

## NEWSLETTER #5

As our project activities continue, and the project team is working hard to deliver all the results, check out our fifth newsletter for all the important information you need to know!

### Transnational project meeting

**5<sup>th</sup> Partner Meeting, 3-4 March 2022, Rijeka, Croatia**



Our fifth transnational meeting was held in a hybrid form.

For those participating in person, Dante welcomed them in Rijeka from 3 to 4 March 2022. The meeting was very fruitful and we made sure everyone is on track with the VR4LL project tasks.

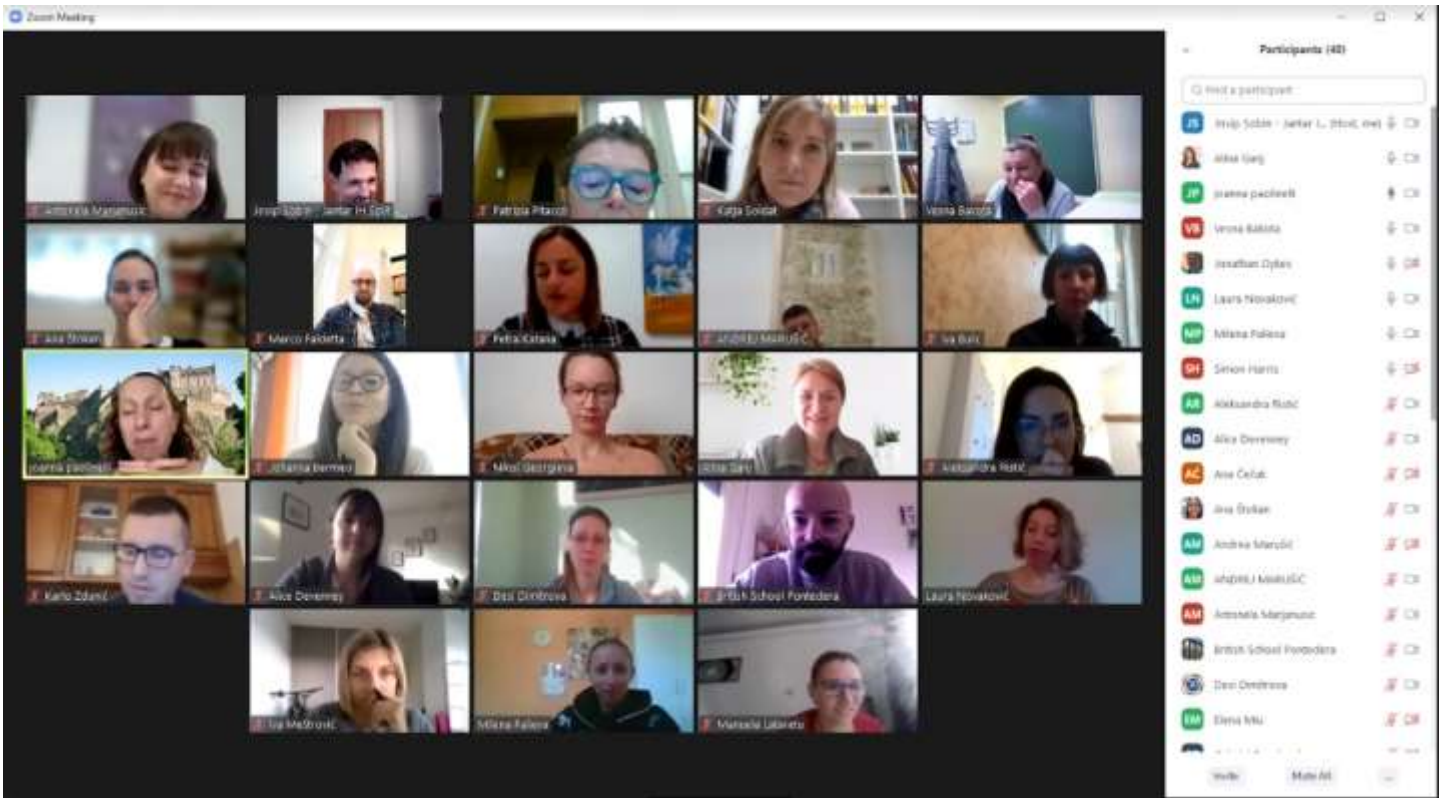
The main focus of the meeting was the discussion of the IO3 – Teachers' Notes. Their development is crucial as they will contain task guidelines, pre-

task activities as well as follow-up activities to be used alongside the Virtual Worlds. They will also be available in all partner languages. Partners agreed on any modifications that need to be made in order to design and edit the final copy. Soon, IO3 will be fully ready, making it possible to language teachers to implement VR in their classrooms!

Partners discussed the piloting and teacher training activities done so far in their respective countries. Find out more in the next chapter!

## C2 Transnational Training Event

Preparations for initial piloting were completed at the C2 Transnational Training event held online from 22-24 November 2021. Teacher training activities were performed online due to COVID-19 restrictions. However, all partners agreed on the usefulness of the Teacher Training Activities enabling teachers to be confident users of VR in their classrooms. They were presented with the activities that language learners will perform within the Virtual Worlds. Besides that, we offered them information on task-based learning and the benefits of total physical response that occurs thanks to VR.



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## Piloting

English learners in partner countries had the opportunity to try out the VR equipment and dive into the virtual worlds. They visited an international space station, a deserted tropical island, a square in ancient Rome, and a world covered in ice. Received feedback was very positive, with learners judging the experience as beneficial for their communication and digital competencies in language learning. The impact of the lesson was evaluated by measuring the change in students' language competencies by means of entry and exit tests, which are identical.

