eTWINNING ANNUAL CONFERENCE 2015

Celebrating 10 years of active citizenship with eTwinning

Conference Programme
22-24 October 2015
Brussels
Launched in 2005, eTwinning, the Community for Schools in Europe, is celebrating its tenth Anniversary. eTwinning has become a cornerstone for collaborative projects between classrooms and has helped two million pupils to work together, to harness their cultural differences and truly live their European citizenship.

During the 2015 annual Conference which will take place in Brussels from 22nd to 24th October, more than 500 teachers from across Europe, will explore how eTwinning has contributed to changing education in Europe in the past decade with the establishment of an active community of more than 320 000 teachers.

The programme of the conference will concentrate on:
1) How to promote active citizenship and civic competences
2) Highlighting eTwinning’s achievements over the past ten years

In addition, fifty different workshops will enable the participants to share best practices, to explore new ways of teaching and to foster the growth of the eTwinning community.

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<th>Thursday · 22 October</th>
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<th>Room</th>
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<tr>
<td>Clarity floor 8</td>
<td>Friday 23</td>
<td>Tools 2.0 for project work: Socrative, Nearpod...</td>
<td>Patrizia Roma</td>
<td>This workshop is aimed at the exploration of two digital tools - Socrative and Nearpod - which allow a great amount of classroom interaction and their possible applications in eTwinning projects. Socrative is a student response system for real time questioning, instant result aggregation and visualization. Teachers can engage and assess students with educational activities on tablets, laptops and smartphones. The “Space Race” mode introduces an element of gamification into the quiz activity. Nearpod lets teachers create interactive presentations to be delivered directly on the students’ devices, embedding quizzes, polls, videos and webpages which students can browse at their own pace. The “Draw it” feature triggers students’ creativity. There’s also a library of ready made presentations by Nearpod educators on a wide range of subjects and for different age groups.</td>
<td>English</td>
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<tr>
<td>Creativity Floor 1</td>
<td>Friday 23</td>
<td>Active citizenship - promoting peace studies</td>
<td>Tine Jepersen</td>
<td>Through research-action pupils form their own language of peace and understanding. This session will take you through 4 steps where pupils worked creatively and engaging with Cultural awareness. EU chosen for the Nobel Peace Prize, Children’s Human Rights and Local history involving local museums and older citizens.</td>
<td>English</td>
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<tr>
<td>Exploration Floor 1</td>
<td>Friday 23 Session 2</td>
<td>Learning to Game, Gaming to Learn</td>
<td>Adli Tugyan</td>
<td>This workshop mainly focuses on how to use Digital Game-Based learning (DGBL) to enhance today’s digital native students’ differentiated learning. DGBL is an instructional method that incorporates educational content or learning principles into video games with the goal of engaging learners. Applications of digital game-based learning draw upon the constructivist theory of education. Drawing from the constructivist theory of education, Digital Game-Based Education (DGBE) provides an opportunity to integrate educational content with computer or video games and can be used in almost all subjects and skill levels. Proponents of digital game-based learning contend that it provides learning opportunities that engage students in interactive instruction and helps prepare them to participate in the globalized, technological society of the 21st Century. Today’s students are no longer the people our educational system was designed to teach. Computer games are integral parts of their lives and therefore, what is left for us as educators is to make DGBL a hard fun for them.</td>
<td>English</td>
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<tr>
<td>Harmony Floor 1</td>
<td>Friday 23 Session 1</td>
<td>Career-EUshop: one-stop-service Career guidance for EU &amp; EDIPED: european digital portfolio for educators</td>
<td>Dr. Gregory Makrides</td>
<td>The workshop will show how the following two tools operate and discuss their structure, content and use. The objective of CAREER-EUshop tool is to provide career counselors in the European Union with a common framework of practices in good career counselling services and methods and practices in public and private institutions and authorities and to offer a semi-structured tool that career guidance counselors can use to communicate similar information throughout Europe under a one-stop-service career guidance shop. The objective of the EDIPED tool is to provide a dynamic, digital appraisal tool for the collection and presentation of portfolio evidence of an educator’s competences, which can be used in the various educational and appraisal systems throughout the European Union. The tool addresses the self-improvement/self-evaluation of educators and their objective and transparent evaluation with the help of new technologies. The tool serves also as a teaching tool for teachers as it can host many elements that the teachers are using in the classroom every day.</td>
<td>English</td>
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<tr>
<td>Innovation Floor 1</td>
<td>Friday 23 Session 1</td>
<td>eTwinning in practice</td>
<td>Winners age category 4-11</td>
<td>In this workshop, the winners and runners up from the age category 4 - 11 share their experiences of setting up and running their projects.</td>
<td>English</td>
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<td>Stoclet Ground floor</td>
<td>Friday 23 Session 1</td>
<td>How to Effectively Communicate your Project Data</td>
<td>Christina Crawley</td>
<td>You’ve worked with your eTwinning project to collect project data but you’re not sure how to communicate your observations and results to your community. From infographics, to data visualizations and maps, this workshop will focus on a number of ways that eTwinning teams can put project data out there in a clear and, most importantly, impactful way.</td>
<td>English</td>
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<tr>
<td>Suite 456 Floor 4</td>
<td>Friday 23 Session 1</td>
<td>ICT tools in science projects</td>
<td>Jolanta Gryznowicz</td>
<td>This workshop is aimed at providing a practical guide for maths teachers on how to confidently incorporate mathematical ICT tools in their teaching. Participants will learn how to use some dynamic mathematics software for all levels of education that brings together geometry and algebra in an entirely new, visual way to see, touch, and experience maths. The workshop will also allow teachers to connect with other teachers, to be a part of a global Mathematics community.</td>
<td>English</td>
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<td>Suite 460 Floor 4</td>
<td>Friday 23 Session 1</td>
<td>“Qualification of the eTwinning team in the project activities</td>
<td>Teodora Valova</td>
<td>This workshop aims to provide an introduction to the opportunities offered by eTwinning for the improvement of teachers’ professional qualification. The participants will learn more about the ways of personalizing their own seminars, through the numerous opportunities within the portal, by using interactive tools to cooperate, share and assess. At the end of the workshop they will be able to generate ideas about their own unique usage of the web tools in their classroom and school.</td>
<td>English</td>
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<tr>
<td>Vision Floor 8</td>
<td>Friday 23 Session 1</td>
<td>Teacher Exchange Workshop 1</td>
<td>Full Information on Conference Doors/ Conference website</td>
<td>In these eTwinning Exchange Workshops, teachers share their experience of running a project, using a tool or just managing their pupils in a project.</td>
<td>Various</td>
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<tr>
<td>Infinity Floor 2</td>
<td>Friday 23 Session 1 and Saturday 24 Session 4</td>
<td>Learning by doing</td>
<td>Kornelia Lohynova</td>
<td>In this workshop we will explore how learning by doing can prepare pupils and students to be responsible, enterprising individuals, who have the mind-set, skills and knowledge to generate creative ideas, and the entrepreneurial initiative to turn those ideas into action.</td>
<td>English</td>
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<tr>
<td>Evasion Floor 1</td>
<td>Friday 23 Session 1 and Session 3</td>
<td>European House of History - A new resource for teachers</td>
<td>Caroline Kearney, Bladane Smlarsky &amp; Alan Kirwan</td>
<td>Join us for this exciting workshop and be the first teachers to get privileged access to learning resources developed for the new museum established by the European Parliament – the House of European History (HEH) - opening in Brussels in 2016! You will learn all about the new museum and the learning resources it will offer onsite as well as online for teachers and students across Europe. European Schoolnet is working closely with HEH in order to ensure that the learning resources are accessible and useful to teachers of different subjects and age groups, and working with diverse education systems in public and private settings to ensure that the resources are relevant to the needs of your students. In this session, we will particularly focus on museum resources related to the hot topic of migration, as we hope this will give you ideas on how to approach this topical issue with your students. Would you like to help us test these resources and offer your critical feedback? During the workshop you will get the opportunity to collaborate with peers from across Europe to take part in a multidisciplinary Project Pitch Challenge, where you will design your own projects using these new learning resources, so you will not go away empty handed!</td>
<td>English</td>
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<td>Klimt Ground Floor</td>
<td>Friday 23 Session 1 and Session 3</td>
<td>Children’s rights</td>
<td>Lysiane Granse &amp; Danièle Babinault</td>
<td>Migration is a real challenge in present day European society, particularly in schools and in the classroom. This workshop will explore those challenges and discuss possible solutions. It will present the wide range of resources for teachers on the topic of migration.</td>
<td>English &amp; French</td>
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<td>Serenity Floor 2</td>
<td>Friday 23 Session 1 and Session 3</td>
<td>Entrepreneurial School</td>
<td>Jarie Tammerokk, Veronica Mobilo</td>
<td>In this workshop we will explain how to apply entrepreneurial learning in any subject area and for any age group and how to use it in collaborative projects. The session will be illustrated with presentation of tools and concrete examples. The tools and examples presented are also useful in initial teacher training and continuous professional development for teachers.</td>
<td>English</td>
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<tr>
<td>Suite 456 Floor 4</td>
<td>Friday 23 Session 1 and Session 3</td>
<td>Erasmus+/ eTwinning im Fokus</td>
<td>Martin Gradi</td>
<td>In diesem Workshop erfahren Sie Grundinformationen über ausgewählte Fördermöglichkeiten für Schulen in Erasmus+ - Der Fokus wird auf Synergien zwischen eTwinning und anderen Angeboten für Schulen in Erasmus+ gelegt, z.B. Mobilitätsprojekte für Schulpersonal oder Strategische Partnerschaften. Ein Lehrer aus Österreich wird den Workshop mit seinen Erfahrungen in der Kombination von eTwinning mit anderen Erasmus+- Aktivitäten berichten.</td>
<td>German</td>
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<td>Clarity Floor 8</td>
<td>Friday 23 Session 2</td>
<td>ENABLE: a school community approach to bullying</td>
<td>Ken Corish</td>
<td>ENABLE is a pan-European project that supports an approach to bullying behaviours that capitalises on developing emotional intelligence in young people, providing the skills to recognise bullying issues and a set of strategies to manage what can often be complex social situations. The workshop will offer opportunities to discuss these issues; review latest ENABLE research and explore / feedback on the ENABLE classroom and peer-support materials.</td>
<td>English</td>
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<td>Creativity Floor 1</td>
<td>Friday 23 Session 2</td>
<td>eTwinning projects for pupils with Social, Emotional and Behavioural Difficulties</td>
<td>Ruth Sanders</td>
<td>The impact of eTwinning projects on pupils with Social, Emotional and Behavioural Difficulties. Learning today for a better tomorrow. The workshop will present how eTwinning can contribute to the development both academically and socially of pupils with challenging behaviour and additional learning needs. The workshop will highlight how the school in Wales has been recognised for their academic achievement. Initial presentation will be followed by demonstration and practice of ICT tools suitable for pupils of all abilities to use, such as Wordle, Scratch and Pickaface, which have worked in actual settings, including using Blogs with students, promoting their social communication skills in a positive manner.</td>
<td>English</td>
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**Evasion Floor 1**  
Friday 23  
Session 2  
Assess yourself and your peers to improve your teaching!  
Caroline Kearney

Want to learn more about how you can improve yourself as teacher through self-assessment and peer-assessment? Come to this workshop and hear the experiences of teachers who have monitored their pedagogical and digital practice in this way and made real progress! You will learn some good tips on how to do effective self- and peer-assessments and get to try these out in practice during the workshop. Moreover, you will get the chance to help us design the Monitoring eTwinning Practice 2016 project: 35 teachers took part in the 2015 pilot project which was a great success, so building on this, we look forward to launching the 2016 version with you! During this new project to be launched in September 2016 you will be able to monitor not only your progress in your eTwinning projects, but also your daily teaching. This is a great professional and development opportunity for you to be involved in, whether you are a new or experienced eTwinning user. Join us!

**Harmony Floor 1**  
Friday 23  
Session 2  
Nutri Media: a media literacy tool focused on nutrition  
Martin Schmalzried

NUTRI-MEDIAS is a media literacy tool focused on nutrition originally targeting trainers of family organisations but also teachers and animators. NUTRI-MEDIAS develops awareness raising and training activities on the existing links between nutrition and the media, focusing especially on the impact of advertising. It was designed to make it as easy as possible for a trainer/teacher to organise an awareness raising event/workshop with a group of participants by providing a fully detailed PowerPoint presentation and an accompanying booklet.

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**Infinity Floor 2**  
Friday 23  
Session 2  
Learning by coding, for all  
Tommaso Dalla Vecchia

Why should we all know a bit more about coding and programming and why many people think it is a good idea to teach it in schools? We will discuss this together and we will try out some of the many innovative and engaging ways to integrate some elements of programming in the classroom (exceptionally, you can bring your own device, smartphone, tablet, pc, but you don’t have to).

**Innovation Floor 1**  
Friday 23  
Session 2  
eTwinning in practice  
Winners age category 12-15

In this workshop, the winners and runners up from the age category 12 - 15 share their experiences of setting up and running their projects.

**Klimt Ground Floor**  
Friday 23  
Session 2  
Making it Work: 10 steps to effective communication in eTwinning projects  
Irene Paterek, Paraskevi Belogia

Effective communication helps you deepen your connections to others and improve teamwork, decision making, and problem solving. When it comes to eTwinning projects, it helps you and your students get more personally involved in the project. In this workshop, we will guide you through hands on activities using the rich ICT tools and techniques to plan and implement communication activities into your eTwinning projects. Because, after all, eTwinning is all about communication!

**Stoclet Ground Floor**  
Friday 23  
Session 2  
Educating Girls in a global context  
Sylvia Binger & Rebekka Opfermann

Imagine a world where every girl and boy has an opportunity to learn; to receive a decent education. Where being born a girl doesn’t condemn a child to a life of danger and missed opportunities. This workshop will introduce you to real stories about girls living in different countries around the world. The life stories of the four girls are representative role models for the daily struggles and barriers that girls have to face to get an education. The workshop shall show their different life journeys with or without education. Each girls stands for a certain theme, such as language barriers, or distant learning. After an initial presentation, participants will be invited to work in groups. The aim is to find present a way to approach this theme for collaborative school projects based on these stories using the eTwinning platform. The educational journeys are a common project of the European Parliament and UNICEF. Both will be present in this workshop and give further guidance.

**Suite 456 Floor 4**  
Friday 23  
Session 2  
Benefit im Unterricht durch eTwinningprojekt  
Kamila Bazikova


**Suite 460 Floor 4**  
Friday 23  
Session 2  
Creating STEM projects in eTwinning - looking for new ideas and new partners?  
Maite Debrý & Radostina Karageorgieva

A great number of STEM teachers are interested in starting projects with their peers; however, it can be difficult for them to find the right partner or the right opportunity to start a collaboration. Concurrently, there are many initiatives in Europe focusing on STEM education, which can be perfect scenarios to meet new teachers and explore new ideas and partnerships. This session will be an opportunity to meet new colleagues interested in STEM education and brainstorm on possible eTwinning projects. We will also help you discover STEM European Projects and teaching resources to support your projects through Scientix, the community for science education in Europe.

**Vision Floor 9**  
Friday 23  
Session 2  
Teacher Exchange Workshop 2  
Full Information on Conference Doors / Conference website  

In these eTwinning Exchange Workshops, teachers share their experience of running a project, using a tool or just managing their pupils in a project.

**Exploration Floor 1**  
Friday 23  
Session 2  
and Saturday 24  
Session 4  
Understanding History - developing tolerance  
Jonathan Even-Zohar & Jacke Statanszewski

EuroClio has been supporting teachers of history in examining and teaching sometimes difficult historical topics in a meaningful and inclusive way. During this workshop the presenter will explain some of the broader issues of today’s Europe in the context of previous historical events. The participants will discuss and explore potential project themes and learn what resources and support on these topics are available.

**Serenity Floor 2**  
Friday 23  
Session 2  
and Saturday 24  
Session 4  
Using tablets in eTwinning projects  
Petra Bohačková

In this workshop you will explore how to use tablets in international projects. We will try to find out if there are advantages of using tablets and have a look at examples of projects in which tablets were used. This project will be hands-on so do not forget to take your tablets with you. Shortly, after this workshop you can call yourself a tablet wizard.

**Creativity Floor 1**  
Friday 23  
Session 3  
Creativity as a citizenship tool  
Vincenzo Bianca

Creativity really covers a multidisciplinary approach to challenges in life; therefore, it may be seen as a reflection of the process of citizenship. In this workshop, you will discover the various steps towards creatively apply this method to help you and your students to face to get an education. The workshop shall show their different life journeys with or without education. Each girls stands for a certain theme, such as language barriers, or distant learning. After an initial presentation, participants will be invited to work in groups. The aim is to find present a way to approach this theme for collaborative school projects based on these stories using the eTwinning platform. The educational journeys are a common project of the European Parliament and UNICEF. Both will be present in this workshop and give further guidance.

**Exploration Floor 1**  
Friday 23  
Session 3  
Virtual worlds and gamification in eTwinning projects  
Harald Jacob

The workshop will present experiences in synchronous online communication that were collected over the last three years in the TILA project (Telecollaboration for InterCultural Learning and Awareness). It shows possibilities to use virtual worlds in eTwinning projects. The virtual encounter islands in the TILA-Grid and the TILA-support services (TILA-website, Teacher Guides, Best Practice Guide) will be presented. Questions: What added value can virtual worlds and Gamification bring for eTwinning project work? (Student motivation, immersion, interactivity, possible to promote interpersonal skills?) Examples: • How to implement eTwinning projects in the TILA Grid in OpenSim? (Step by Step) http://www.tilaproject.eu/moodle

**Harmony Floor 1**  
Friday 23  
Session 3  
Project design for effective integration in European projects  
Lourdes Gozalo, Valentina Cuadra

The integration of eTwinning in European projects needs to be designed since the planning stage of both, taking into account the quality criteria of projects in eTwinning, and a clear planning and design of activities during the life of the project. We will explore the key issues for an effective integration through the analysis of a successful project.
In this workshop, the winners and runners up from the age category 16 - 19 share their experiences and provide 21st century learning skills within those learning activities. Because often teachers teach by rote, repeatably and without considering the learning style of their students, it is important to make learning more effective. The workshop will focus on how to involve ICT usage in teaching and provide environment for teachers to discuss and create possible scenarios for cross subject learning activities.

In this session, teachers will meet to discuss not only the needs and evolution of 21st century students, but also the keystones for motivation and learning. They will see effective project based learning techniques used in the 21st century classrooms.

This workshop is focused on ways of training technology. Introducing tech tools quite often makes teachers feel isolated in their classroom. The workshop will focus on how to use ideas on how OER can facilitate their work. Can every single resource found on the Internet be modified, remixed or shared? This question, as well as many others, will be answered during the “Going Open with LangOER” workshop. This workshop is for everyone who wants to: - learn more about Open Educational Resources and Open Educational Practices; - learn the basics of Creative Commons licensing; - get to know how to go through all the stages of using OER, i.e. searching, reusing, revising, remixing and redistributing. The participants will leave the workshop with practical information about OER and a handful of ready-to-use ideas on how OER can facilitate their work.

This workshop is aimed at school principals and senior school management. It will focus on exploring how membership of eTwinning can facilitate exchange and support among school management in the areas of curricular demands, social challenges, staff motivation and other management challenges.

Session 3
Friday 23
Session 3
School Leadership in European Projects
Chris Harrison

Session 4
Saturday 24
Integrating eTwinning and Vocational studies
Jorge Mora & Diego Rojas

Vocational training studies are eligible for eTwinning projects and keys for successful projects will be reviewed focusing on best practice projects rewarded with National and European Prizes.

Session 3
Friday 23
Innovation Floor 1
Session 3
Innovation Floor 1

Session 3
Friday 23
Stoclet Ground floor
Session 3
Stoclet Ground floor

Session 3
Friday 23
Innovation Floor 1
Session 3
Innovation Floor 1

Session 4
Saturday 24
Innovation Floor 2
Session 4
Innovation Floor 2

Session 4
Saturday 24
Klimt Ground Floor
Session 4
Klimt Ground Floor

Session 4
Saturday 24
Stoclet Ground floor
Session 4
Stoclet Ground floor

Session 4
Saturday 24
Vision Floor 11
Session 4
Vision Floor 11

Session 4
Saturday 24
Suit 460 Floor 4
Session 4
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Suite 460 Floor 4

Session 4
Saturday 24
Vision Floor 10
Session 4
Vision Floor 10

Session 4
Saturday 24
Harmony Floor 1
Session 4
Harmony Floor 1

Session 3
Friday 23
Clarity Floor 6
Session 3
Clarity Floor 6

Session 3
Friday 23
Evasion Floor 1
Session 3
Evasion Floor 1

Session 3
Friday 23
Suit 460 Floor 4
Session 3
Suit 460 Floor 4

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<tr>
<td>Harmony</td>
<td>1</td>
<td>Session 1 9:30 – 11:00</td>
<td>Session 2 11:30 – 13:00</td>
<td>Session 3 15:00 – 16:30</td>
<td>Session 4 9:30 – 11:00</td>
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<td>Evasion</td>
<td>1</td>
<td>Career-EUShop</td>
<td>Nutri Media- a media literacy tool founded on nutrition</td>
<td>Project Design for effective integration in European projects</td>
<td>Web We Want – Fostering responsible use of the internet</td>
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<tr>
<td>Innovation</td>
<td>1</td>
<td>European House of History – A new resource for teachers</td>
<td>Assess yourself – Improve your teaching</td>
<td>European House of History – A new resource for teachers</td>
<td>Twinning the curriculum</td>
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<td>Creativity</td>
<td>1</td>
<td>eTwinning in Practice 1 winners &amp; runners up 4-11</td>
<td>eTwinning in Practice 2 winners and runners up 12–15</td>
<td>eTwinning in Practice 3 winners and runners up 16-19+</td>
<td>Integrating eTwinning &amp; Vocational studies</td>
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<td>Exploration</td>
<td>1</td>
<td>Active Citizenship – promoting peace studies</td>
<td>eTwinning projects for pupils with social, emotional and behavioural difficulties</td>
<td>Creativity as a citizenship tool</td>
<td>Motivation &amp; fun in individual learning</td>
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<td>Infinity</td>
<td>2</td>
<td>Understanding History Developing Tolerance</td>
<td>Learning to game, gaming to learn</td>
<td>Virtual worlds and gaming in eTwinning projects</td>
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<td>Serenity</td>
<td>2</td>
<td>Learning by doing</td>
<td>Learning by Coding for All</td>
<td>Active Citizenship for pupils</td>
<td>Learning by doing</td>
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<td>Suite 456</td>
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<td>Using tablets in eTwinning projects</td>
<td>Benefits im Unterricht durch eTwinningprojekt</td>
<td>Erasmus+/eTwinning im Fokus</td>
<td>Erasmus+/eTwinning in focus</td>
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<td>Suite 460</td>
<td>4</td>
<td>ICT tools in Science projects</td>
<td>Creating STEM projects in eTwinning</td>
<td>School Leadership in European Projects</td>
<td>Collaboration in eTwinning projects</td>
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<td>Vision</td>
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<td>Teacher Exchange Workshop 1</td>
<td>Teacher Exchange Workshop 2</td>
<td>Teacher Exchange Workshop 3</td>
<td>Teacher Exchange Workshop 4</td>
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<td>Clarity</td>
<td>8</td>
<td>Tools 2.0 for project work</td>
<td>ENABLE a School approach to Bullying</td>
<td>Plunge into Technology</td>
<td>Plunge into technology</td>
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<td>Klimt</td>
<td>Ground</td>
<td>Children’s rights</td>
<td>Make it work – 10 steps to effective communication in eTwinning projects</td>
<td>Children’s rights</td>
<td>„Gemeinsam in Frieden leben“: Partner- und Ideenbörse</td>
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<tr>
<td>Stoclet</td>
<td>Ground</td>
<td>How to creatively communicate your eTwinning project data</td>
<td>Educating Girls in a Global Context</td>
<td>Going Open with LangOER21</td>
<td>Century Skills in the classroom</td>
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**Where:**
Hotel Crowne Plaza Brussels, Belgium

**When:**
22-24 October 2015