their countries, and will also receive modest awards, which will be decided separately by each secondary school.

25<sup>th</sup> of September 2021

Principal

ELIKOVA GIMNAZIA BERTOLT BRECHT

