



MENTOR 2.0

DEVELOP HIGH-QUALITY SUPPORT PEDAGOGIES AND INNOVATIVE DIGITAL TECHNIQUES

for teachers and with teachers

About the project Mentor 2.0

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Goals and Stages

Stage 1 – Surveys for students and teachers

We are starting the **Mentor 2.0** project, which aims to create digital solutions available for teachers in 5 countries: Poland, Spain, Italy, Austria and Greece. Thanks to Mentor 2.0, teachers will be able to strengthen their workshop so that they come closer to acting as mentors for their students. We invite you to co-create with us modern methods of supporting educators!

Partners



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).



Goals & stages

MENTOR 2.0 WILL AIM AT:

- strengthening teachers' transversal competencies
- making teaching profession more attractive
- producing a gamified e-learning platform addressed to teachers counteracting digital illiteracy indicated by 2018 OECD's Talis study
- boosting chances of teachers from small towns and villages to have access to ground-breaking digital pedagogy
- helping teachers identify those students who are at a higher risk of dropping out of school and to undertake intervention actions
- Helping teachers guide students so that they are aware of their strengths and talents and can build their future on hence improving transition between different stages of education and career pathways

- fortifying teachers' communication and leadership skills
- increase educators' capabilities of cooperating outside school

STAGES:

- State of the Art Research resulting in design and development of the transnational "Mentor 2.0 Curriculum", aimed at providing teachers with knowledge, skills, and practical tools to become mentors for their students.
- Development of Mentor 2.0. Gamified Learning Modules.
- Digital Mentor 2.0
- A 5-day visit of teachers in Athens in 2024 to let teachers increase their knowledge and competencies to implement the Mentor 2.0 Curriculum with other teachers they work with to bring the desired changes and contribute to their country's school system innovation.



Surveys – for whom and for what

The research will be conducted in all partner countries using desk research and online surveys from min. 60 teachers and 60 students in each country (300 teachers and 300 students in total) to identify tools and mentoring approaches used in formal education.

Additionally, in each country we will organize one focus group with min. 10 teachers of primary, middle and high schools, and 10 students (50 teachers and 50 students in total) to gather their experiences and requirements to adapt **Mentor 2.0** to the needs of the target group.



We invite all teachers and students who want to co-create with us modern methods of supporting educators! Complete the questionnaire that is crucial for MENTOR 2.0.

Survey for teachers

Survey for students lower level of secondary education

Survey for students upper level of secondary education



Partners

Mentor 2.0 is the result of international cooperation of five non-governmental organizations and companies from Poland, Greece, Italy, Spain and Austria.

In May 2022, Mentor 2.0 Partners met for the first time offline. During the two-day meeting in Warsaw, we recalled the goals of the project and discussed its next steps. We discussed in detail the first stage of Mentor 2.0 - conducting a survey among students and teachers, which will be of key importance for the entire project.



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