



Atc 4All



'Anything is Possible through the arts for everyone'



The Project

Arts play a pivotal role in enhancing creativity, a skill critical for innovation and adaptation. "Art Technology-Creativity For All," is a collaborative effort among six partners from different European countries. It was initiated in response to the urgent need for modernizing and digitally transforming education, accentuated by the COVID-19 crisis. Targeting secondary school-level students and young learners, the project seeks to enhance key competences crucial for a world where self-sufficiency and lifelong learning are essential.

To understand the needs and perceptions of educators regarding creativity, a needs analysis was conducted initially. Partners administered questionnaires to their staff, addressing various aspects of creativity, including its integration into teaching, the role of art in fostering creativity, inclusive education practices, necessary support for teachers, and the potential benefits of cooperation among educators. The

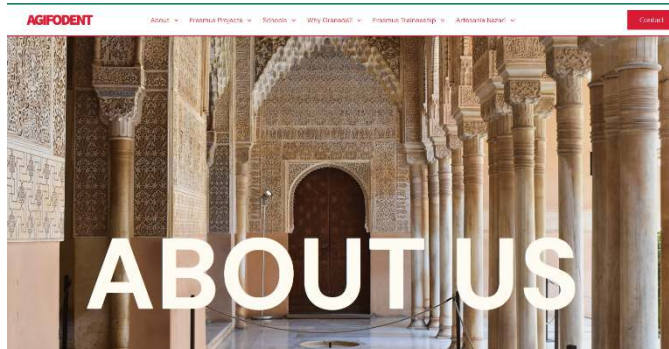
findings revealed that teachers possess a broad view of creativity, with 95% of them believing that creativity can be applied across all domains of knowledge and school subjects, including integration with arts, music, drama, and artistic performance. The initiative places a strong emphasis on how crucial it is to give everyone access to high-quality educational facilities.

The project is driven by the need to establish innovative approaches that incorporate art and social inclusion, enhance essential skills, encourage social and educational inclusion through creative arts, explore diverse cultures, develop multilingual learning methods, facilitate teacher professional growth, modernize education using digital technology, and introduce innovative curricula and teaching techniques.

The project recognizes the transformative power of arts in education and seeks to create a "Butterfly Effect" by awakening students' awareness of the role of art in learning, unlocking their existing potential, and fostering further growth. Indeed, creative individuals possess the ability to generate multiple solutions, employ original thinking, and harness their imagination. Arts education encourages these skills by promoting unique responses and diverse perspectives in a non-formal learning context.

The Partners

AGIFODENT



AGIFODENT is a non-profit organization with a focus on European education programs. Their objectives cover a wide range of areas. They aim to improve education and organize cultural activities. Additionally, they promote information and training in new technologies while fostering European culture. Encouraging

research and knowledge sharing is also a key goal. They actively promote cultural pluralism and advocate for the rights of European citizens. Supporting environmental protection and facilitating language and cultural exchange are part of their mission. Addressing social issues and offering services for European program development are also on their agenda. They collaborate closely with public authorities and educational institutions and contribute significantly to EU values and strategies.

MALATYA/YEŞİLYURT-Malatya Bilim ve Sanat Merkezi

This science and arts center provides experiential education to target groups of students who demonstrate high performance compared to their peers in terms of intelligence, creativity, art, leadership abilities, or special academic areas and are identified as gifted by experts in the field. Their aim is to ensure that gifted students in the target group are aware of their individual talents, develop their abilities, and utilize them at the highest level.



The A.-S.I.S.A.M. Cultural Association, known as the INTERNATIONAL SCHOOL FOR THE STUDY OF MOSAICS AND FRESCOES



Established in 2001 with the goal of globally promoting and disseminating cultural and educational activities related to the visual arts. This mission is accomplished through various means, including organizing cultural events, facilitating discussions and conferences featuring art history experts, and conducting educational seminars aimed

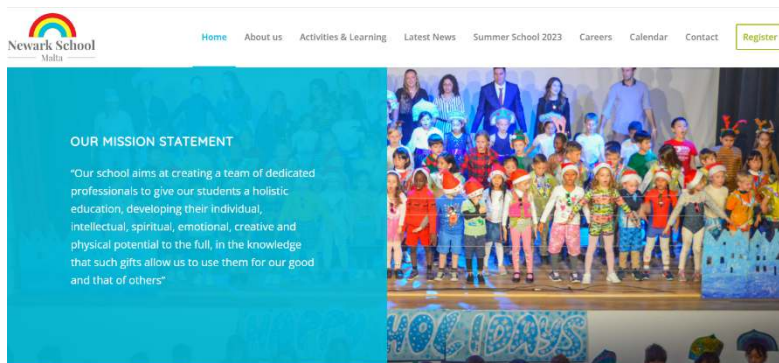
at both instructors and students, with a specific focus on mosaic, painting, and fresco techniques.

Academy for International Science and Research (AISR)

Established to meet a pressing market demand, AISR was founded to combat the waning enthusiasm and participation in science, technology, engineering, and math (STEM) subjects among students, especially as they approach the age of leaving school. Additionally, AISR is dedicated to the broader spectrum of STEM fields, encompassing business, administration, career development, digital media, and teaching and lecturing.



Newark School

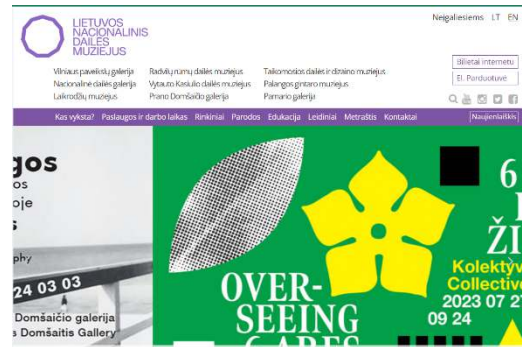


Newark Schools are independent co-ed schools made up of the junior school and senior school. (ages 5-15) mainly attracting children from all around the world. Presently we have children from 38 nationalities. This school cultivates a

community of devoted educators who provide our students with a comprehensive education. This education nurtures and maximizes each student's individual, intellectual, spiritual, emotional, creative, and physical capabilities, with the understanding that these talents empower us to make positive contributions to both ourselves and others.

Lietuvos nacionalinis dailės muziejus

Education for children, youth, and adults is one of the most important areas of activity at the Lithuanian National Museum of Art. The purpose of educational activities is to engage individuals of various ages in art appreciation and to impart knowledge about the museum's preserved and exhibited values. Educational programs are designed and implemented, with participants exploring the world of art using both traditional and non-traditional methods. Within the museum, educational programs cater to different visitor groups, including children, youth, families, and adults.



TPM



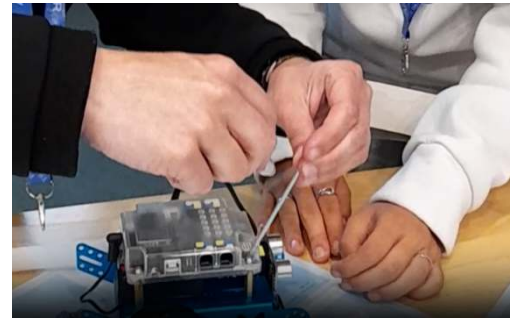
Together with 6 different partners from 6 different countries, we have joined forces to explore inventive teaching approaches aimed at bolstering students' essential competencies, particularly in a world where self-sufficiency and lifelong learning are indispensable. Project meetings were convened to formally present the application and assign responsibilities, ensuring that each partner plays a pivotal role in our collective pursuit of enhancing education through innovative methods in both formal and informal contexts. This endeavor will draw upon international expertise and diverse institutional backgrounds. Therefore, the project's broader objective is to create an inclusive environment that fosters creative thinking and adaptability by facilitating the exchange of experiences and best practices among non-governmental organizations, educational institutions, and cultural and creative sector organizations involved in formal, informal, and non-formal education.

Activities

In terms of implementation, our project will encompass a combination of face-to-face meetings and virtual activities. We'll utilize various communication channels, including transnational meetings, Zoom, Google Groups/Drive, WhatsApp, eTwinning Space, and a project website. Throughout the project duration, we'll conduct five Learning Teaching Training activities and two Transnational Project Meetings.

The Different Activities through Countries :

Ireland - Digitalization of Participants. Participants will be taught Coding, Robotics, CLIL, how to create interactive courses and Game-based learning with different teaching methods. This activity promotes digital, interactive, and playful teaching strategies to enhance the motivation of students, improve the self-learning process, and raise the quality of education.



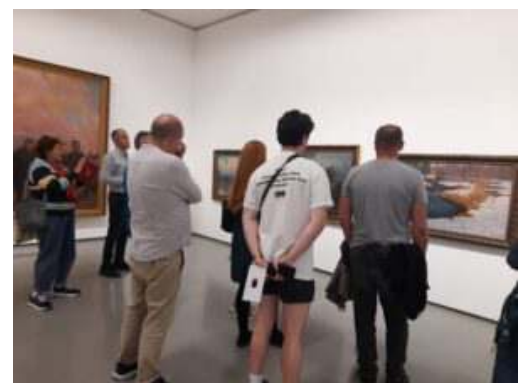
Turkey - Creativity as a Key to Future - Multiple Intelligences and the Arts. Workshops will consist of Robotics/coding, online 3D designs, Music, Web 2.0 tools, Museum education, and CLIL Art-English lessons that emphasize creativity enhancement and teaching through traditional and modern methods, leveraging their experience in teaching gifted and talented pupils.



Spain - Creativity Through Art and Culture. The learners will explore creativity through art and culture. They will manage the project Moodle platform, passing by science through different types of art, Magic Geometry-Mosaics in Granada, the characteristics of plasterworks but also the history through iconography and symbolism.



Lithuania - Creativity through Museum Education. The participants will have Physics, Chemistry, and Biology workshops through art by creating, painting, and drawing. The second part will focus on History and Literature by discussing how art can be used as a source of history. The Europeana website will also be presented to learn how to use resources and materials in the classroom. These workshops will teach them to combine creatively art and science and to apply those methods in their teaching/learning context.



Malta - Creativity through Theater. These activities will invite the participants to share their experiences with CLIL and also deepen their theatrical experience by visiting the Manoel Theatre, working on the body and breathing, on voice and émotions, and learning more about PuppetArt. Those activities will deepen into the visual, aural, verbal, and physical learning styles alongside the CLIL workshop.



Apart from transnational meetings, we will hold **nine virtual meetings** to assess project progress. Our activities aim to enhance teachers' digital literacy and discover innovative ways to teach various subjects through art and inclusive education.

The project will yield **six main results**, including a needs analysis survey, a toolkit for integrating art into cross-disciplinary teaching, a mobile application, online courses, and creative learning spaces.

Additionally, we will **collaborate** with artists, designers, and writers to provide arts instruction, organize craft workshops, create educational games, and develop a multilingual dictionary covering seven languages.

Each partner will host two basic **multiplier events**: National Conferences and workshops for students. We will employ various methodologies, such as interdisciplinary teaching, social inclusion, technology-based education, and project-based learning, to enrich our activities.



Results

Throughout the project, we have achieved several significant outcomes, including the development of a unique brand identity, hosting transnational meetings and Learning Teaching Training activities, creating promotional materials and a dedicated website, and effectively utilizing collaborative platforms like eTwinning Space. We've conducted teacher training sessions and organized experiential face-to-face and online art workshops, fostering creativity. Collaborative efforts with artists and designers, as well as engaging storytelling and interactive theatre, have enriched our project. Brainbox games, music composition, robotics, and coding activities have been integrated to promote digital literacy. We've also focused on museum education and the design of scientific patterns using 3D printing. Our project results encompass a comprehensive needs analysis survey, a versatile toolkit, a user-friendly mobile application, Moodle online courses, and the establishment of creative learning spaces.

