



## **Erasmus+ project: International competition in ICT IV**

Our school is happy to continue the tradition of successful Erasmus+ projects, which since 2015 have contributed to the improvement of secondary school education in the field of ICT. The new project combines innovative technologies, creative approaches and international cooperation.

### **Main objectives of the project**

#### **1. Building on successful projects of previous years**

This project builds on the experience of 2015-2024, when we organized international competitions and supported the cooperation of students and teachers across Europe.

#### **2. International meetings and competitions**

The project includes three weekly international meetings:

- Czechia-Poland (January 2025)
- Spain (May–June 2025)
- Iceland (September–October 2025)

#### **3. Innovative teaching using technology**

Students will work on projects that connect:

- Drones – programming and solving practical tasks.
- 3D printing and modeling – designs and implementation of projects for various industrial areas.
- New IT technologies – such as OFFICE functions or artificial intelligence (AI).

#### **4. Development of language and communication skills**

Cooperation in international teams will expand students' language skills, especially professional vocabulary in English.

#### **5. Promoting creativity and equality**

The project is open to everyone and emphasizes the involvement of girls in ICT activities. At least three girls will participate in each school round of the competition, promoting equal opportunities in digital education.

### **What will the project bring to teachers?**

#### **• Cooperation and sharing of experience:**

Teachers will work together to adjust subject plans, introduce new topics into lessons, and share teaching materials.

#### **• Getting to know foreign schools:**

Visits to partner schools will provide inspiration and space for discussion about new approaches to teaching.

#### **• Use of modern tools:**

The involvement of applications such as E-twinning or SELFIE will help monitor and develop digital education at our school.

### **Space for sharing results**

The creation of an Erasmus+ Corner directly on the school premises will be part of the project. This space will contain information, activity results and photos to inspire other students and teachers to get involved.

### **The importance of sports activities**

The project emphasizes the importance of a healthy lifestyle. Students and teachers will have the opportunity to participate in sport activities, because not only learning, but also movement is the key to success.