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ABOUT GIFTLED

The project aims to develop new methods and resources to integrate the gifted into STEAM education, taking into account their educational needs and talent development. A specific educational method and learning resources will be designed to help this group of learners to participate in teaching and learning through STEAM activities. In this way, the results of the project will contribute to increase inclusion and diversity in selected educational settings.

RESULTS

The results of the project aim to train and support teachers of gifted pupils to apply a new method of education to meet the educational needs. For this purpose, the following are developed:

1. Material and tools for teachers: a digital Handbook, a Booklet of Augmented Reality Cases, Introductory Videos to the Tools and a Curriculum.
2. An open digital platform offering teachers, gifted individuals and institutions access to the educational method, learning activities and the digital design and augmented reality toolkit.

MEETINGS

After several meetings between the partners via Skype, the first face-to-face meeting of the consortium took place in Istanbul, Turkey, on 16-17 November 2023. This was a very fruitful meeting, as all partners agreed on how they were going to finalise the AR case studies. They were also able to discuss and agree on the next steps to be taken. The following picture shows the whole consortium in Istanbul.

