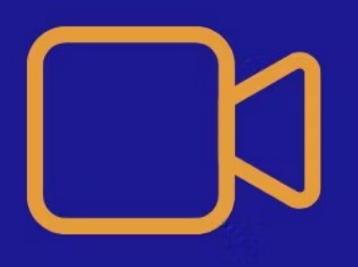


DIGI ENE Kick-off event 23 and 24 March 2022





Kick off Webinar 23-24 March 2022 START at 10:00 CET

Developing and Sharing

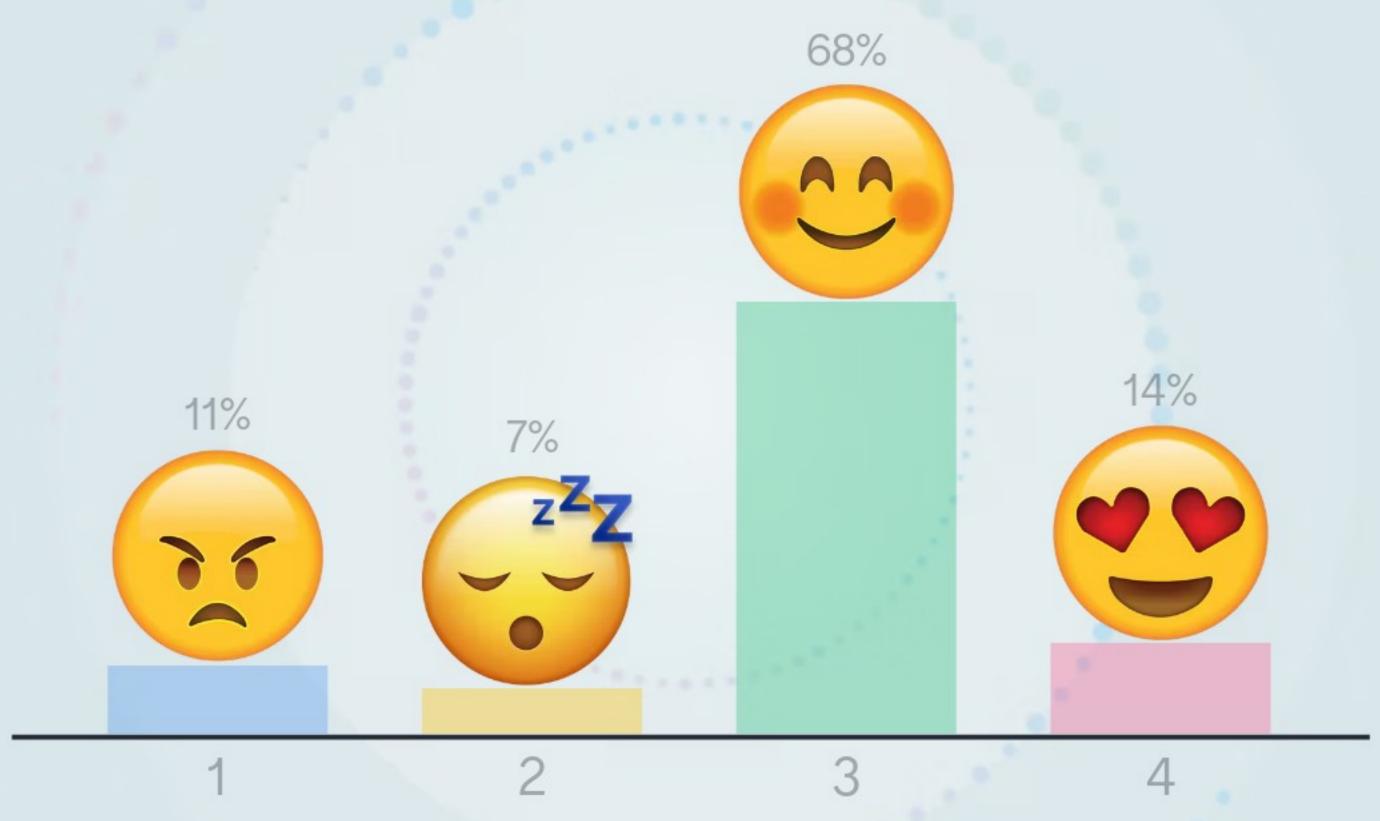
Excellence on digitalisation of teaching and learning





What is your mood today? Comment allez-vous aujourd'hui? Как вы сегодня? None of the options are correct!





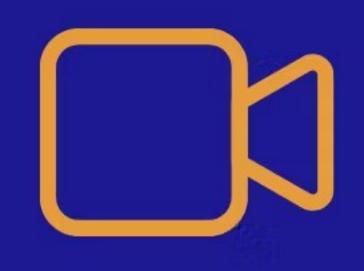






DIGI ENE Kick-off event 23 and 24 March 2022





Kick off Webinar 23-24 March 2022 START at 10:00 CET

Developing and Sharing

Excellence on digitalisation of teaching and learning



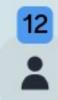


Provide your feedback about day 1 (max 3 words); faites part de vos commentaires sur le jour 1 (max 3 mots); Оставьте свой отзыв о дне 1 (3 слова)









Expectations from this project - Vos attentes sur ce projet - Ваши ожидания от этого проекта



European Training Foundation

Sharing experiance. New ideas

Have a clear digital strategy for our center

networking, learning, inspiration. I find these occasions very relevant and I think that the group of participants has an enormous value

Learning and take action for developing new projects or strategic plans

creation of a network; collaboration with partners from allover the world; new adventure; it is a wonderful platform for learning

Exchange

Learn from others: new tools, new pedagogies, new ways to implement those digital tools or pedagogies

Training of trainers and peer sharing

To learn how to create and implement the project in the field of digital learning.





Expectations from this project - Vos attentes sur ce projet - Ваши ожидания от этого проекта



European Training Foundation

take action for developing new digital tools and skills, sharing new ides.training of trainers and teachers.

It is great, to have more experience exchange

Sharing experiences, create a network for projects.

It is now more clear in terms of what to do and how to go about it. At least this engagement has provided the direction. We will be able to define the next steps and learning more on digital pedagogies, Networking and sharing best practices New methods; how to motivate teachers; experience exchange

In our Digital learning center we want to be oriented about the best tool to produce a serious games easy to deliver



