



HI-CLASS

Hybrid and Innovative digital aware Class

Project number: 2020-1-IT02-KA226-SCH-095699

DEVELOPED BY DANMAR COMPUTERS



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1. Objective of the multiplier event in Poland

The aim of the multiplier event in Poland was to provide an opportunity for participants to experience and observe good practices that have been developed as part of the HiClass project's mobility and practical activities. During this event, participants had the opportunity to analyse the merits of the proposed methodologies and become familiar with repositories of online learning methods and pathways. They will also be encouraged to register on platforms that will enable them to share their findings and experiences, as well as to deepen the project's themes.

By observing and analysing good practices, teachers will be able to gain inspiration and ideas for effective teaching methods in the context of hybrid and blended learning. The repositories of online teaching methods and pathways available on the platforms will allow participants to develop their methodological skills and expand their knowledge of the use of technology in education. Furthermore, the multiplier event will create a space for teachers to learn together and exchange knowledge, which will contribute to the long-term development and continuation of the HiClass project.

2. Agenda

The agenda is detailed in Annex 1 and contains the presentations of the Erasmus+ program, the HiClass project and of the Intellectual Outputs of the project.

3. Implementation

On the part of Danmar Computers, we first identified potential people interested in participating and then started a series of invitations. We invited our partners from the education sector and from partner schools in Rzeszów. The multiplier event was attended by 30 people. After welcoming and registering participants, we started the event with a presentation by our representative, Michal Zak, who presented various aspects and results of the project. During the presentation, participants had the chance to make comments and ask questions, which were resolved during the discussion. In order to create a more relaxed atmosphere, we planned a coffee and snack break, during which participants had the opportunity to talk freely about the project and discuss the results.

During the multiplier event there was a presentation of our platform, which was one of the key elements of the project. During the presentation, we showcased the various

features and capabilities of the platform, which are specifically designed to support teachers and students in the teaching and learning process. We highlighted the benefits of registering on the platform, such as access to learning resources, a repository of online teaching methods and pathways, as well as a peer learning framework for teachers.

Thanks to careful planning and commitment on Danmar part, the multiplier event ran smoothly and provided valuable information and opportunities for interaction. We were pleased with the number of participants and active participation, which allowed for an effective exchange of knowledge and experience. At the end of the meeting, prepared questionnaires were distributed, through which we collected feedback and opinions from the participants.

4. Results of Evaluation

At the end of the event, participants were asked to evaluate the organisation of the event and its content. All evaluation questionnaires were returned and analysed, allowing us to conclude that the event was very successful. Participants in the evaluation positively evaluated the multiplier event in Rzeszów, they were satisfied with the venue of the event, the content of the sessions and the way the different topics were presented. Most importantly, they appreciated the results of the project. All comments were positive, reaching 100% satisfaction. Of the respondents, 92% were 'very satisfied' and 8% were 'satisfied'. All comments given in the open questions were also positive and encouraging.

Some comments that reflect the above:

"The methodologies presented were inspiring and the online learning methods and pathway repositories will certainly be helpful in our teaching practices."

"The platform presented at the event is an excellent resource for teachers and students";

"I was impressed by the features and capabilities of the HiClass platform presented during the event".

Attendance list (as annex)

Annex I – Agenda

Annex II – participants list

Annex III - Photos of event





HI-CLASS

Hybrydowa i innowacyjna cyfrowa świadoma klasa

Organizator: Danmar Computers
04.05.2023, Rzeszów

Agenda:

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|---|---------------|
| 1. Rejestracja | 10:00 - 10:15 |
| 2. Przywitanie gości | 10:15 - 10:30 |
| 3. Prezentacja projektu | |
| a. Cele | 10:30 - 10:45 |
| b. Założenia | 10:45 - 11:00 |
| c. Konsorcjum | 11:00 - 11:15 |
| 4. Prezentacja rezultatów projektu Hi-class | 11:15 - 12:00 |
| 5. Przerwa kawowa | 12:00 - 12:15 |
| 6. Prezentacja platformy | 12:15 - 13:45 |
| 7. Q&A | 13:45 - 13:55 |
| 8. Zakończenie spotkania | 13:55 - 14:00 |