KA1 COURSES

Greece – Levadia
Diefthinsi Defterovathmias Ekpaidefsis Viotias

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Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	**Sustainability and Education**
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	25
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers or /and ● Secondary teachers ● Pupils
Summary of the activity	Sustainability and Education course explores the principles and practices of sustainable education and their importance for promoting environmental sustainability and social equity. The course covers a range of topics, including environmental education, sustainable development, sustainable agriculture, waste reduction and management, energy and climate change, biodiversity and conservation, sustainable consumption, health and wellbeing, outdoor education and social justice. The course highlights the challenges facing sustainable education and the importance of taking action at the individual, community, and organizational levels. It also examines the role of sustainability leadership in promoting sustainable education practices and empowering individuals and communities to become

	sustainability leaders.
	The course is designed to provide teachers and pupils with a foundation for understanding the basic principles and practices of sustainable education and their role in creating a more sustainable future.
Objectives, skills & competencies	. to introduce the concept of sustainability
	. to understand the impacts of human activity on the environment.
	. to introduce the basic concepts of the relationship between the energy consumption and climate change
	. to highlight the importance of food security and food sovereignty in sustainable agriculture
	. to explain the challenges facing sustainable consumption, including the culture of consumerism
	. to focus on the concept of the circular economy for waste reduction
	. to promote social justice focusing on community-based approaches and policy change.
	. to underline the major challenges facing sustainable education, including limited resources, political and cultural resistance, and the need for interdisciplinary approaches to sustainable education.
	. to examine the role of educators, policymakers, and other stakeholders in creating a sustainable learning environment
	. to explores the ways in which sustainable development can be incorporated into the curriculum
	. to empower participants to become sustainability leaders with practical sustainable actions and approaches.
	. to explore about the outdoor education strategy

	. to improve health and wellbeing
Schedule - brief description	Sunday Evening: Arrival at Levadia
	Day 1: Monday - Get to know each other and the place, Ice-breaking games/Course explanation and expectations
	Training: Concepts of sustainability, 17SDGs, Sustainability and education. Impacts of human activity on the environment, relationship between the energy consumption and climate change.
	Evening: Group farewell dinner
	Day 2: Tuesday
	Training: Circular economy, sustainable consumption, food sovereignty, sustainable agriculture. Sustainable education, creating sustainable learning environments.
	Evening: Free
	Day 3: Wednesday
	Training: The important role of Green parks in a city
	Outdoor activity: The aim of this activity is to understand the effect of green parks in environment of a city. The participants will collect measurements from environment (temperature-humidity) by walk around the city and will discuss methods to improve the climate of ambient environment in the city.
	Evening: Free
	Day 4: Thursday

	Training: Who will win a boats race using the 3th Law of Newton?
	Outdoor activity: The aim of this activity is to understand the 3th low of Newton. The participants (separated in teams) will construct a boat which will be moved under the 3th law of Newton. The teams will compare their constructions in a boat race in a river!
	Evening: Free
	Day 5: Friday
	Training: Health and Wellbeing
	Thinking mind and body feeling, mindful and stress management, the road map to wellness and happiness.
	Evening: Free
	Saturday - Departure
Cost breakdown	- Course = 400 € - meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	**Educational robotics and STEAM technologies (beginners - advanced)**
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	22
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers ● Secondary teachers
Summary of the activity	*The program is a mix of training courses and seminars with subject specialists.* *A higher educational institution will be the receiving organization and provide the training in Levadia.* *The emphasis is on practical workshops to support development of skills for teaching and training in STEAM subjects, ARDUINO platform, Raspberry Pi, MICRO:BIT python, labview, Lego, Scratch game design, using provided hardware and software. On-site training will take 3 days.* *Visits in local Robotics/STEAM center.* *Trainees will learn how to* *1. use little Bits for curriculum-tied projects in order to solve real-world problems, starting with simple circuit projects and building upon them each year.*

2.   *keep a journal while solving problems, brainstorm ideas, prototype them, test them, redesign them and make them better*

3.   *manage a Makerspace at school*

4.   *blend ART with STEM subjects in order to prepare students for their roles as global citizens*

According to our education program there are two level of training:

BASIC LEVEL

ADVANCED LEVEL

BASIC LEVEL (for beginners)

On basic level the participants will understand the computational thinking and the epistemology of STEAM. Participants will learn how to create a didactic scenario involves artifacts, Arduino platform, Micro:bit platform, Edison robot, lego wedo, electronic components, sensors and actuators. They will use design software to create 3D artifacts for their STEAM applications. They will handle all the above components and devices to create simple application under specific didactic scenarios. They will learn to programming using blocks!

Topics of BASIC STEAM SCENARIOS: Participants will learn to programming Arduino and Micro:bit, Edison robot, lego, under fantastic scenarios! Based on interesting of participants and the specialization of teachers, participants involves to specific scenario.

Help a Robot to escape from a maze

Using open hardware and open software learners will develops a robot using sensors to Obstacle

Avoid. After the construction will be a competition in a maze! The competition involves class subject of: Mats, Physics, Geometry. Architecture, Technology. All in a didactic scenario! Who will escape from the maze!

A scenario based on the experience and the interest of the participants will be implemented:

Robotics in Theatre

Participants will study and develops robotics scenes from ancient Greek mythology. They bring alive the myth of Hercules and Jason with Argo. In this activity the participants learn how to involve education robotics in ART!

Mission to Mars

Under a rescue scenario, learners will save the life of astronauts after a disaster in their station. They develop a robot machine to transfer the astronauts to safe place into the station. The scenario involves different class subjects: Math, Physics, Geometry. Astronomy, Technology, ICT! All in a didactic scenario!

Catch the thief in Louvre museum.

Louvre museum is a magic place for teachers to teach art to students. In this scenario, participants will program the arduino platform to catch a thief who try to steal a famous painting art! In this activity the participants learn how to involve education robotics in ART!

UNPLAGGED STEAM activities

Participants will develop STEAM activities without programming! UNPLGGED STEAM help K6 students to understood physical phenomena and understood the real world! The UNPLGGED STEAM activities have with positive effect and help students with attention-deficit hyperactivity

disorder (ADHD) to learn themselves to concentration in their works!

ADVANCE LEVEL (for experts)

The scope of advance level is to involve the participants to advance programming. They will involve in real problems and they will try to find the best solution! In advance level the participant will learn

- ✓ *LabVIEW programming for ARDUINO and Raspberry Pi platform*
- ✓ *Python programming for MICRO:BIT and Raspberry Pi platform*
- ✓ *App inventor programming for Bluetooth applications*

Participant will use ARDUINO platform MICRO:BIT and RASPBERRY Pi as open hardware to develop their application!

About Labview: LabVIEW is a visual programming language: it is a system-design platform and development environment that was aimed at enabling all forms of system to be developed. LabVIEW object-oriented programming uses concepts from other object-oriented programming languages such as C++ and Java, including class structure, encapsulation, and inheritance. You can use these concepts to create code that is easier to maintain and modify without affecting other sections of code within the application.

CERN using the LabVIEW object-oriented programming!!! : Measuring and controlling, in real time, the position of bulk components to

absorb energetic particles out of the nominal beam core with high reliability and accuracy at the world's most powerful particle accelerator, the Large Hadron Collider (LHC).

It will be α challenge to learn this programming language!

Topics of ADVANCE STEAM SCENARIO:
Participants will learn to programming Labview and python, under fantastic scenarios!

Smart home

Participants will create the smart home of their dreams! Using protocols like Wi-Fi or Bluetooth they develop application to control their devices in their smart house. Participants under activities will understood the philosophy of Internet of thinks.

Automation in greenhouse

Participants will create automations for hydroponic agricultural in a greenhouse. Participants will learn how to measure and control environment magnitudes. Using Arduino platform as hardware, Labview code will control all the process in the greenhouse in real time!

Robotic application using LabVIEW

Participant will create a 4 DOF robotic arm and will learn to program the robotic arm using LabVIEW code. The scope of activities is to introduction the participants to understudy the core of learning machines.

Educational Robotics using Raspberry Pi platform

Participants using python programming and raspberry pi platform will control their own robot. The target of this activity is to handle the

	libraries of python to develop funny applications for students using the Raspberry Pi platform!
Objectives, skills & competencies	Content and pedagogical skills to deliver the content: ✓ Development of a scaffolded set of STEAM activities that can be integrated into the curriculum ✓ Training in educational robotics, STEM technologies ✓ Hands-on approach to the study of science, technology, engineering and math ✓ Engineering competencies (design, iteration, prototype development, design reviews, project planning…) ✓ Coding, programming and computational thinking/ Writing code for educational purposes ✓ Data-logging and scientific methods ✓ Contextualized mathematics ✓ Making the study of math and science more visual and creative ✓ Art and design ✓ Making artifacts ✓ Development of 21st century skill sets in students (teamwork, cooperation and collaboration, time management, resource allocation, etc.) ✓ Pedagogical training in how to integrate STEAM into existing or renewed practices/The role of teachers (facilitators, guiding investigations and encouraging discussion) ✓ Assessment and evaluation activities to measure what students are learning ✓ Educating the community about STEAM
Schedule - brief description	**Accommodation** Levadia: hotel in the city centre (6 nights) **Sunday Evening:** Arrive in Levadia

	Monday–Get to know each other and the place /Icebreaking games/Course Expectations
	Training: Science Focus
	AM: STEAM-- An overview
	PM: Practical Science activities for the primary/secondary classroom
	Evening: Group farewell dinner
	Tuesday– Training: Technology Focus
	AM: Digital Competency
	PM: Practical Technology activities for the primary/secondary classroom
	Evening: Free
	Wednesday– Robotics center visit
	The day will be spent observing STEAM lessons and meeting with teachers
	Evening: Free
	Thursday: Job shadowing
	Friday: Job shadowing/Robotics in special needs education - A visit to a school.
	At the end of every day we will reflect on what have we done during the sessions, what was the purpose and how can the participants use this back home.
	All five days of the programme will be held in the premises of
	-ASPAITE – a higher institution, and the
	-Robotics Center in Levadia.
	Saturday Departure

Cost breakdown	- Course = 400 € - meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	Stress management and Burnout
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	20
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers or /and ● Secondary teachers ● Pupils
Summary of the activity	The course is based on an energy approach which delivers tangible effects into and out of the class. Participants will - develop stress management strategies - increase their self-confidence, vitality to be strongly committed to class teaching. - strengthen their relationship with students - understand their own emotions and body better - enhance clarity and focus - experience more enjoyment in everyday life - communicate more effectively with students - be helped to build community

Objectives, skills & competencies	Content and pedagogical skills to deliver the content: **Skills for better life** • They learn to approach and make use of the inner forces we all have for peace, knowledge, change and growth while at the same time beginning to experience more enjoyment in everyday life. • Set up a positive learning environment • Increase their self-confidence and concentration. • Slow down when they need to • Anger and emotional crisis management • Training in how to integrate WELLNESS into existing or renewed practices/The role of teachers (facilitators, guiding investigations and encouraging discussion) • Assessment and evaluation activities to measure what students are learning
Schedule - brief description	**Accomodation** Levadia: hotel in the city centre (5 nights) **Sunday Evening**: Arrive Levadia **Monday–**Get to know each other and the place Ice-breaking games Training: Thinking mind and body feeling AM: Stress management-- An overview PM: Practical activities for the primary/secondary classroom Evening: Group farewell dinner

	Tuesday– Training: The energy flow as an antidote to stress
	AM: Transforming body feeling to energy feeling of Wellness and happiness
	PM: Practical activities for the primary/secondary classroom
	Evening: Free
	Wednesday– The complete hexagram of energy flow
	The day will be spent observing stress management lessons and meeting with CFQ group of Livadia (they are specialized in deep relaxation techniques). Evening: Free
	Thursday-Blend education with mindful and stress management subjects
	AM: Concentration vs Presence, how the brain works
	PM: Practical activities for the Presence achievement.
	Friday - build community
	AM: School – family – community approach of well being
	PM: Practical activities for stress management sprending on community
	At the end of every day we will reflect on what have we done during the sessions, what was the purpose and how can the participants use this back home.
	All five days of the programme will be held in the premises of 9th primary school in Levadia.
	Saturday Depart
Any further details about the activity	The NGO "Union of the Art of Wellness and Happiness" will be the receiving organization and provide the training in Levadia.
Cost breakdown	● Course = 400 €

	• meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	Digital Competence for all – DC4A
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	12
Maximum number of places	22
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers or /and ● Secondary teachers ● Pupils
Summary of the activity	**Definition:** Digital competencies involve the "confident, critical and responsible use of, and engagement with, digital technologies for learning, at work, and for participation in society. It is defined as a combination of knowledge, skills and attitudes." (Council Recommendation on Key Competences for Life- long Learning, 2018). **Aim:** This course is designed for education staff and other professionals. Practical for all. The aim is to improve knowledge and understanding the purpose of Digital competencies for European citizen of 21 century. Especially for education staff the course provides best practice how to pass these Knowledge, Attitude and Skills to their students.

	Methodology: The course methodology encourages collaboration, actions, sharing of good practice and reflection of the participants for each pillar of the DigComp 2.0
Objectives, skills & competencies	During the week we will aim to develop knowledge and understanding of approaches, increase our digital competence following the 5 pillars of the complete DigComp 2.0 framework (Vuorikari, R., Kluzer, S. and Punie, Y., DigComp 2.2: The Digital Competence Framework for Citizens - With new examples of knowledge, skills and attitudes, EUR 31006 EN, Publications Office of the European Union, Luxembourg, 2022, ISBN 978-92-76-48883-5, doi:10.2760/490274, JRC128415). The fine pillars were the participants will be involved follow the official above paper are; 1. **Information and data literacy** 2. **Communication and collaboration** 3. **Digital content creation** 4. **Safety** 5. **Problem solving**
Schedule - brief description	Day 1 Arrival • **Information and data literacy.** The participants will be involved in scenarios (using ICT technologies) to search for information, to store, to manage, and organize digital data, to developa digital content for the DAY2, etc. Evening: Group farewell dinner Day 2 • **Communication and collaboration.** The participants will be involved in scenarios (using ICT technologies) to share through digital technologies, all the information from the DAY 1. They adapt communication strategies for a

	specific audience, to be aware of diversity in digital environments, etc.
	
	Evening: Free
	
	Day 3
	  • **Digital content creation.** The participants will be involved in scenarios (using ICT technologies) to edit the digital product of Day 2 in different formats using simple programming. They understand how copyright and licences apply to data, etc.
	
	Evening: Free
	
	Day 4
	  • **Safety** The participants will be involved in scenarios (using ICT technologies) to protect devices and digital content from threads and virus attacks.
	
	Evening: Free
	
	Day 5
	  • **Problem solving.** The participants will be involved in scenarios (using ICT technologies) to solve simple technical problems those needs digital competences.
	  • Evaluation
	  • Certificates

Any further details about the activity	
Cost breakdown	• Course = 400 € • meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	Hellenic Civilization
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	30
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers or /and ● Secondary teachers ● Pupils
Summary of the activity	The **culture of Greece** has evolved over thousands of years, beginning in Minoan and later in Mycenaean Greece, continuing most notably into Classical Greece, through the influence of the Roman Empire and its successor the Byzantine Empire. Other cultures and states such as the Frankish states, the Ottoman Empire, the Venetian Republic and Bavarian and Danish monarchies have also left their influence on modern Greek culture, because the country has been influenced by its location between the East and West, but historians credit the Greek War of Independence with revitalizing Greece and giving birth to a single entity of its multi-faceted culture. Greece is widely considered to be the cradle of Western culture and democracy. Modern democracies owe a

	debt to Greek beliefs in government by the people, trial by jury, and equality under the law. The ancient Greeks pioneered in many fields that rely on systematic thought, including biology, geometry, history, philosophy, and physics. They introduced such important literary forms as epic and lyric poetry, history, tragedy, and comedy. In their pursuit of order and proportion, the Greeks created an ideal of beauty that strongly influenced Western art.

Tradition, music, language, food, theatre and literature are the major composites of the culture in Greece and constitute the base for those who wish to take part in this course. |
| **Objectives, skills & competencies** | Content and pedagogical skills to deliver the content:

• classical civilization qualifications and reorganization of their excellence as intellectual preparation for adult life and school community.
• Experience the idea of democracy in everyday life.
• Ancient Greeks were the first who established the ideas of rights and responsibilities, through this project
• participants can connect these ideas with the corresponding ones of their own country and develop good
• practices for school life.
• Recognize the importance of family life and sincere relationships.
• The inspired past of Greece can help them look forward.
• Knowledge of arts, drama and philosophy.
• The modern way of living in Greece, which includes religion and tradition, is tightly connected with living in nature and the open air. The participants can develop sensitivity about |

	environment and be aware of alternative approach of nature. They can also develop their sense of belonging to a community. • Obtain knowledge and develop skills to understand the meaning of well-being in everyday life. • project participants can develop activities connected with drama, dramatization, role-playing, creative writing, which can be intergraded in the curriculum.
Schedule - brief description	**Accommodation** Levadia: hotel in the city centre (6 nights) **Sunday Evening**: Arrive Levadia **Monday–**Get to know each other and the place Ice-breaking games Training: Democracy and Citizenship: Then and Now, Evening: Group farewell dinner **Tuesday**– Training: Drama and theatre Evening: Free **Wednesday**– The evolution of Modern Greek language and literature, Evening: Group farewell dinner **Thursday-** Greek diet/food - Music from antiquity to today **Friday -** Tradition: Traditional shadow theatre, Social and economic impact of festivals and holidays, Cultural Elements of Life in Greek villages and towns. Evening: Group farewell dinner

	At the end of every day we will reflect on what have we done during the sessions, what was the purpose and how can the participants use this back home. All five days of the programme will be held in the premises of 3nd Secondary school in Levadia. **Saturday** Departure
Cost breakdown	- Course = 400 € - meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	Ancient Drama
Dates of the course	The whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	30
Type of course	● Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	● Primary teachers or /and ● Secondary teachers ● Pupils
Summary of the activity	The ancient Greeks not only pioneered in many fields that rely on systematic thought but they also introduced such important literary forms as epic and lyric poetry, history, tragedy, and comedy. In their pursuit of order and proportion, the Greeks created an ideal of beauty that strongly influenced Western art. Greece is widely considered to be the cradle of Western culture and especially theater. The ancient drama was not only a medium for entertainment, but also a serious way of learning, an integral part of ancient Greek culture and fundamental to the development of city-state. This project will engage with different types of evidence to examine how the ancient Greeks recorded and presented key themes of their culture through the medium of dramatic performance. Theoretical knowledge and practical workshops will

	enable participants to identify the way in which the

Greeks used drama as a link between art and contemporary social, political, religious and historical ideas.

For ancient Greeks Drama was a part of education, therefore the project can enrich teacher's personal and professional lives. |
| **Objectives, skills & competencies** | Objectives:

- Introduction to ancient drama and its philosophy. Sophocles, focusing on Antigone and Oedipus.

  - Workshop on Antigone. ''Stasimon'': finding out the role of chorus, directing a stasimon.

  - Utterance of speech, speech training, training on breath by the diaphragm.

  - Using these techniques in the classroom.

  - Affection of ancient drama today. The case of Frederico Garcia Lorca (or other author according to the tradition of the participants).

  - Exploring gender roles. Comedy.

  - Arranging a performance, collecting staff in situ.

Pedagogical skills:

  - The project involves teamwork and individual expression encouraging communication abilities.

  - Partners learn to overcome stage fright and develop self – confidence.

  - They learn to think outside the box and develop characters; in this way their creativity and problem – solving skills are being developed.

  - Participants can also develop critical thinking, memorization, public speaking skills.

  - Collaboration, since it is obvious that creating a |

	performance is based on teamwork.
	• They learn to explore different cultures, historical periods, social circumstances, the importance of freedom in expression of ideas.
	• They develop their body abilities, body language, facial expressions, effectively use them in classroom.
	• Individuals develop empathy and emotional intelligence, both in themselves and in their students as well.
	• Ancient drama allows us to stare in the abyss of human soul. Participants either as actors or as audience can experience Catharsis and relief and be guided to personal growth.

Schedule - brief description	Accommodation
	Levadia: hotel in the town. (6 nights)
	Sunday Evening: Arrive Levadia
	Monday–Get to know each other. Introduction to ancient Drama, information about ancient theater. Sophocles, Antigone and Oedipus.
	Evening: Dinner
	Tuesday– Cultural visit to Delphi.
	Afternoon: A guide in Levadia
	Training: Affection of Ancient Drama today, case study.
	Evening: Dinner
	Wednesday– Workshop on Antigone. Utterance of speech, speech training, training on breath by the diaphragm.
	Using these technics in the classroom. Creative expression.
	Evening: Dinner
	Thursday- The Heroes: Gender roles in ancient drama. Architecture, ancient theaters.
	Cultural visit to the Golf of Antikyra, sea food dinner
	Friday – Creating a performance, collecting staff in situ. Certificate ceremony
	Evening: Fare well dinner
	At the end of every day we will reflect on what have we done during the sessions, what was the purpose and how can the participants use this back home.
	All five days of the program will be held in the premises of the Viotia's Secondary Education Administration. Workshop will be held in proper romm with the necessary equipment.
	Saturday - Departure

Cost breakdown	- Course = 400 € - Meals, accommodation and cultural visits upon request
If any other costs, please detail below:	

Name of the course	SPECIAL EDUCATION The ultimate autism toolbox for teachers: TEACCH & ABA 5-day training course.
Dates of the course	the whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	20
Type of course	Mix of Training Course and Job shadowing
If mixed, what is the balance between the activities?	80% course - 20% school visits
The target group is...	Special needs teachers and paraprofessionals - All levels
Summary of the activity	The course is designed to provide SEN teachers with a strong theoretical foundation for understanding the principles and practices of the TEACCH method and ABA approach. However, the main focus is on the practical side of educating students on the Spectrum: *What to teach - Why to teach - How to teach.* Participants will and empower their professional development by having the opportunity to learn from a TEACCH UNC certified practitioner & ABA specialist, step by step, how to create a structured learning environment as well as how to implement effective strategies for behavioural change in their classroom.
Objectives, skills & competencies	• To gain deeper understanding and knowledge on autistic students' learning needs. • To inform teachers and paraprofessionals about ways in which they might engage in meaningful learning in

	order to improve outcomes for children and young people with autism. • To give practical strategies on how to address all kinds of behaviours. • To provide step by step instruction on how to set a structured learning environment. • To give ideas on how to create teaching materials and resources straight from the classroom. • To provide participants with the opportunity to visit a structured SEND school and see up close the teaching classrooms, gardening, cooking and arts workshops. • To attend a hands-on lesson that uses innovative tools and strategies. • To dive into a SNOEZELEN sensory room and learn how this room impacts on autistic students' behaviour and learning.
Schedule - brief description	**Day 1** The TEACCH approach: Principles & strategies: • Understanding autism • Learning styles in autism • Structured teaching • Work systems & schedules • Visual supports • Support transitions • Reflective activities/ workshop **Day 2** Addressing behavior in the school setting according to ABA principles: • The basics of Applied Behaviour Analysis (ABA) • Functions of behaviour • Shaping behaviours • Addressing challenging behavior – behaviour intervention plans

- How Sensory impacts learning – coping strategies
- Interventions for escape/ eloping behavior
- How to increase motivation for learning
- How to use reinforcement instead of bribery
- How to increase student engagement
- How to use token economy
- Reflective activities/ workshop

Day 3 Communication in autism:
- Language in autism
- How to create motivation to communicate
- How to increase verbal behavior
- How to initiate and maintain conversation
- Strategies to address communication challenges
- All behaviour is communication
- Alternative ways of communication in autism (PECS, MAKATON & other visuals)
- Reflective activities

Day 4 Assessment and intervention planning:
- Functional skills assessment
- What to teach and how to teach
- How to assess and give instructions in individualized & in group teaching
- How to promote independent learning
- How to teach literacy and numeracy skills
- How to teach ICT skills
- How to teach life skills
- How to teach social skills
- How to teach leisure skills
- How to track progress

	• Reflective activities/ workshop **Day 5** Hands-on classroom / job shadowing (SEN school visit)**:** • Teaching in classroom in group and individually • Dive into the Snoezelen sensory room • Final reflections
Cost breakdown	● Course = 400 € ● meals, accommodation and cultural visitsupon request
If any other costs, please detail below:	

Diefthinsi Defterovathmias Ekpaidefsis Viotias	
Name of the course	Team Management and team building
Dates of the course	The whole year
Duration of the course	Depends on the requests
Minimum number of places	10
Maximum number of places	30
Type of course	● Training Course
If mixed, what is the balance between the activities?	100% course
The target group is...	● Primary teachers/headteachers or /and ● Secondary teachers/headteachers ● Administrative staff
Summary of the activity	The "Team Management and team building" program aims to equip participants with comprehensive skills and strategies for both effectively managing and building exceptional teams. Participants will have a deeper understanding of the importance of team building in organizations and will learn about roles and responsibilities within a team, stages of team development, communication and collaboration techniques and conflict resolution strategies. It combines theoretical learning with practical applications through workshops, interactive sessions, and team-building activities. Participants will engage in workshops covering topics such as leadership, communication, conflict resolution, performance evaluation, and feedback. These sessions will be complemented by team-building activities designed to enhance trust, collaboration, problem-solving, and creativity within teams. The program will

	culminate in a series of reflective exercises to consolidate learning and action planning for implementing strategies in real-world settings.
Objectives, skills & competencies	Objectives: • Develop a profound understanding of team management principles and practices. • Enhance leadership skills to effectively guide and inspire teams towards achieving organizational goals. • Master strategies for delegation, time management, and resource allocation within teams. • Acquire techniques for performance evaluation and providing constructive feedback to foster continuous improvement. • Foster a positive team culture through trust-building and collaboration exercises. • Strengthen problem-solving and decision-making abilities through interactive group activities. • Cultivate an environment of creativity and innovation to drive team success and adaptability. Skills: • Communication skills: effective communication based on listening and inspiring the members of the team. • Team building: understanding and recognizing the diversity of the members of a team, promoting the

	members according to their qualifications. • Time management: efficient use of time, delegating responsibilities. • Adaptability: each one can choose a style and facilitate flexibility, challenges in changing circumstances. • Innovation, creativity: combined with adaptability can encourage new ideas and solutions. • Networking: opportunities for networking and building connections with other professionals in similar roles or organizations. • Emotional intelligence: self-awareness, empathy and social skills are necessary for effective development of emotions. It can lead to higher levels of job satisfaction and morale among team members.

Schedule - brief description	Accommodation
	Levadia: hotel in the town. (6 nights) **Sunday Evening**: Arrive Levadia **Monday**–Get to know each other. Introduction to Team Management. Welcome and program overview. Ice-breaking activities to encourage participant interaction. Workshop: Fundamentals of team management and leadership. Team formation exercises. Evening: Dinner **Tuesday** – Team building tools. What is a team, Let's team up. Mapping out our teams: Team canvas. The leader and the ideal team player. Diagnosing and Addressing problems. Workshop: Team building exercises to promote the growth of trust between team members. Interactive case studies and role-playing scenarios. Evening: Dinner **Wednesday**– Cultural visit to Delphi. Strategies for Team Building. Workshop: Techniques for fostering team cohesion and motivation. Outdoor team-building challenges. Evening: Dinner **Thursday** - Effective Communication and Leadership. Workshop: Communication strategies for effective team management. Leadership development exercises. Team-building activities focusing on communication and trust-building. Evening: Dinner **Friday** – Reflection and Action Planning. Reflection session on key learnings and personal growth. Action planning for implementing strategies. Final team-building activity. Certificate ceremony Evening: Fare well dinner

At the end of every day we will reflect on what have we done during the sessions, what was the purpose and how can the participants use this back home.

All five days of the program will be held in the premises of the Viotia's Secondary Education Administration. Workshop will be held in proper room with the necessary equipment.

Saturday - Departure

Cost breakdown	- Course = 400 € - Meals, accommodation and cultural visits upon request.
If any other costs, please detail below:	

PACKAGES (for a group of 10 people or more)

TRAINING COURSE FEE: **80 euros / per participant / per day**

Tuition fee and training materials

- Certificate of attendance

- Welcome dinner

- Coffee Breaks

- Administration costs

HALF BOARDING FEE: **550 euros per participant**
- Airport to Levadia transfer (two ways)

- Accommodation in a **signle room** in 3 stars hotel (5 nights)

- Breakfast (5 days)

- Lunch (5 days) in selected restaurants to taste the variety of Greek cuisine

FULL BOARDING FEE: **670 euros per participant**
- Airport to Levadia transfer (two ways)

- Accommodation in a **signle room** in 3 stars hotel (5 nights)

- Breakfast (5 days)

- Lunch (5 days) in selected restaurants to taste the variety of Greek cuisine

- Dinner (5 days) in selected restaurants to taste the variety of Greek cuisine

CULTURAL VISIT TO DELPHI (transport and tickets): **35 euros per participant**
CULTURAL VISIT TO ANTIKYRA SEASIDE (transport): **25 euros per participant**

Recommended:
Full boarding plus cultural visits to delphi and Antikyra seaside: 720 euros per partitipant.