



# COU "PETAR POP ARSOV" SCHOOL REPORT ON PARTICIPATING IN "IN BETWEEN FANTASY AND REALITY" – IFAR KA210 ERASMUS + PROJECT





# PARTNER COUNTRIES





# ERASMUS PLUS PROGRAM

Our school "Petar Pop Arsov",  
Skopje, Macedonia from the period of  
April, 2023 until April, 2024  
participated in an Erasmus plus  
program as a partner in the KA210  
project: "In Between Fantasy and  
Reality" (iFAR).







## **"IN BETWEEN FANTASY AND REALITY" – IFAR**



The projects' coordinator is Mr. Adil Tuğyan – Tevfik İleri Anadolu Lisesi, Rize Turkey and the partners are: OCU "Petar Pop Arsov", Skopje, Republic of North Macedonia, Liceo Classico Garibaldi Palermo Sicily Palermo Italy and Şehit Sedat Kaplan Ortaokulu, Trabzon, Turkey

The project iFAR refers to emerging technologies and their reflections on education and everyday life. Technologies such as web 3.0, VR, AI and MR, Metaverse, AI and NFTS were introduced, going around different learning methods, mainly Internet Based Learning, Game Based Learning, Immersive Learning, Experimental Learning and Skill Based Learning.



# MOBILITIES



During the project 4 mobilities were held. In the period from 24 – 30 September, 2023, our school was the host for the first mobility from the Erasmus + project "In Between Fantasy and Reality". Students and teachers from partners countries were welcomed and introduced to our school, "Petar Pop Arsov", our city Skopje and the surrounding area with accent to all cultural, historical monuments and natural beauties. During this week students had an opportunity to meet each other and learn about their friends' culture and tradition.



The main objective during this mobility was students to learn about:

1. WEB BASED LEARNING- SURFING THE INTELLIGENT NET – Web 1.0 2.0 3.0- Alien Attack

During the workshops, the students had an opportunity to create blogs about their hobbies or interests.


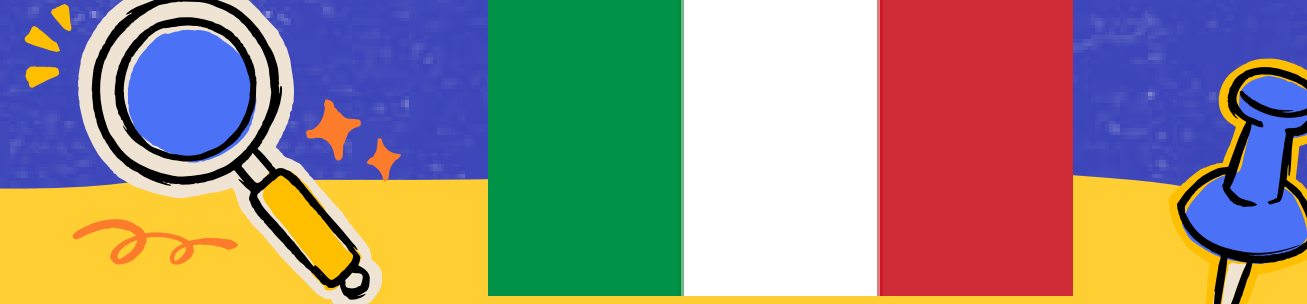

Students and teachers learnt about Internet Based Learning – Surfing The Intelligent Net – Alien Attack

They learnt about educational online games on Arcademics, Wordwall and Genially, Educaplay, Baamboozle.

During the whole mobility and the process of learning itself, students and teachers had real fun.







THE SECOND MOBILITY TOOK PLACE IN PALERMO, ITALY FROM THE PERIOD OF 27 NOVEMBER UNTILL 1 DECEMBER, 2023

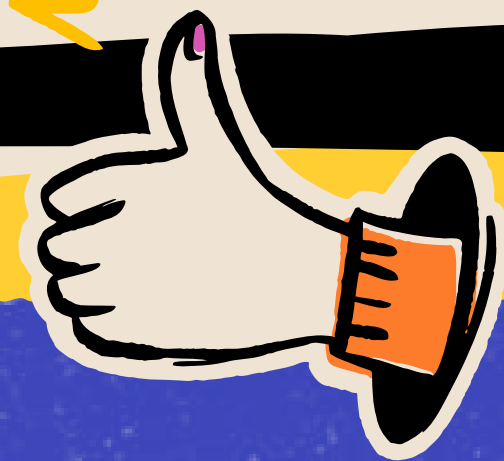
THE MAIN OBJECTIVE ON THIS MOBILITY WAS STUDENTS TO LEARN ABOUT:

2. IMMERSIVE LEARNING – FANTASY AND REALITY (VR, AR, AND MR IN EDUCATION) POKEMON HUNT!  
HAPPY TO SEE EACH OTHER AGAIN, STUDENTS AND PARTNERS HAD A CHANCE TO LEARN ABOUT EXPERIENTIAL LEARNING

❖ WHAT IS VR AR MR? FANTASY OR REALITY

❖ STUDENTS PRESENTED ON PROS AND CONS OF EMERGING TECHNOLOGIES  
MAPS WITH VIRTUAL TRIPS TO SCIENCE LABS WITH VR HEADSETS  
THEY HAD GREAT FUN WHILE PLAYING POKEMON HUNT CHALLENGE

DURING THE MOBILITIES ALL PARTICIPANTS HAD AN OPPORTUNITY TO LEARN ABOUT THE COUNTRY'S CULTURE AND HISTORY, AS WELL AS VISIT AND LEARN ABOUT THE TRADITION AND THE BEA NATURE.





THE THIRD AND FORTH MOBILITY (JOINT MOBILITY) WAS HELD IN TRABZON AND RIZE, TURKEY. IT TOOK PLACE FROM THE PERIOD OF 15-19 APRIL, 2024

MAIN ACTIVITIES DURING THIS JOINT MOBILITY:

- EXPERIENTIAL LEARNING - DISCOVERING NEW UNIVERSES/METaverse- STOP ZOMBIES!
- SKILL BASED LEARNING -HALL OF SKILLS AND FAME - - NFTS - OH MY GOSH, I AM FAMED!

ON THE WORKSHOPS, THE PARTNERS COUNTRY PARTICIPANTS, LEARNT ABOUT WHAT METaverse IS AND ITS COMPONENTS.

DISCOVERING NEW UNIVERSES- CONCEPTUAL MAPS OF THE COMPONENTS OF METaverse AND ITS ELEMENTS



GAMING IN METaverse, LIKE "STOP ZOMBIES" AND "METAMASK". CREATING GAMES TO PLAY DURING THE MOBILITY.

CREATING METaverse LEARNING SPACES  
MULTINATIONAL COLLABORATIVE STUDENTS  
WORKSHOP- STUDENTS CREATED AN NFT AND  
SHOWCASE

COMPETITION, AS WELL AS NFT METaverse  
EXHIBITION



DURING THIS MOBILITY IN TURKEY OUR TEAM  
LEARNED ABOUT THE REGION'S CULTURE AND  
ADDITION, VISITED THE LOCAL LANDMARKS AND  
THE BEAUTIFUL NATURE.





BEFORE EACH MOBILITY STUDENTS ARE GUIDED TO DO A RESEARCH - PRESENTATION ON THE TOPICS THAT THEY ARE GOING TO LEARN ABOUT DURING THE MOBILITY. AND EXPRESS THEIR OPINION ON THE GIVEN TOPIC.

WELL -PREPARED. THEY GET FAMILIAR WITH THE THEMATIC THEY WILL WORK ON. SO THEY COLLABORATE AND UNDERSTAND THE ACTIVITIES WITHOUT DIFFICULTIES



•After each mobility our team of teachers and students are filled with great impressions. gaining great knowledge in new digital tools and practice how to use them in order to find new and interesting way of learning and teaching.



After each mobility students and teachers do an online evaluation questionnaire and write their reports on the mobility. (in a form of a poster or a diary





# IN BETWEEN FANTASY AND REALITY



As pioneers of digital education, we find this project as a breakthrough in the direction of future technology so we can predict the evolution of education

iFAR opens the door to more interactive learning experiences, support collaboration between students, and gives educators tools to personalize learning.

IFAR gives us an opportunity to explore together the challenges and opportunities that exist in shaping curriculum and teaching methods that are relevant to an ever-changing era. Our future education will bring amazing innovation and progress.





We are happy to have an opportunity to be part of this project. learn all new applications and digital tools and practice how to use latest technology for the purpose of education. They are all very helpful and easily adaptable to our curriculum and pedagogy. Innovative and modern, interesting to new generations of students and motivating to our teachers.

Participating in this project our students gained knowledge, a chance to travel abroad, learn about different cultures and traditions, practice English speaking and comprehension, however meet new friends and build beautiful memories.





CCU "PETAR POP ARSOV", SKOPJE, N. MACEDONIA

TEAM OF TEACHERS:

MRS. ALEKSANDRA PETKOVSKA MITROVSKA

MRS. BILJANA ROMEVSKI

MRS. MIRJANA PATARAKOSKA

PRINCIPLE:

MRS. DANIELA SHTERJOVA

**THANK  
YOU**

