Erasmus +: Digital Inclusion

Digital Inclusion

Transforming and Internationalizing Schools through Technology

Good practices collection

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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.

Maps and Augmented Reality with LandscapAR	
Good practice description	It's a useful application to begin understanding the abstraction of topographic maps. You need a mobile phone or a laptop for the application. LandscapAR Augmented Reality application allows you to create islands and different lands by drawing simple topographic maps. Sketch the elevation lines on a simple sheet of paper and the application translates it directly into a 3D landscape using augmented reality. We can work concepts like: contour line or imaginary line joining points on the map that are the same height, horizontal cuts every certain height in relief...
Level	Local
School subjects it deals with	Geography
Country	Spain
Name of the Institution	Escola Teresa Miquel i Pàmies
Type of institution involved and main functions	Public School
Involved target group	Teachers
Main challenges key success enabling factors	-Easy and quick comprehension of geographic concepts (abstract and difficult concepts) -All the students can use it (diversity/attention), inclusive classroom climate.

Lessons Learnt and Recommendations	Create your own tropical island with hills, mountains and valleys and view it in 3D. Move around your creation and observe the island from all perspectives.
Tool / tools used for self-evaluation	The use of the activity with the students: motivation, worked concepts assessment.
Visual elements	https://www.youtube.com/watch?v=5PvA9LQ1Sfc