

## Aim of the project:

to motivate students to create their own educational apps that will help them to feel motivated to go on studying, to improve their academic results, and that will help them to develop their entrepreneurial skills by learning to promote them and market them allowing them to be innovative more over the use of apps will also help them to learn about other languages and cultures because they will share and elaborate their apps with their peers in the partnership in English and in their own language, so the project will reach and international dimension



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## EUapps4us

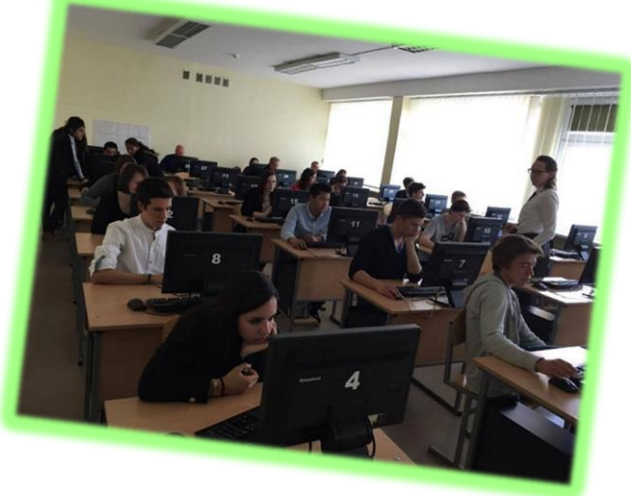
### Participating schools:

- 🌐 Elazig Ataturk Anadolu Lisesi (Turkey)
- 🌐 STUCOM (Spain)
- 🌐 Gausdal videregående skole, Pierre de Coubertin (Norway)
- 🌐 Šiaulių "Romuvos" gimnazija (Lithuania)



## Project activities:

Project participants from all participating countries had to select three subjects, to prepare theoretical part and quizzes with 30 questions in each of them in both their own language and in English. The Lithuanian team created apps on biology, history and geography.



## The first year:

- ✓ Students were questioned what technologies they use for learning, along with that English and cultural skills were tested too.
- ✓ Students of each participating country selected 3 subjects and designed 3 quizzes with 30 questions on these subjects in their own language and in English. Theoretical part was included as well.
- ✓ A project meeting in Lithuania was held where the questionnaires were presented along with each country's lifestyle and culture.
- ✓ Increasing cultural awareness was one of the main aims of the first year too. Students presented their cultures and lifestyles during the cultural party and prepared the questionnaire on European cultures.
- ✓ Teachers' organisational meetings were held in both Turkey and Norway.
- ✓ The project activities were disseminated on own school website, Facebook page, Youtube channel, Etwinning platform and in the media.

## The second year:

- ✓ Teachers were taught in Istanbul how to create apps using "App Inventor2"
- ✓ Students created 3 apps to deepen knowledge in biology, history and geography.
- ✓ Šiaulių "Romuvos" Gymnasium held a conference "Practical Approach to Using ICT in Education", which was part of the project dissemination activities. The participants of the conference got the main information about the project activities and tested the apps.
- ✓ Students improved their English, cultural and entrepreneurial skills.
- ✓ Project meeting in Barcelona will be held, where the project outcomes – 3 apps per country – will be presented.
- ✓ The apps will soon be available on the internet.
- ✓ At least 3 IT companies will be invited to share their opinions and to give feedbacks of the applications created by the project participants. It will be as an external evaluation of the project results.