






1st Local Workshop Implementation Report

November 2021





COUNTRY	PARTNERS
SPAIN	  

1. Introduction

time period in which implementation took place / total number of practitioners delivering / number of teaching sessions / location(s) of teaching / total number of young people reached / ethnic/language background of young people

The first local workshop of teachers in citizenship education through the dialectic method and theatre was run over between **November and December 2021**, throughout **2 sessions**, **1st online and 2nd face-face meeting**.

Local Workshops has been involved local cultural centers, galleries, schools special and not, vet schools, public bodies to spread the above mentioned innovative practices and the knowledge acquired to the youth workers and the young people, so they can be implemented.

Due to the restrictions imposed by the Covid-19 outbreak, first sessions took place online, via genially platform and jamboard platform for exercises. It was organized in 6 hours distributed in 3 hours per session (from 9 a.m. to 12 p.m.). In addition, to complement the training, there were an additional survey as evaluation in order to improve next local workshops to be done during 2022.

This first edition of local workshops was attended by more than 75 participants, divided by ages in 3 different groups mixed with young learners and SEND (aprox 40%).

2. Choice of Thematic in Arts

Romanesque frescoes. We chose them because they have very specific shapes and fronts, with defined contours and flat colors. Egyptian art would also serve.





3. Choice of Digital Materials

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Interactive game with *Canva* (computer or tablet) where the participant has a series of elements of different Romanesque frescoes already cut out (eyes, faces, hands or other body parts, animals or animal parts, etc.), with Canva was be able to combine them (with the mouse, with the finger if the screen is tactile, or with the view -Toby or Enable viacam.



We also used genially, an interactive tool to create presentations that allow to create materials accessible in different formats (visual, audio, etc)

4. Agenda of the Local Workshop

Session	Activity Carried Out
Session Number 1 - Online	09.00 – 10.00 → Each school presented a theoretical introduction to Romanic Art with genially 10.00 – 12.00 → Collaborative online game between the schools in the framework of Romanic Art
Session Number 2 – Face to Face	09.00 – 10.00 → Welcome and pin printing 10.00 – 12.00 → Collaborative game to design a Romanic Church

5. Description of 3 Day Activities

number and location(s) of ABEYGA sessions delivered during implementation / description of topic implemented / any themes that were particularly popular / any scenarios that were particularly successful / examples of good practice described in teacher logs and/or observation schedules

appendices or picture inserts: examples of scenarios created by teachers / classroom interaction / model resources used or developed by teachers / 2-3 example teacher logs

During implementation, **2 sessions** took place:

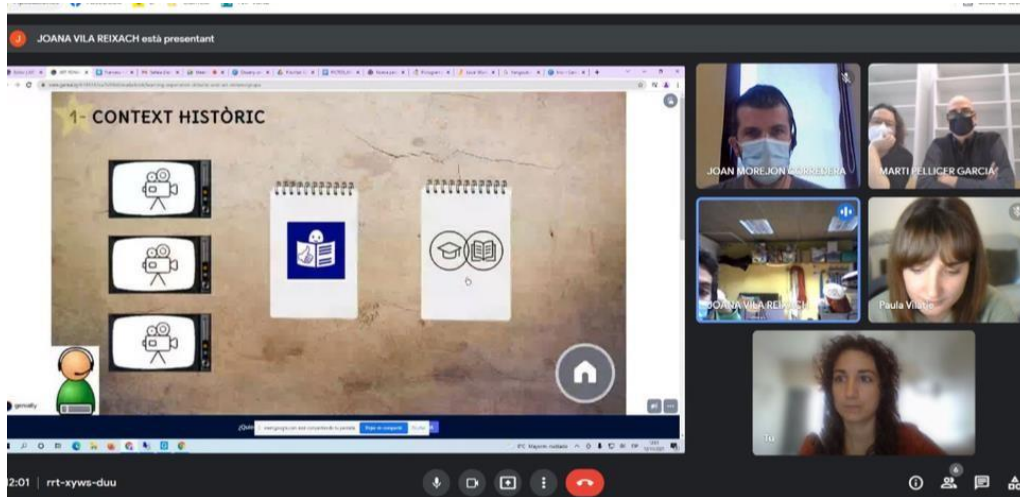
1. The first session took place on 16 November and 17 November 2021 online
2. The second session took place on 17 November and 18 November 2021 face to face



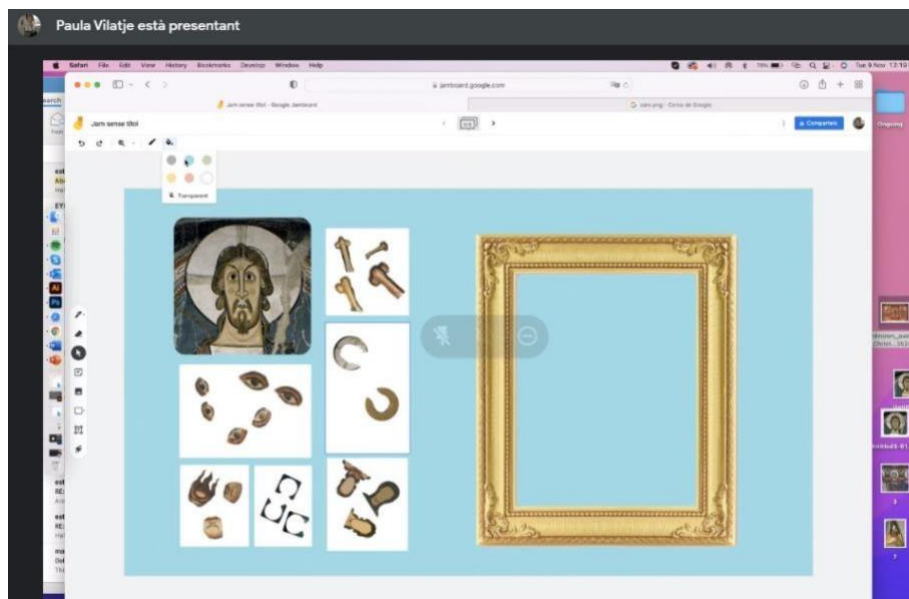


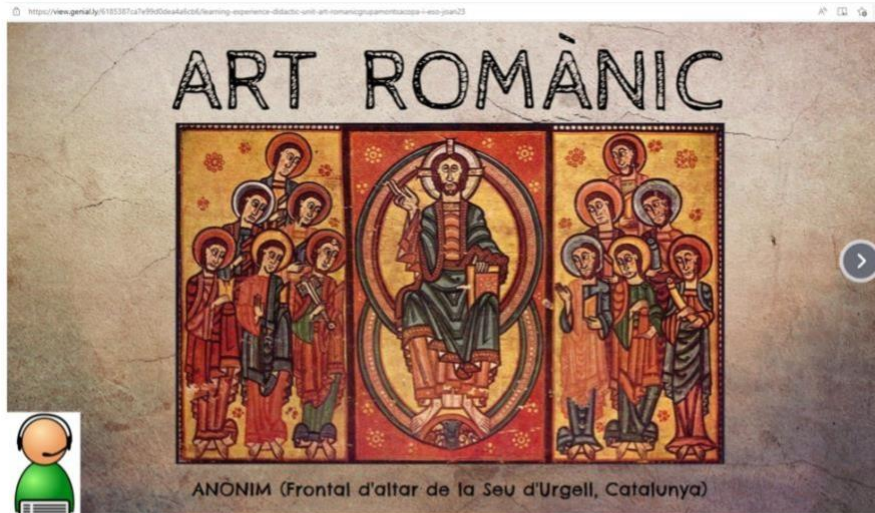
The training activities were developed not based solely on the frontal model, but through the use of digital games and discussions and taking a cue from the flipped classroom model, by means of which it will make the local workshops more interesting and effective, producing results more long-term.

The preparation of the 1st local workshop was done by Escola Art Olot, Integra School and Blue Room innovation which organized during September/October different internal meetings (presential and face to face) in order to organize the workshop in the best way and also involve other schools from Catalonia.



The first session, each teacher presented Genially platform and engaged the students to participate and learn about romanesque art. After 1 hour, all students start online exercises by jamboard platform, different schools interacted online creating different romanesque art pictures. Also, this session aimed at clarifying the timing of whole training programme and how will work next face to face session





https://view.genial.ly/1185357ca7v992b0a4af6bf/learning-experience-didactic-unit-art-romanic-programmortsacopa-eraspjan23

PROJECTE:



FINANÇAT PER:



ORGANITZADORS:



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Alumnes de 2n de Revestiments Murals de l'Escola d'Art d'Olot del curs 21-22





The second session was entirely dedicated to face to face collaboration in order to create a romanesque art picture for a church. It consisted of the presentation of the activity and the collaborative work.

As break ice activity, each student created a badge with their name and the romanesque style self portrait they created during the first session, so that all students knew the each other's names easily.



After this handcraft present, by groups started to create digitally their own romanesque art draw for a church.



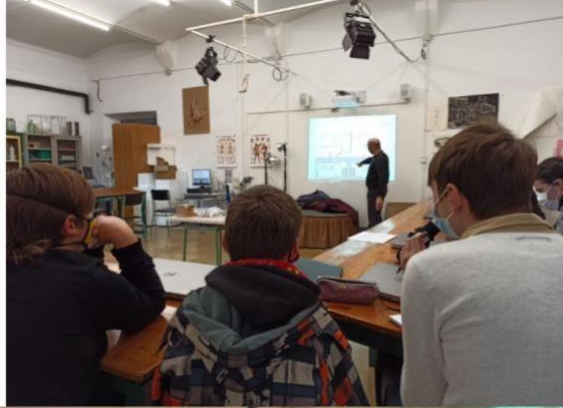


Escola d'Art
d'Olot



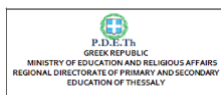
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6. Outcomes & Evaluation of the Teaching

Summarise the feedback from student focus groups / analysis of competence ladders / teachers post-intervention surveys

Describe any challenges, particular successes and lessons learned

Only 14 students evaluated the training, it is an incidence that we will work to solve it during next local workshops

Evaluation link <https://forms.gle/fa7kn9hZviv7PN1XA>

		n°		
	Name teacher	students	years old	evaluation
Joan XXIII (prgarama Pont)	Judit Rabat	15	16/21years old	8
Escola Art Olot	Alba Domenech	12	16 to 18 years old	2
Joan XXIII	Joan Morejon	12	14 to 16 years old	
Montsacopa	Carles Salud	21	12 to 13 years old	
Escola Pia	Irene Bosch	11	12 to 13 years old	
IFE?	Anna Bernal	10	20 years old	4
		81		14

All attendance list are included in Annex II and evaluation results in Annex III





7. Conclusions

Summarise in 3-4 sentences your experience of organising EAR implementation in the classroom and mention anything you would particularly like to highlight

The first Local Workshop was aimed at putting in practice the knowledge acquired during C1 training sessions in Perugia, mainly accessible digital tools for creation and cooperation.

1. The main goals for the workshop that was designed and implemented in Olot were:
Approaching teenagers to a specific historical artistic style (romanesque).
2. Creating a multi-level activity where participants with and without SEND could work in equal conditions.
3. Creating a context where participants could express themselves and cooperate with partners with different abilities.

The feedback received from all participants (the teenagers and their teachers) was very positive.

As for the organisation, cooperation between Blue Room Innovation, Joan XXIII-Integra and Escola d'Art d'Olot has been a very positive experience, making it possible to join efforts and develop a more ambitious workshop thanks to each one's expertise in their own field.

