

# PARTNERSHIP

7 partners from 4 different European countries are involved in the project:

 Ajuntament de Guadassuar (Spain)

 Asociación Empresarial L'alqueria  
Projectes Educatius (Spain)

 Pixel (Italy)

 CIPAT (Italy)

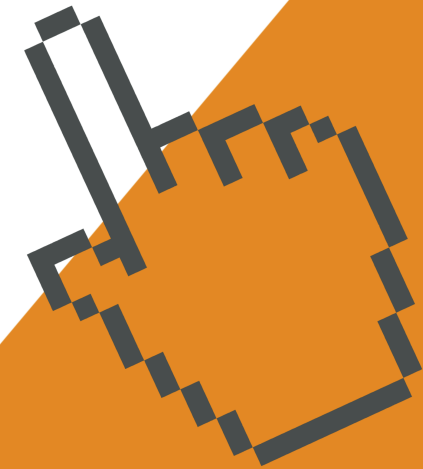
 University of Peloponnese (Greece)

 6o Gymnasio Patras (Greece)

 EuroEd (Romania)

# IDEAS

[ideas.pixel-online.org](https://ideas.pixel-online.org)



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PROJECT NUMBER:  
**2021-1-ES01-K220-SCH-000034434**



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the European Union

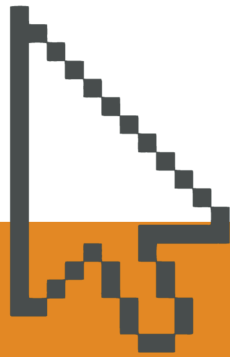
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## INCLUSIVE DIGITAL EDUCATION AT SCHOOL

PROJECT NUMBER:  
**2021-1-ES01-K220-SCH-000034434**

## CONTEXT

The COVID19 emergency has increased the needs of educational institutions, and schools in particular, of making use of digital technologies to provide accessible education to all.



## AIMS

The main objectives of the project are:

- Making secondary school teachers prepared to cope with the new ways of learning, teaching and communicating with students at risk of exclusion whose situation has been further endangered by COVID19 emergency.
- Develop the capacity to use innovative ICT based methodologies guaranteeing full access and equal opportunities to learn to all students.
- Improve the awareness on the potential of digital technologies for the promotion of inclusion at school.

## TARGET GROUPS

The project is addressed to:

- School Directors
- Teachers
- Students



## PROJECT RESULTS

The main project results include:

- Methodological Guidelines for promoting inclusion of students at risk.
- A Repository of digital based teaching sources to foster inclusion at secondary school level.
- An Online course for teachers focusing on three main issues:
  - How to identify and assess quality digital technologies based teaching sources in the field of school inclusion.
  - How to implement and effectively use them in a blended/online based environment.
  - How to create new digital technologies based teaching sources for promoting inclusion.

