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## **ALTII**

Although for many years there has been a growing awareness around the world of the necessary essential changes in education systems, there is no consensus on what or how to do. However, the dominating belief stemming from cognitive and constructivist learning theories, is that students' needs should be placed at the center of the learning process. Despite this, active learning is still not as common in practice as it should be. It is necessary to **change passive lectures into interactive ones**, which will start a more active role of students in the educational process.

This project proposes the development of an **innovative tool to encourage interactivity in the lecture AudIT** that will have properties not found in the currently available knowledge testing and interaction tools. It will combine known properties and adapt them to the needs of students and teachers. Innovative features such as scoring unique answers, the ability for students to respond simultaneously both anonymously and under their own name, the ability to direct answers to any application such as mind maps and games will significantly raise students' motivation to actively participate in the lecture.

The partner schools in the project will create a **core of 50 experienced practitioners** who will create **methodological guidelines** for potential beneficiaries to give them concrete examples of knowledge and ideas on how to apply interactivity in their own teaching and classes.

To make it easier for teachers to use AudIT, the consortium partners will also develop an **LMS** (Learning Management System) with methodological instructions and examples. The LMS system will be designed as self-learning material and will provide teachers with additional education and ideas on how to improve interactivity in the classroom with the use of AudIT.

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