

WHAT IS UP IN ACCESS

UP

Transnational Meeting 1

The partners of the ACCESS_UP project came together on June 7th and 8th 2022 for the first transnational meeting and official kick-off project.

During the meeting, the following parameters were discussed:

- Presentation of the results of the focus group with teachers and parents by project partners: Ilmiolavoro , Municipio de Águeda, Inspectoratul School Judentean Dambovita and Folkuniversitetet ;
- Sharing of experiences related to Parental Academic Socialization led by Ilmiolavoro .

Co-design lab for R1: Playbook for homevisiting led by Ilmiolavoro .

- Presentation and discussion of the graphic identity of the project and dissemination plan led by Psientífica .

Co-design lab for R2: Digital educational game led by Ilmiolavoro ;

- Technological structure of R2: Digital educational game led by Psientífica ;
- Logistical and financial issues;
- Next steps and issues.

At the same meeting, we also defined proposed dates for carrying out the tasks.

Development of project results.

R1: PLAYBOOK FOR HOME VISITING (Responsible: Inspectoratul School Judetean Dambovita)

1. The partners prepared and locally implemented the focus group aimed at parents and teachers with the aim of involving and inputting them in the design of the manual;
2. Development of desk research by each of the partners on the theme: Individuation and analysis of national and international examples of Parental Engagement based on the Academic Socialization of the country in their native languages and in English.
3. Development of sections one and two of the Playbook regarding tools for teachers to promote parental involvement in each of the defined stages:
 - Contact with parents (approaching parents) Phase: approaching parents directly in their daily life and program presentation;
 - Recruitment/Enrollment Phase: enrolling in the program, planning the number of visits and distribution in a given period (from 4 to 8), defining tasks to encourage involvement during home visits, necessary to produce the full impact of the visit;
 - Engagement Phase: visits designed to stimulate dialogue to explore and build a shared vision of the importance of the school; discuss expectations about children's education; detect support strategies already activated by parents.
 - Activation Phase: co-define parent commitments, between visits, based on academic socialization strategies to support children at home.
4. In January 2023, we will start translating each of the sections.



R2: ACCESS_UP DIGITAL EDUCATIONAL GAME (Responsible: Psientífica)

1. Contact an external company for the technical development of the game.
2. Psientífica presents a proposal to partners on the structure of the game ;
3. Meeting with local partners, namely schools for inputs on the applicability and usefulness of the proposal,
4. Development by each of the partners, in a structured way, of the learning units (learning program and contents taking into account 4 themes: Theme N.1 Communication in general: all communication sources including parents and friends as communication resources) INSPECTORATUL ȘCOLAR JUDEȚEAN DÂMBOVIȚA (RO); Theme N.2 Media and information channels: tv, radio, newspapers, internet (how to consult different pieces of information and evaluate them) FOLKUNIVERSITETET (SE); Theme N.3 Social media: Facebook, twitter, Instagram, tik-Tok (how social media can influence comprehension skills and behaviors) IIS CROCETTI-CERULLI (IT) and Theme N.4 Entertainment: movies, tv series, music (being able to understand the difference between reality and fiction) MUNICIPIO DE ÁGUEDA) to be included in the game.
5. Development of the environment for the game promoting digital learning: it will consist of a city, divided into four districts, corresponding to the 4 defined themes in which the young person can create his character, and avatar that he will contact with a guide that facilitates his learning throughout of the districts.
6. We are currently defining the App's gamification structures.

From January 2023 we will start the development of R3: DYNAMIC DROPOUT RISK ASSESSMENT WEB-APP and R4: QUALITY ASSURANCE SYSTEM FOR STRATEGIES AGAINST ESL.

