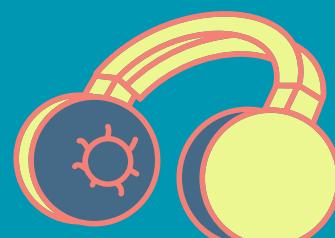


INVITATION TEACHER TRAINING IN DIGITAL INNOVATION

✓ DIGITAL
✓ INNOVATIVE
✓ USER-ORIENTATION

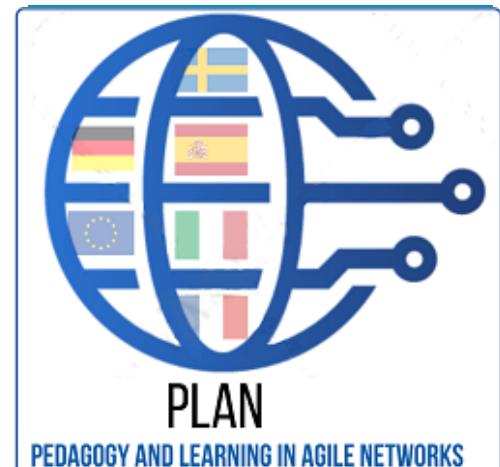


P.L.A.N.

PROJECT
MEETING
06-NOV-07. NOV
2024
MADRID

DISSIMINATION & IMPLEMENTATION

1. Follow Up of our Scrum Experience
2. Implementation and Dissemination
3. Follow Up-Project



1. SCRUM FOLLOW-UP



- **Warm-Up**
- **Discussion:** Successes and challenges in integrating Scrum in school
- **Material Box Creation:** Reviewing our results in a **Scrum Review Meeting**
- **Best Practices & Future Development:** Identifying effective learning and teaching materials from our Scrum experience for further development or ready for use for publication and implementation in our school and network

4. FOLLOW UP PROJECT

Developing a PLAN Follow-Up project Idea

- **Gap Analysis:** Where do we stand, where we want to be in the future.
- **Golden Circle:** Why and how we want to do it. What should be the outcome.
- **Identifying opportunities & Challenges,** Make a P.L.A.N.

AGENDA

MAIN TOPIC. SHARING OUR RESULTS: IMPLEMENTATION AND DISSEMINATION POSSIBILITIES OF OUR PROJECT RESULTS IN SCHOOL AND OUR NETWORK,
+ SCRUM & NEW PROJECT IDEA

2. DISSEMINATION & IMPLEMENTATION

Theory & Experiences

Implementation and Dissemination: Key concepts for school development and digital transformation, especially in Erasmus+ projects.



1. Progress Review:

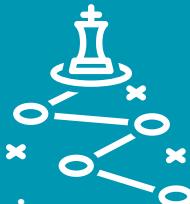
- Current content on homepage and Instagram.
- Ideas for new content and improvements
- **Gallery walk and group puzzle**

1. Sharing Experiences:

- Opportunities and challenges in sharing P.L.A.N. results in schools
- **Sailboat**
- New ideas for sharing project results in school
- **Building a Portfolio**

3. DISSEMINATION & IMPLEMENTATION

Develop a strategy



Podium discussion:

P.L.A.N. ready for implementation?
Innovations and challenges in everyday school life

Hands-On Formats:

- Micro workshops, training units, platforms, working groups
- **international Teams**

Strategy Development

- Creating a concrete plan for dissemination and implementation in schools, evaluating with an **impact/effort matrix**, and extending to the network.
- **National Teams**

BUSINESS GAME SCHEDULE



Co-funded by
the European Union

03. DEC 2024

Arriving, Orientation,
Registration 8:45



09:00 - 10:00:

Welcoming, Introduction

10:00 - 12.00:

Animation
Get to Know Each Other

12:00 - 13:00

Animation
Language Games

13:00 - 14:15

Team Building and Roles
school Tour in Teams

14:15 - 15:00

Lunch Time

15:00 - 16:30

Create a Product Idea - Why Circle
Marketing Strategy - Part 1

15:00 - 16:30

Check on your target customer
Create a digital Market Survey

15:00 - 16:30

Check on your target customer
Create a digital Market Survey

FUN TIME

04. DEC 2024

Arriving, Networking,
Registration 8:45



09:00 - 10:00:

Welcoming, Start in the day

10:00 - 12.00:

Animation
Mimes

12:00 - 13:00

What did your customer want?
Market Analysis

13:00 - 14:15

Create a product to meet
customer needs - visualize
Define your product

14:15 - 15:00

Lunch Time

15:00 - 16:30

Test your Product idea in the team
Presentation

15:00 - 16:30

Where to sell it at what price?
Marketing Strategy - Part 2 + 3

FUN TIME

BUSINESS GAME SCHEDULE



Co-funded by
the European Union

05. DEC 2024

Arriving, Orientation,
Registration 8:45



09:00 - 10:00:

Welcoming, Introduction

10:00 - 12.00:

Animation
Team Games

12:00 - 13:00

Animation
Language Games

13:00 - 14:15

Ideas to promote your Product
Marketing Strategy Part 4a

14:15 - 15:00

Lunch Time

15:00 - 16:30

Create a Advertisement
Marketing Strategy - Part 4b

15:00 - 16:30

Check on your target customer
Create a digital Market Survey

15:00 - 16:30

Check on your target customer
Create a digital Market Survey

FUN TIME

04. DEC 2024

Arriving, Networking,
Registration 8:45



09:00 - 10:00:

Welcoming, Start in the day

10:00 - 12.00:

Animation
Mimes

12:00 - 13:00

What did your customer want?
Market Analysis

13:00 - 14:15

Create a product to meet
customer needs - visualize
Define your product

14:15 - 15:00

Lunch Time

15:00 - 16:30

Test your Product idea in the team
Presentation

15:00 - 16:30

Where to sell it at what price?
Marketing Strategy - Part 2 + 3

FUN TIME



Co-funded by
the European Union

SCHEDULE

06. NOV 2024

Arriving, Orientation,
Registration 8:45



07. NOV 2024

Arriving, Networking,
Registration 8:45



09:00 - 10:00:

**Welcoming, Introduction,
School Tour, Coffee**

10:00 - 12.00:

Scrum Experiences
Scrum Review Material Box

12:00 - 13:00

Lunch Break

13:00 - 14:15

Dissemination & Implementation:
**Check the Website &
Instagram,**

14:15 - 15:00

Dissemination & Implementation
Experience Exchange

15:00 - 16:30

Dissemination & Implementation
Building a Portfolio, Coffee

09:00 - 09:15

Opening Session

09:15 - 09:45

Dissemination & Implementation
Podium Discussion

09:45 - 12:00

Dissemination & Implementation
Developing Prototypes, Coffee

12:00 - 13:00

Lunch Break

13:00 - 14:00

Dissemination & Implementation
Creating a strategy

14:00 - 15:45

Future Lab: Creating a
**Follow-Up Project idea,
Coffee**

15:45 - 16:30

Evaluation and Event Closure