



MENTOR 2.0

MENTOR 2.0 CONSORTIUM ACHIEVES FIRST PROJECT RESULTS

for teachers and with teachers

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The project Mentor 2.0 is now 7 months ahead (project number: 2021-2-PL01-KA220-SCH-000049306) co-funded by the Erasmus+ Programme of the European Union.

By subscribing to the newsletter, you will be kept informed about the activities we are currently carrying out in the project.

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About the project

Mentor 2.0 aims at supporting a paradigm shift in which teachers are - first of all - mentors to their students rather than just knowledge transmitters. Following 6 years of Polish MENTOR pedagogy in the offline environment, partners from Poland, Austria, Italy, Spain, and Greece will develop Mentor 2.0, test, and implement a conceptual framework and innovative digital platform to enhance mentorship qualities among teachers of primary and secondary education.

Original **MENTOR** method developed by CIE prepares teaching staff to change the educational model: from the 19th century transfer of knowledge to the 21st century mentoring - high-quality support in the development of children and youth. Such school modernization can only be effectively achieved when conducted together with teachers and students and project will invite both of these groups to reform the status quo of their relations to make them more adequate to this century's social and economic model.

MENTOR 2.0 aims to meet the needs of present time students who do not understand traditional repetitive models of teaching and learning, and often disengage and drop out of schools because of it. The project will develop high-quality support pedagogies and innovative digital techniques for teachers and with teachers. It will also benefit from gamification, that has proven to increase the engagement and motivation of students in learning (B. B. Lambruschini, W. G. Pizarro, Tech—Gamification in university engineering education: Captivating students, generating SBC, 2015).



Achieved project results

Result 1: MENTOR 2.0 Curriculum

Conducting research in all partner countries using the desk research method and online surveys from min. 60 teachers and 60 students in each country (300 teachers and 300 students in total) to identify mentoring tools and methods used in formal education. In total, we reached 436 teachers and 413 students.

In addition, in each country we organized one focus group with the participation of min. 10 teachers of primary, middle and high schools and 10 students (50 teachers and 50 students in total), in order to collect their experiences and requirements in order to adapt Mentor 2.0 to the needs of the target group. In total, we reached 65 teachers and 61 students.

Each Partner created a report with a summary of the surveys, focus groups and State of the Art Research, legislative environment analysis recommendations - listing of MENTOR method topics and tools, which should be transferred to digital environment.

The full report will be published shortly in English, and individual reports will also be available in the native languages of our partners, i.e., Italian, Polish, German, Spanish and Greek.

Follow us on social media, where we will inform you about the publication of the report.



First Interim Meeting in Brussels

The project Partnership Meeting took place in Brussels from 15 to 16 November. The main objective of the meeting was to summarize result 1 called "Mentor 2.0 Curriculum" and planning of the next project activities with All Partners. After the completion of Result 1: Mentor 2.0 Curriculum, we start the next phase of the project

in which the project consortium will focus on the design of Gamified Learning Modules (coordinated by Femxa S.L.U) aimed at formal education teachers in order to improve their knowledge and skills in the development of their professional work as transmitters of knowledge while integrating in this function the role of mentor of their students, thus making formal education more attractive and adapted to the current demands of the student body.



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