



Teacher Training Catalogue
ERASMUS+ Mobility

2023-2027

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*European Training and Research Association
for a Cooperation Key to Business*

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INTRODUCTION	3
1 COURSE - <i>Project cycle management: from proposal design to the activities envisaged management</i>	5
2 COURSE - <i>Multimedia learning environment: how to use new technologies to strengthen teaching and learning processes</i>	7
3 COURSE - <i>Theories and methods of school planning and evaluation</i>	9
4 COURSE – <i>Enhancing Student Learning through Research-Based Approach</i>	11
5 COURSE - <i>Promoting social inclusion and integration through an education based on learner-centred approaches to learning</i>	14
6 COURSE - <i>EduRobot – Exploring, Creating and Constructing</i>	16
7 COURSE - <i>Engaging your students with Augmented Reality</i>	19
Annex 1 – Timetable	21
Annex 2 – Application form	25

INTRODUCTION

EU-Track is a Research and Development association composed of highly qualified experts with different backgrounds and more than 15 years of professional experience. The strength of our Scientific Committee stands in the multidisciplinary approach combining academic-scientific expertise with business skills for real development towards innovation.

Educational and training activities were designed and developed based on European and National strategic priorities. Every course includes a theoretical part, aiming to improve knowledge on the topic selected, and practical exercises to favour learning and results achievement.

All the activities will be arranged at EU-Track - *European Training and Research Association for a Cooperation Key to business*, Viale Europa, 95 – 04019 – Terracina (LT).

Please, find enclosed in this document, you have [the application form and the general terms of the learning agreement](#).

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Brief notes on Terracina



Situated halfway between the most significant metropolitan areas of Centre-South, Rome, and Naples. It enjoys the advantage of an important geographical position as it is wet by the Tyrrhenian Sea and, at the same time, sheltered by the Ausoni, Lepini and Aurunci mountains. This allows having a mild climate throughout the year, making it a beautiful touristic destination.

The coasts are different, but the Eastern beach is characterised by cliffs breaking the sea waves, distributing the flavour of saltwater in the air. In contrast, the west beach is characterised by fine golden sand called the "Rene" possessing the characteristics of the dunes of the Savoy coast.

Looking at the sea, you can admire islands such as Ponza, Ventotene, Palmarola, Zanon, S. Stefano that, by the nature of their rocks, give the sea colours ranging from white to red, from green to black.

You can still admire the remains of the ancient Via Appia, which departed from Rome and crossed the mountain since the Palude Pontina, whose draining was completed by Mussolini, prevented any connection with Rome.



Terracina, due to the variety of coasts, the presence of the sea and the place called "valle", is famous not only for the wine *Moscato* but also for the cultivation of strawberries and bluefish.

To visit these places, decanted by Homer as the destination of Aeneas and Ulysses, will immerse you in the magical atmosphere of the *Sorceress Circe*.



From "Goethe's Travels in Italy" by Goethe (p. 171): "*We congratulated ourselves at the sight of it (Terracina) then we caught a view of the sea beyond. Immediately afterwards, the other side of the mountain city presented to our eye vegetation quite new to us. The Indian figs were pushing their large fleshy leaves amidst the grey-green of dwarf myrtles, the yellowish-green of the pomegranate, and the pale green of the olive. As we passed along, we noticed both flowers and shrubs quite new to us.*"

1 COURSE - *Project cycle management: from proposal design to the activities envisaged management*

Course code: PCM-IT (in Italian), PCM-EN (in English)

Description

The training course is addressed to headmasters, school teachers, and professionals who intend to deepen and improve knowledge and skills related to the design and management of project activities by enhancing the European dimension of their organisation by exploiting new perspectives offered by the European Commission. In this context, staff improvement and development will promote a higher quality level of teaching and learning in school systems and greater competitiveness for the organisations at both national and European levels. The expected training activity has been structured so the participants can acquire know-how and develop the skills needed to design, write and manage a competitive proposal through theoretical deepening, simulation, and practical exercises.

Target group

- School teachers
- Headmasters
- Professionals

Participants (max): n.10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

- Understanding the strategic objectives and priorities of European Programs;
- Being able to choose the most suitable funding line for a proposal;
- Mastering the official documentation and coping with the application forms;
- Finding new partners and organising a consortium;
- Making good use of the resources and tools made available by the National Agency and the European Commission;
- Identifying real needs and defining the project idea;
- Determining and defining the proposal outcomes;
- Transforming your idea into a project;
- Monitoring and evaluating the project activities and outcomes;
- Defining the budget and learning the basics for good accounting reporting.

Methodology

The delivery method will be face-to-face to support better group discussion, simulations and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming

3. Learn by doing
4. Working in groups
5. Practical / Laboratory Tutorials
6. Simulations

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and draw up the first draft of a proposal, including all key elements.

Competences to be acquired

- Organisational and operational capacity
- Skill planning and time management
- Ability to work in teams
- Ability to analyse and synthesise
- Control capacity

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English, Italian and Russian.

Teaching Staff

Experts in European design and management of complex activities funded by the European Commission with more than 20 years of experience. Their experience in the evaluation process of new proposals submitted under the Erasmus + and Horizon 2020 programs will ensure a wide vision of the project cycle management.

Besides, a tutor experienced in the classroom, online mentoring activities, teaching methodologies, and European design will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide).

2 COURSE - Multimedia learning environment: how to use new technologies to strengthen teaching and learning processes

Course code: ADM-IT (in Italian), ADM-EN (in English)

Description

The course aims to teach staff working in the school who intend to deepen and enhance their knowledge of using new technology to train for providing students with a multimedia educational environment. The training aims to offer some easily applicable examples such as virtual labs, virtual reality, serious games, digital storytelling, and robotics to support and strengthen teaching and learning processes.

Additionally, based on the discipline taught, participants will receive suggestions on the most appropriate technological tools and methods to be used in and outside the classroom.

The expected training activity has been structured to acquire know-how and develop the skills needed through theoretical deepening, simulation, and practical exercises.

Target group

- School Teachers

Participants (max): n. 10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

- Learning about multimedia educational environments (features and examples);
- Extending the class concept beyond the borders (e.g. Flipped Classroom, interactive whiteboard, virtual class);
- Acquiring the knowledge on how to use the platforms and build an e-learning course;
- Acquiring knowledge on how to use virtual reality in 3D and augmented reality (e.g. laboratories);
- Improving the study of serious games and gamification techniques;
- Using robotic elements to enhance the learning of scientific subjects;
- Learning how to integrate the latest web and mobile applications to reinforce student learning;
- Deepening pedagogical implications and recommendations on digital teaching by exploiting the potentialities of the technology used to favour social inclusion;
- Organising and preparing online verification tools

Methodology

The delivery method will be face-to-face to support better group discussion, simulations and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming
3. Learn by doing
4. Working in groups

5. Simulations

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and produce a digital tool to be used in their classrooms.

Competences to be acquired

- Organisational and operational capacity
- Skill planning and time management
- Ability to work in teams
- Methodological and didactic orientation

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English, Italian and Russian.

Teaching staff

Experts in multimedia didactic methodologies and pedagogical scenarios with more than 15 years of experience in technology applied to teaching and learning environments.

Besides, a tutor experienced in the classroom, online mentoring activities, and teaching methodologies will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide).

3 COURSE - Theories and methods of school planning and evaluation

Course Code: *TMPV-IT (in Italian) e TMPV-EN (in English)*

Description

The course is addressed to teaching staff and school leaders who intend to deepen and enhance their knowledge of the main theories and methods of planning and evaluation systems in schools regarding the quantitative and qualitative research approaches used in education and training contexts. The goal is to provide tools, methods, and validation assessment practices and school planning.

The expected training activity has been structured to transfer their know-how and develop the skills needed to set up didactic planning and evaluation based on competencies. The activities expected include both theoretical and practical sections.

Target group

- Headmaster
- School Teacher

Participants: n. 10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

- Improving the knowledge of the different techniques used to treat and interpret information for evaluation and planning
- Extending qualitative and quantitative research methods (e.g. observation, case studies, action research, focus groups);
- Deepening knowledge on how to plan the educational paths;
- Learning how to observe and evaluate;
- Designing surveys and monitoring sheets/grids;
- Developing performance evidence;
- Encoding and analysing data and information

Methodology

The delivery method will be face-to-face to support better group discussion, simulations and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming
3. Learn by doing
4. Working in groups
5. Simulations

At the end of the course, a final assessment will take place. It will last n.1 hour, and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and draw up the first draft of an evaluation plan or one evaluation tool.

Competences to be acquired

- Planning skills
- Organisational and operational capacity
- Planning and scheduling skills
- Ability to work in teams

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English and Italian.

Teaching Staff:

Experts in teaching methodologies and pedagogical sciences with more than 15 years of experience in evaluation systems and didactic research.

Besides, a tutor experienced in the classroom, online mentoring activities, and teaching methodologies will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide 2021).

4 COURSE – Enhancing Student Learning through Research-Based Approach

Course code: RBA-IT (in Italian), RBA -EN (in English)

Description

The training course is addressed to headmasters, school teachers, and educators who intend to make more effective lectures through research-based learning approaches.

The participants will be required to deepen their knowledge and skills related to helping students carry out their research works inside and outside the classroom, also empowered by technological tools.

This will favour students' internalisation and familiarisation with research methods, such as formulating a precise question and processing and monitoring a research skill.

Moreover, the implementation of the research-based learning approach will enhance students' abilities and skills in dealing with uncertainty, independence, teamwork, and organisational situations by supporting them to become thoughtful, motivated, collaborative and innovative learners capable of engaging in their inquiries and thriving in a world of constant change.

The expected training activity has been structured to acquire know-how and develop the needed skills to implement the research-based approach by making their teaching more effective through theoretical deepening, working in groups, and practical exercises.

Target group

- School teachers
- Headmasters
- Educators

Participants: n.10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

- How to use the research-based learning and teaching approach with students (from formulating and defining a question to plan research activities by specifying methods and tools; from undertaking investigation and analysing data to interpret and consider the results by reporting and presenting the results).
- How to implement and guide the inquiry process with students (e.g. what-if strategy) through the four-level continuum of inquiry (e.g. confirmation inquiry; structured inquiry; guided inquiry, and open inquiry).
- Understanding of the analogies between the creative process in the artwork production and the research steps.
- Understanding of the changing role of teachers: from simple instructor to learning facilitator/mentor.
- How to promote understanding through the “discovery” in student-centred activities (e.g. exploration, presenting, wrapping up, learning by doing, evaluating).

- Help students to facilitate their reasoning process and thinking (e.g. reasoning, analysis, connections, etc.).
- How to help students facilitate their reasoning process and thinking (e.g. reasoning, analysis, connections, etc.).
- How to assess student learning in the application of research-based learning approach.
- How to guide students to prepare a research project (practical examples) in all subjects (not only in science).

Methodology

The delivery method will be face-to-face to support better group discussion, practical examples and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming
3. Learn by doing
4. Working in groups
6. Practical examples

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and plan a research project to be realised with students.

Competences to be acquired

- Organisational and operational capacity
- Skill planning and time management
- Ability to work in teams
- Ability to analyse and synthesise
- Methodological and didactic orientation
- Ability to plan a research project

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English, Italian and Russian.

Teaching Staff

Researchers and experts in didactic methodologies and pedagogical scenarios based on a research-based approach with more than 15 years of experience in the technology applied to teaching and learning environments.

Besides, a tutor experienced in the classroom, online mentoring activities, and teaching methodologies will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide 2021).

5 COURSE - Promoting social inclusion and integration through an education based on learner-centred approaches to learning

Course code: PSIED-EN (in English)

Description

The training course is addressed to headmasters, school teachers, and professionals who intend to deepen and improve knowledge and skills related to the theory and methods to promote social inclusion and integration in a class through effective learner-centred education.

The expected training activity has been structured to acquire know-how and develop the needed skills to achieve the course objectives through theoretical deepening, working in groups, and practical exercises.

Target group

- School teachers
- Headmasters
- Professionals

Participants (max): n.10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

- Introduction to Sociology of Education (society, culture, and education).
- Educational problems and main processes (socialisation models, identity pathway, inequalities and differences in education).
- Actors and Agencies in education (Family and generational meetings, culture transmission, informal socialisation).
- Class management (how to prepare a lesson, logistics, and tools; managing a lesson in a classroom, group management).
- Learning processes in adults.
- Theory and pragmatics of communication in a class.
- Conflicts and resolution management.
- Education as a social inclusion instrument focused on individual needs and promoting student-centred approaches to learning.

Methodology

The delivery method will be face-to-face to support better group discussion and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming

3. Learn by doing
4. Working in groups

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and draw up the first draft of a lesson or class activity planning, including all key elements.

Competences to be acquired

- Organisational and operational capacity
- Skill planning and time management
- Ability to work in teams
- Ability to analyse and synthesise
- Control capacity

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English.

Teaching Staff

Experts in teaching methodologies and pedagogical sciences with more than 15 years of experience in evaluation systems and didactic research.

Besides, a tutor experienced in the classroom, online mentoring activities, and teaching methodologies will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide 2021).

6 COURSE - EduRobot – Exploring, Creating and Constructing

Course code: ECC - EN (in English), ECC - IT (in Italian)

Description

The training course is addressed to school teachers who intend to deepen and improve their knowledge and skills related to introducing educational robotics into the classroom.

From computational thinking and coding skills development to robotics elements, the participants will learn how to use this methodology and the different tools with their students.

The expected training activity has been structured to acquire know-how and develop the needed skills to introduce educational activities (from unplugged activities to robot creation) through theoretical deepening, simulation, and practical exercises.

Moreover, the participants will explore robotics (through the kits based on the Arduino and Micro-bit platforms) and programming through Scratch, the object-oriented programming language developed by MIT Media Lab and other similar software for teaching.

Target group

- School teachers
- Headmasters
- Professionals

Participants (max): n.10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

General Objectives

- Fostering the growth of scientific-technological culture;
- Promoting the acquisition of the concepts of robots and robotics with the development of conscious behaviour;
- Developing personalised learning processes;
- Promoting multidisciplinary learning;
- Promoting processes that allow students to become builders of their knowledge.

Specific Objectives

- Learning about un-plugged activities to develop computational thinking (features and examples);

- Acquiring coding and programming skills through the use of different software applications to improve coding language and algorithm procedures;
- Using robotic elements to enhance the learning of scientific subjects and projects (e.g. Micro-bit);
- Developing operational autonomy and working in a group;
- Promoting a collaborative and competitive spirit;
- Stimulating creative thinking;
- Increasing decision-making skills, a sense of responsibility and self-esteem;
- Developing the ability to analyse and solve problems;
- Deepening pedagogical implications and recommendations on educational robotics teaching by exploiting its potentialities to favour student engagement and motivation improvement.

Methodology

The delivery method will be face-to-face to support better group discussion, simulations and working in group activities, and the following methodological practices will be used:

1. Frontal lesson
2. Brainstorming
3. Learn by doing
4. Working in groups
5. Practical / Laboratory Tutorials
6. Simulations

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and realise a robot with motors and sensors. Their handling will occur through the commands formulated through algorithms and connections to the PC via Bluetooth or WiFi.

Competences to be acquired

- A) Digital competences:
 - Bringing participants closer to coding and robotics;
 - Developing graphical interfaces for controlling the robot with Scratch or similar software;
 - Understanding the fundamental principles of electronics and the functioning of the components used;
 - Developing advanced algorithms for robot movement even in uncertain environments, making the best use of available sensors;
- B) Growth and Personal Development:
 - Developing the algorithm thinking;
 - Developing computational thinking and problem-solving;
 - Developing result-oriented teamwork;
 - Developing self-control, awareness, flexibility, critical spirit, self-motivation, and ability to motivate others;
 - Developing empathy, gratitude, self-assessment and emotional resilience.
- C) Skill planning and time management.

Certification

The course will provide the participants with an attendance certificate including detailed information about the course, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be able to be added on request.

Language

The course will be available in English.

Teaching Staff

Experts in multimedia didactic methodologies and pedagogical scenarios with more than 10 years of experience in technology applied to teaching and learning environments.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide).

7 COURSE - Engaging your students with Augmented Reality

Course code: AR-IT (in Italian), AR-EN (in English)

Description

The development of portable devices has made it possible to create augmented reality apps, which allow the use of digital information by manipulating real objects. AR allows the transition from teacher-centred approaches to more active, participatory and engaging learning.

The training course is addressed to school teachers and educators who intend to deepen and improve knowledge and skills related to using VR-AR applications to foster an active, participatory and engaging learning approach for students.

In this context, teachers and educators will deepen the different applications used in the classroom and acquire a series of teaching skills through practical-operational lessons.

The expected training activity has been structured to acquire know-how and develop the skills needed through theoretical deepening, simulation, and practical exercises.

Target group

- School teachers
- Educators

Participants (max): n.10

Duration

The course duration is 6 days (n. 5 hours/per day from Monday to Saturday).

Objectives

At the end of the course, the participants will gain a solid background in:

1. Understanding the potential and different educational applications of virtual and augmented reality: Augmented or virtual reality?
2. Learning to manage the selected digital resources independently, involving and guiding students: ACES (Access, Curate, Engage and Share) Framework to integrate technology in your classroom.
3. Knowing how to identify tools and applications necessary to launch VR and AR experiences, selecting those specifically designed for teaching: Augmented reality in the Classroom: AR resources and devices.
4. Understanding the difference between georeferenced AR (that which is achieved using tablets and smartphones) and AR as a visual metaphor (it is achieved through markers, e.g. QR Code, and the desktop of a PC).
5. AR in the classroom: how to integrate AR technology with different school subjects.
6. How an interactive virtual learning environment brings abstract concepts to life and engages students' curiosity.
7. Facilitating deeper learning with Augmented Reality: individual or collaborative work.
8. Mastery of teachers' tips to exploit the potentialities of AR in the classroom.

Methodology

The delivery method will be face-to-face to support better group discussion, practices and working in group activities, and the following methodological practices will be used:

1. Frontal lesson;
2. Brainstorming;
3. Learning by doing;
4. Working in groups;
5. Practical/Laboratory Tutorials.

At the end of the course, a final assessment will take place. It will last n.1 hour and consist of a multiple-choice test and a practical exercise on the topics addressed.

Learning Outcome

The participants will be expected to design and draw up a lesson plan to be used with their students, including all key elements.

Competences to be acquired

- Organisational and operational capacity;
- Organising and engaging learning situations;
- Ability to work in teams;
- Capacity to differentiate teaching methodology and learning devices;
- Problem-solving capacity.

Certification

The course will provide the participants with an attendance certificate including detailed information about the training, e.g. title, program, and schedule.

Besides, a Europass Mobility Certificate will be delivered on request.

Language

The course will be available in English, Italian and Russian.

Teaching Staff

Experts in multimedia didactic methodologies and pedagogical scenarios with more than ten years of experience in technology applied to teach and learning environments.

In addition, a tutor experienced in the classroom and online mentoring activities and teaching methodologies will support the learning activities.

Accommodation

These costs are not included in the course price. However, special offers are available on request.

Price: 480 euros per person (according to Erasmus+ rules – Programme Guide).

Annex 1 – Timetable

Course: *Project cycle management: from proposal design to the activities envisaged management*

Code: PCM-IT (in Italian), PCM-EN (in English)

Registration deadline	Start date	Close date
14/03/2023	17/04/2023	22/04/2023
12/05/2023	12/06/2023	17/06/2023
21/07/2023	21/08/2023	26/08/2023
23/09/2023	23/10/2023	28/10/2023
11/11/2023	11/12/2023	16/12/2023

Course: *Multimedia learning environment: how to use new technologies to strengthen teaching and learning processes*

Code: ADM-IT (in Italian), ADM-EN (in English)

Registration deadline	Start date	Close date
09/03/2023	20/03/2023	25/03/2023
30/06/2023	10/07/2023	15/07/2023
31/07/2023	07/08/2023	12/08/2023
31/10/2023	13/11/2023	18/11/2023
01/01/2024	22/01/2024	27/01/2024
01/03/2024	18/03/2024	23/03/2024
27/06/2024	08/07/2024	13/07/2024
15/07/2024	05/08/2024	10/08/2024
20/10/2024	11/11/2024	16/11/2024
31/12/2024	20/01/2025	25/01/2025
28/02/2025	17/03/2025	22/03/2025
20/06/2025	07/07/2025	12/07/2025
23/07/2025	04/08/2025	09/08/2025
19/10/2025	10/11/2025	15/11/2025
31/12/2025	26/01/2026	31/01/2026
01/03/2026	23/03/2026	28/03/2026
20/06/2026	13/07/2026	18/07/2026
15/07/2026	17/08/2026	22/08/2026
15/10/2026	16/11/2026	21/11/2026
20/12/2027	25/01/2027	30/01/2027
22/02/2027	22/03/2027	27/03/2027
12/06/2027	12/07/2027	17/07/2027
09/07/2027	09/08/2027	14/08/2027
15/10/2027	15/11/2027	20/11/2027

Course: *Theories and methods of school planning and evaluation*

Code: TMPV-IT (in Italian) e TMPV-EN (in English)

Registration deadline	Start date	Close date
30/06/2023	17/07/2023	22/07/2023
01/11/2023	20/11/2023	25/11/2023
20/01/2024	05/02/2024	10/02/2024
29/06/2024	15/07/2024	20/07/2024
01/11/2024	18/11/2024	23/11/2024
18/01/2025	03/02/2025	08/02/2025
28/06/2025	14/07/2025	19/07/2025
31/10/2025	17/11/2025	22/11/2025
24/01/2026	09/02/2026	14/02/2026
29/06/2026	20/07/2026	25/07/2026
01/11/2026	23/11/2026	28/11/2026
24/01/2027	08/02/2027	13/02/2027
28/06/2027	19/07/2027	24/07/2027
31/10/2027	22/11/2027	07/11/2027

Course: *Enhancing Student Learning through Research-Based Approach*

Code: RBA-IT (in Italian), RBA-EN (in English)

Registration deadline	Start date	Close date
24/06/2023	24/07/2023	29/07/2023
14/07/2023	14/08/2023	19/08/2023
06/10/2023	06/11/2023	11/11/2023
26/01/2024	26/02/2024	02/03/2024
22/06/2024	22/07/2024	27/07/2024
12/07/2024	12/08/2024	17/08/2024
04/10/2024	04/11/2024	09/11/2024
03/02/2025	03/03/2025	08/03/2025
21/06/2025	21/07/2025	26/07/2025
18/07/2025	18/08/2025	23/08/2025
03/10/2025	03/11/2025	08/11/2025
02/02/2026	02/03/2026	07/03/2026
27/06/2026	27/07/2026	01/08/2026
24/07/2026	24/08/2026	29/08/2026
09/10/2026	09/11/2026	14/11/2026
01/02/2027	01/03/2027	06/03/2027
26/06/2027	26/07/2027	31/07/2027
23/07/2027	23/08/2027	28/08/2027
08/10/2027	08/11/2027	13/11/2027

Course: *Promoting social inclusion and integration through an education based on learner-centred approaches to learning*

Code: PSIED-IT (in Italian), PSIED-EN (in English)

Registration deadline	Start date	Close date
19/05/2023	19/06/2023	24/06/2023
16/09/2023	16/10/2023	21/10/2023
27/10/2023	27/11/2023	02/12/2023
04/02/2024	04/03/2024	09/03/2024
17/05/2024	17/06/2024	22/06/2024
29/06/2024	29/07/2024	03/08/2024
14/09/2024	14/10/2024	19/10/2024
25/10/2024	25/11/2024	30/11/2024
10/02/2025	10/03/2025	15/03/2025
13/09/2025	13/10/2025	18/10/2025
16/05/2025	16/06/2025	21/06/2025
24/10/2025	24/11/2025	29/11/2025
09/02/2026	09/03/2026	14/03/2026
22/05/2026	22/06/2026	27/06/2026
19/09/2026	19/10/2026	24/10/2026
30/10/2026	30/11/2026	05/12/2026
08/02/2027	08/03/2027	13/03/2027
21/05/2027	21/06/2027	26/06/2027
18/09/2027	18/10/2027	23/10/2027
29/10/2027	29/11/2027	04/12/2027

Course: *EduRobot – Exploring, Creating and Constructing*

Code: ECC - EN (in English), ECC - IT (in Italian)

Registration deadline	Start date	Close date
12/05/2023	12/06/2023	17/06/2023
31/06/2023	31/07/2023	05/08/2023
23/09/2023	23/10/2023	28/10/2023
11/11/2023	11/12/2023	16/12/2023
10/05/2024	10/06/2024	15/06/2024
21/09/2024	21/10/2024	26/10/2024
09/11/2024	09/12/2024	14/12/2024
09/05/2025	09/06/2025	14/06/2025
28/06/2025	28/07/2025	02/08/2025
20/09/2025	20/10/2025	25/10/2025
15/11/2025	15/12/2025	20/12/2025
15/05/2026	15/06/2026	20/06/2026
03/07/2026	03/08/2026	08/08/2026

26/09/2026	26/10/2026	31/10/2026
14/11/2026	14/12/2026	19/12/2026
14/05/2027	14/06/2027	19/06/2027
02/07/2027	02/08/2027	07/08/2027
25/09/2027	25/10/2027	30/10/2027
13/11/2027	13/12/2027	18/12/2027

Course: *Engaging your students with Augmented Reality*

Code: AR-IT (in Italian), AR-EN (in English)

Registration deadline	Start date	Close date
24/03/2023	24/04/2023	29/04/2023
26/05/2023	26/06/2023	01/07/2023
31/06/2023	31/07/2023	05/08/2023
09/09/2023	09/10/2023	14/10/2023
05/01/2024	05/02/2024	10/02/2024
22/03/2024	22/04/2024	27/04/2024
24/05/2024	24/06/2024	29/06/2024
29/06/2024	29/07/2024	03/08/2024
07/09/2024	07/10/2024	12/10/2024
10/01/2025	10/02/2025	15/02/2025
21/03/2025	21/04/2025	26/04/2025
23/05/2025	23/06/2025	28/06/2025
28/06/2025	28/07/2025	02/08/2025
06/09/2025	06/10/2025	11/10/2025
09/01/2026	09/02/2026	14/02/2026
20/03/2026	20/04/2026	25/04/2026
29/05/2026	29/06/2026	04/07/2026
24/07/2026	24/08/2026	29/08/2026
12/09/2026	12/10/2026	17/10/2026
14/11/2026	14/12/2026	19/12/2026
08/01/2027	08/02/2027	13/02/2027
19/03/2027	19/04/2027	24/04/2027
28/05/2027	28/06/2027	03/07/2027
23/07/2027	23/08/2027	28/08/2027
11/09/2027	11/10/2027	16/10/2027
13/11/2027	13/12/2027	18/12/2027

Annex 2 – Application form

**European Training and Research Association
for a Cooperation Key to Business**

Viale Europa, n. 95
04019 - Terracina (LT) - Italy
C.F. 91143670593
P. IVA 02874490598

Attn: Training Division

I, the undersigned, hereby _____, Born in _____ Date _____,
Address _____ Town _____ State _____,
Document type _____ Number _____ Expire Date _____,
Telephone _____, Mobile _____, e-mail _____,
Profession _____

REQUEST

- To be enrolled to the course (title) _____
- Course Code _____ Start date expected _____
- Language _____
- To accept the general terms of the learning agreement attached.

Place and date _____

Signature _____

GENERAL TERMS OF LEARNING AGREEMENT

To enrol in the proposed courses, please, send the application form, duly completed and signed (in original), to e-mail info@eu-track.eu.

The number of participants for each course is fixed with a minimum of 5 to a maximum of 20. The date of arrival of the requests will determine the registration priority.

The enrolment will be complete only when *European Training and Research Association for a Cooperation Key to Business* (hereinafter in brief *EU-Track*) receive by e-mail the duly completed and signed application form and proof of payment of the total amount required through bank transfer addressed to:

European Training and Research Association for a Cooperation Key to Business

IBAN IT 93 0 02008 74161 000104230339

Code BIC Swift UNCRITM1539

UNCREDIT BANCA FILIALE DI TERRACINA

Via Roma, 04019 – Terracina (Italy)

EU-Track will issue the invoice after receiving payment according to the instructions described above.

TIMETABLE CHANGES

Once the course period has been agreed and full registrations have been made, the dates could not be changed. Only in case of course cancellation, due to force majeure, the application fee will be fully reimbursed.

IMPOSSIBILITY TO PARTICIPATE

If the user is unable to attend the course, the registration can be transferred to the next one (if expected) or to another new participant. In both cases, *EU-Track* will retain the paid full amount. The communication about the withdrawal and/or the change of the participant's name must be sent by e-mail (info@eu-track.eu) within 5 working days from the starting date of the training course.

The Court of Justice of Latina is competent to settle any disputes related to this agreement.

Place and date _____ Signature _____

Privacy policy

In compliance with the Italian Legislative Decree no. 196 dated 30/06/2003, we hereby notify you that the personal details and information you provide will be protected in accordance with the above-mentioned law. Such individual details and data will be processed for management and statistical purposes in accordance with the contractual obligations. Therefore, your data might be disclosed and disseminated only for the above purposes. Moreover, we inform you that, in relation to these processing operations, you will be able to exercise the rights under Art. 7 of D.L. n. 196 of 30/06/03. The holder of the personal data processing is the *European Training and Research Association for a Cooperation Key to business*. The undersigned hereby authorises the *European Training and Research Association for a Cooperation Key to business* as described in the notice.

AUTHORISE

Place and date _____ Signature _____