



4TH PROJECT NEWSLETTER

ACTIVE LEARNING THROUGH
IMPROVED INTERACTIVITY –
ALTI

ERASMUS+ PROJECT NO:
2020-HR01-KA226-SCH-094735



ALTII

About:

Name: Active learning through improved interactivity – ALTII

Project number: 2020-1-HR01-KA226-SCH-094735

Duration: 1.3. 2021. – 28.2.2023.

Target group: teachers, subject teachers, professors
in secondary schools

Project Coordinator: Aquilonis d.o.o.

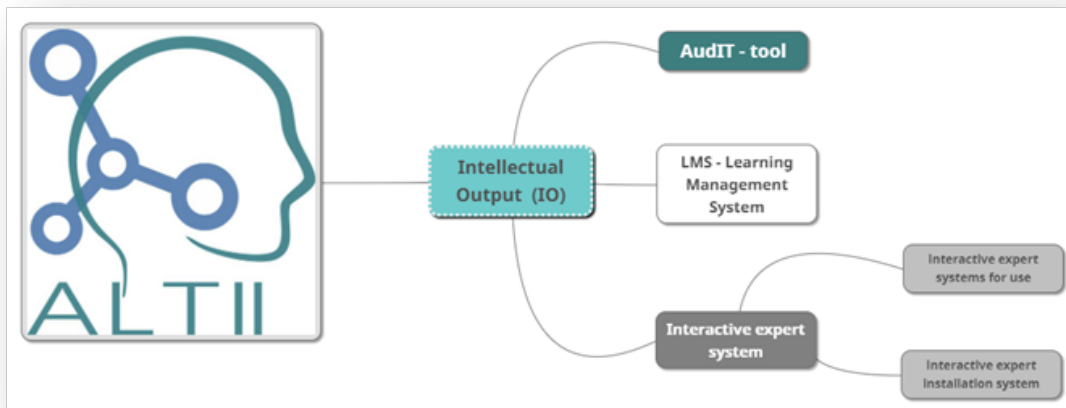


Web page
<https://altii.online/>

Facebook page:
<https://www.facebook.com/tim.altii>



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As the first project result, we created an innovative tool to encourage interactivity in the lecture - AudIT, which has properties that are not found in most available tools for checking knowledge and interaction. Innovative features such as scoring unique answers, the possibility for the student to answer both anonymously and under his own name at the same time, the possibility to direct the answers to any application such as mind maps and games will significantly increase the motivation of students to actively participate in the lecture.

To make it easier for teachers to use AudIT, the consortium partners created an LMS (Learning Management System) with methodical instructions and examples. The LMS system is designed as a self-learning material and will provide teachers with additional education and ideas on how to improve interactivity in classes using AudIT.

AudIT also has interactive expert systems for use (a decision tree that guides teachers simply and easily to the answer) and an interactive expert system for installation.



AudIT is a system for gathering feedback from the lecture audience available at the URL <http://audit.altii.online/> and by scanning the QR code above.

It is intended for use in lectures, whether live or virtual, or other events where it is important to quickly gather feedback from the audience. AudIT can be used in one of two roles: as a lecturer or as an audience. The role of lecturer means that the user can open a virtual environment to collect and display data sent by the audience. The audience role means that the user can access the open virtual environment and send data in response to a question posed by the lecturer.

Feel free to try and use AudIT.

If you're trying it out on your own, you'll need to open two browser tabs, one as the presenter and the other as the audience, so you can try out all forms of interaction.

Instructions are available at:
<https://altii.online/wp-content/uploads/2023/03/AUDIT-user-manual.pdf>



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The LMS contains over 40 examples of good practice that can be downloaded and used in classes. In addition to examples of good practice, it also contains lessons that interested parties should learn:

1. what questions to ask students,
2. how often to set them,
3. how to construct questions to reveal ignorance, gaps in previous knowledge, misunderstanding of new things or inability to apply knowledge.





For easier monitoring and use of AudIT, the ALTII team designed and prepared an interactive expert system, conceived as a decision tree that will guide teachers/lecturers simply and easily through the process quick mastering of all functions of AudIT.

As part of the project, final conferences were held and project consortium team presented the project results to the interested public.

30.1.2023. The Final Conference was held in Estonia

16.2.2023. The Final Conference was held in Croatia

23.2.2023. The final conference was held in Slovenia

The final conferences gathered over 150 interested participants who followed the presentation of the project results with great interest. In addition to the presentation of project results, the hosts also provided participants interesting lectures to encourage them to be more interactive in their work.

The participants of the final conferences, apart from the intellectual results of the project, could learn more about:

- Active learning
- The biggest challenges in the education system
- Interactive teaching or active learning?
- Development directions



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