



Erasmus+ Learning Programme for Activities in Group Mobility of School Pupils

1. Information about the learning mobility

Field	School Education
Activity type:	Group Mobility of School Pupils
Mode:	Physical
Start date:	16 th March 2026
End date:	20 th March 2026
Participants' profile	A group of students, an average age of 13, will participate in a mobility project within the Erasmus Accreditation. They are secondary school students, 6 th , 7 th grade, who want to discover new ways of protecting the world, studying, and exploring the secrets of technologies, and developing their key communication skills in a foreign language, socialization, digital and awareness skills, and cultural expression.

1.1. Sending school

Organisation name:	Școala Gimnazială "Gheorghe Banea" Măcin
Address:	Macin town, Strada Florilor nr.30, Romania, post code: 825300

1.2. Hosting school

Organisation name:	International School of Rimini
Address:	Via Santa Chiara 40

2. Timetable

Timing	Activity/Session/Task
DAY 1: Connection & Digital Identity Objective: Group bonding and raising awareness about the environmental impact of technology.	- Morning: Ice-breaking games and presentations of partner schools using interactive tools (e.g., Mentimeter or Padlet). - Afternoon: Workshop: "Invisible Pollution". Discussions on the carbon footprint of the internet, data storage (Cloud), and email management. - Cultural Activity: Digital tour of the host city using a Treasure Hunt app (e.g., Actionbound or Goosechase). Student Tasks: 1. Create a "Digital Avatar" that represents your ecological values.



	2. Calculate your personal carbon footprint using an online calculator. 3. Complete a 10-stop GPS-based city quest in mixed-nationality teams.
DAY 2: Green Coding and Innovation Objective: Developing digital skills through eco-friendly technical solutions.	• Morning: Hands-on Workshop: "The Plant Guardian". Using Micro:bit or Arduino to code a smart moisture monitoring system for school gardens. • Afternoon: Visit to a local Tech Hub or a "Green IT" company to see circular economy solutions in action. • Evening: Intercultural Gastronomy Night – "Zero Waste Challenge" (students present traditional recipes focused on minimizing food waste). Student Tasks: 1. Assemble a circuit using a Micro:bit and a soil moisture sensor. 2. Write a block-based code (if/then logic) to trigger an alert when a plant is dry. 3. Interview a tech professional about "Green IT" practices.
DAY 3: NATURE CONSERVATION AND DIGITALIZATION	• "Digital Mapping and Environment" workshop: Ecosystem mapping using Google Earth and similar digital tools. • Workshop on designing sustainable products using recyclable materials. • Brainstorming session on "Green Entrepreneurship": Participants propose environmentally friendly digital projects. • Evening virtual reality (VR) nature exploration activity.
DAY 4: DIGITAL AND ECO-FRIENDLY APPROACHES IN EDUCATION	• Presentation and workshop on eco-friendly and digital education practices in schools. • "The Green School of the Future" digital design workshop: Participants design a sustainable school. • Creating an eco-friendly digital campaign: Social media content production, poster design, etc. • Expert talk on digitalization and sustainability.
DAY 5: PROJECT PRESENTATIONS AND CLOSING	• Students present their digital and eco-friendly projects in groups. • Certificate ceremony and evaluation surveys. • Closing event and farewell program. • Free time and cultural heritage exploration tour in the Czech Republic.

3. Learning programme

Activity 1: Introduction to Digitalization and the Environment



Learning methods:	Gamification (Treasure Hunt), Inquiry-based learning, Peer-to-peer introduction.
Learning outcomes:	Ability to work in international teams; Understanding the link between data usage and energy consumption; Navigational skills using digital maps.

Activity 2: Digital Carbon Footprint and Green Technologies

Learning methods:	Learning by doing (Hands-on), Computational thinking, Problem-solving.
Learning outcomes:	Basic proficiency in block-based programming; Understanding how IoT (Internet of Things) can save natural resources; Familiarity with "Green" career paths.

Activity 3: Digital Mapping and Environmental Awareness

Learning methods:	This activity will be conducted through an outdoor exploration followed by a hands-on digital mapping workshop. Participants will first take part in a nature walk to observe and document local ecosystems.
Learning outcomes:	By the end of this activity, participants will develop digital skills by using mapping technologies, enhance their environmental awareness, and learn to analyze and interpret ecological data.

Activity 4: Designing the Future Green School

Learning methods:	This activity will be organized as a creative design workshop, where participants will work in teams to conceptualize and design a sustainable, eco-friendly school using digital tools and 3D modeling software. The session will start with a presentation on sustainable education spaces, followed by brainstorming sessions to discuss energy efficiency, water conservation, and digital learning integration.
Learning outcomes:	By the end of this activity, participants will gain design thinking skills, understand the principles of sustainable school architecture, and learn how digital tools can be used to promote eco-friendly initiatives. They will also develop teamwork, problem-solving, and digital communication skills by working collaboratively on their projects.

4. Accompanying persons

The following person(s), teachers or other authorized persons from the sending school, will accompany the participants and guide the learning activities, for the entire duration of the activity:

Full name:	OPRESCU NARCIS-DORU
Position or qualification:	HEADMASTER
Email:	narcis.oprescu@yahoo.com
Phone number(s):	+40 728 296 755



Erasmus+ learning programme for group activities

Mobility ID:

Project code: **2025-1-RO01-KA121-SCH-000314224**

Responsibilities:	Accompanying person
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Full name:	GHEORGHE LILIANA
Position or qualification:	TEACHER
Email:	lilygheorghe@yahoo.com
Phone number(s):	+40 747 553 430
Responsibilities:	Accompanying person

5. Signatures

The signatories confirm that the information in this document is correct and complete.

For sending school	
Full name:	OPRESCU NARCIS-DORU
Position:	HEADMASTER
Date and place:	
Signature:	

For hosting school	
Full name:	Jakup Pour
Position:	Director
Date and place:	
Signature:	



Participants list

Participants

#	Full name	Sending School
1	CIREAȘE IRINA	"Gheorghe Banea" Secondary School
2	DĂNILĂ DAVID ANDREI	"Gheorghe Banea" Secondary School
3	DIACU ANTONIA CRISTINA	"Gheorghe Banea" Secondary School
4	DIMA ȘTEFANIA IRINA	"Gheorghe Banea" Secondary School
5	EVDUH DRAGOȘ IOAN	"Gheorghe Banea" Secondary School
6	OGLAN ANA MARIA	"Gheorghe Banea" Secondary School
7	POPESCU EVELYNA IOANA	"Gheorghe Banea" Secondary School
8	SUCIU RUXANDRA IOANA	"Gheorghe Banea" Secondary School

Accompanying persons

#	Full name	Sending School
1	GHEORGHE LILIANA	"Gheorghe Banea" Secondary School
2	OPRESCU NARCIS-DORU	"Gheorghe Banea" Secondary School

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Full name:	Jakup POUR
Position:	Director
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Signature:	