



# Erasmus +: Digital Inclusion

## Digital Inclusion Transforming and Internationalizing Schools through Technology

Good practices collection

Prepared by Open Europe

### Aim of the project:

To extend and develop educators' competencies, including their digital skills and knowledge of ICT tools, to create an inclusive classroom climate.

### Aim of the collection of good practices:

To share the different good practices to improve the academic results and motivation in our pupils.

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## Annex 1:

<b>mSCHOOLS: Tools and Resources for Educators</b>	
<b>Good practice description</b>	An application allows the teachers and the students to create their own content and locate it in different places. It is done through games to discover the history and the features of the places represented that can be played on a computer or a tablet.
<b>Level</b>	European
<b>School subjects it deals with</b>	History
<b>Country</b>	Spain
<b>Name of the Institution</b>	OpenEurope
<b>Type of institution involved and main functions</b>	School
<b>Involved target group</b>	Institutional level
<b>Main challenges key success enabling factors</b>	<ul style="list-style-type: none"><li>- It can be used with places nearby or far away.</li><li>- It can help students locate places in their own towns and cities that have never seen before</li><li>- Students can create a new game and all of them can participate in creating it.</li></ul>



<b>Lessons Learnt and Recommendations</b>	<ul style="list-style-type: none"><li>- It can help them acquire knowledge through a more inclusive game</li><li>- The students can create teams and make everyone involved</li><li>- They can have a lot of fun while they are leaning about significant places and times</li></ul>
<b>Tool / tools used for self-evaluation</b>	Computer or tablet. If not, they can use a mobile phone.
<b>Visual elements</b>	<p><a href="https://mhm.mobileworldcapital.com/">https://mhm.mobileworldcapital.com/</a></p> 