



MENTOR 2.0

TOWARDS THE DEVELOPMENT OF HIGH-QUALITY SUPPORT PEDAGOGIES
AND INNOVATIVE DIGITAL TECHNIQUES **FOR TEACHERS AND WITH TEACHERS**

In this newsletter

About the Mentor 2.0 project **Page 2**

New Education Forum Caserta **Page 3**

eLearning modules for teachers **Page 4**

III Transnational Project Meeting **Page 5**

Mentor 2.0, Cooperation Partnership project co-funded by the Erasmus+ Programme of the EU under the Grant Agreement Number 2021-2-PL01-KA220-SCH-000049306, is **now 14 months ahead!** In this newsletter, we are pleased to share what our consortium is currently carrying out in the project.



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 the 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, which 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).



NEF Caserta 2023

10 | 05 | 2023

neweducationforumcaserta.com



NEF Caserta

An extraordinary experience of connection, inspiration and growth: on 10 May 2023, the Multiplier Event of the Mentor 2.0 project, the New Education Forum Caserta, was held in Caserta (Italy). It was the first edition in Southern Italy of the international platform promoted by the Center for Innovative Education. Youth, students, teachers and education and labour market experts gathered to meet with institutions, policy-makers and national and European leaders in the field of education, **to make their voices heard on the future of education and training in Italy and Europe.**

Together with **representatives of the European Commission's DG Education, Youth and Sport** and the **EU Agency Cedefop**, as well as **education, training and labour market experts**, we discussed the unprecedented challenges that a rapidly changing world has posed to education and training models. From the rise of new technologies, revolutions in the labour market, social transformations, to the demand for new skills, also in light of the integration of AI and human skills, we explored the critical issues and opportunities for introducing a new paradigm in education and training that supports students in developing the skills and knowledge needed to navigate complexity.

The event, supported by the *Caserta Chamber of Commerce*, was **attended by over 100 guests** on-site and online, to share ideas and experiences and stimulate valuable reflections. The results will be compiled in recommendations that we will share at the next New Education Forum events in Athens and Brussels.

Learn more: read the Report of NEF Caserta at
https://ciedu.eu/wp-content/uploads/2023/05/NEF_Caserta_REPORT.pdf



Gamified eLearning Modules for Teachers

The Mentor 2.0 consortium developed and validated with over 100 teachers in Austria, Greece, Italy, Poland and Spain **six gamified eLearning modules to support teachers to become mentors to their students**. Each module incorporates videos and interactive learning resources.

1 Strengthening self-motivation

The first module is designed to help you discover how to increase your self-motivation and overcome obstacles that may hinder you. You will learn effective strategies for keeping motivation high, setting realistic goals and maintaining a positive mental state.

2 Discovering and managing talents

The second module is an exciting journey that will lead you to discover student's hidden talents and learn how to manage them effectively. You will develop self-awareness and discover how to support them in making the most of their unique abilities.

3 Team Building & Leadership at school and in the classroom

This module is perfect for those who want to develop effective leadership skills and learn how to encourage teamwork in their schools and classes. You will discover how to manage conflict, how to encourage teamwork, and how to lead others to success.

4 Digital tools in school enhancing inclusive education

In the fourth module we explore how the use of modern digital tools can promote inclusive education. You will discover the possibilities offered by technology to create a learning environment accessible to all students, regardless of their abilities. We will explore software, apps and online resources that enable differentiated and personalised learning.

5 School's role in circular economy, practical environmental education

In the fifth module we reflect on the role of schools in the adoption of sustainable practices and practical environmental education. We will explore the principles of the circular economy and learn how to apply them in everyday life. You will discover how to reduce waste, promote recycling and care for our precious environment.

6 Cooperation between school and the external environment, particularly employers

In the last module we explore the importance of collaboration between school and the outside world, particularly with entrepreneurs. You will discover how a positive synergy between educational institutions and the corporate sector can enrich students' learning, providing practical learning opportunities and developing skills required in the world of work.

The modules will be openly available soon for everyone on the Mentor 2.0 E-Learning Platform!

GTN SOLUTIONS
GLOBAL TRAINING NETWORK

lascò

femxa

KEAN
ΕΥΡΩΠΑΪΚΟ ΚΕΝΤΡΟ
ΑΝΑΖΗΤΗΣΕΩΝ ΝΕΩΝCo-funded by the
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The III Transnational Project Meeting

The five consortium members from Poland (Centre for Innovative Education - consortium leader), Italy (Lascò), Greece (KEAN), Austria (GTN solutions) and Spain (FEMXA) met on 11 May 2023 in Caserta, Southern Italy, to discuss the results and state of the art on the project's two major outcomes: the **Gamified E-Learning Modules for teachers** and the **Mentor 2.0 E-Learning Platform**.

What's next in Mentor 2.0?

We will **design and test** our E-Learning Platform, including a Virtual Classroom, to enable teachers to strengthen their mentoring competencies. The platform will provide a system to manage the program and monitor learners' progress, behaviour and engagement. The platform will be tested through pilot runs with teachers of primary and secondary education and refined accordingly. **The Platform** will also host a long-term virtual transnational community composed by educators interested in innovating their practices and sharing knowledge and experiences.

Stay tuned and follow our project page to learn more: <https://projectmentor2-0.eu/>

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WEB DEVELOPMENT

lascò

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KEAN
ΕΥΡΩΠΑΪΚΟ ΚΕΝΤΡΟ
ΑΝΑΖΗΤΗΣΕΩΝ ΝΕΩΝ