

TRAINING OF TEACHERS ON USING ILS

WP T2 PILOT – 0.T2.1

DEX INNOVATION CENTRE, 30-10-2020

Output title:

WP T2 - O.T2.1

Training of teachers on using ILS

Type of output:

- Documented learning interaction
- Strategy/ Action Plan
- Tool
- Pilot action

Contribution to PO indicator:

P07: No. of documented learning interactions in finalised operations

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Training workshop for involved schools

Output T2.1 is based on workshops for training secondary teachers and documents all information about the implemented workshops for teachers.

A total of 190 secondary school teachers from the Danube region got acquainted with the InnoSchool education system during joint and individual trainings.

The result is a network of trained professionals who are able to work with the InnoSchool education system and pass on their experience to their colleagues across schools.

The workshops were held as physical events, but some partners were also forced to conduct their educational training online. All preparation and implementation were then based on the prepared materials that the partners had available for the implementation of training and then adjusted them according to the possibilities and situation in each country.

The document contains information on the implementation of workshops from all 9 countries, information on participants, photographs and a brief description of the events.

Summary of the most important findings

Summary of the output:

Teacher training workshops were very similar in all regions, which was our goal. Training in all regions of individual partners was based on prepared materials - D.T2.1.4 Methodology for organization of training workshops for teachers. However, the partners were forced to implement the workshops according to their conditions, which of course differed and will be different. The first difference is the type of individual organizations, but the conditions on the part of schools, trainers and teachers are also different, and last but not least, there are also political and geographical differences. Last but not least, the covid-19 virus, which is present throughout Europe, had a major impact on implementation, and the complexity of the situation varied and varied from country to country. However, the workshops were also successful due to the fact that some took place individually to avoid meeting a large number of participants in one place, but some partners, namely partners from Austria and Hungary, implemented their training courses for teachers online.

	Implemented	Number of trained teachers	Date of realization
DEX IC	✓	10	September 17th - 18th and 24th - 25th, 2020
BIGD	✓	20	September 9th - 11th, 2020
ACTA	✓	17	September 3rd - 4th, 2020
CTRIA	✓	22	September 23th, 2020
EUB	✓	14	October 1st, 5th, 8th 2020
TUKE	✓	21	September 10-11
PREDA-PD	✓	20	November 5th – 6th , 2020
RADEI	✓	24	September 17th , 18th , 21st, 22nd, 23rd and 28th, 2020
FACLIA	✓	42	October 2nd, 3rd, 6th, 8th, 10th, 15th and 16th, 2020

Added value:

The findings from the educational workshops are quite similar, however, in countries where it was possible to conduct educational trainings together and physically, it was possible to better connect the participating schools and teachers, who now exchange feedback together and share with each other their experiences and knowledge. implementation. Because all teaching in the

Czech Republic, for example, takes place only online. Some teachers share videos that are created during individual lessons with their colleague's because they record their lessons. In this way, they help other teachers with further teaching.

In addition to the relationships created, it was good to try out what such training should look like, and recommendations have also emerged, which we will be able to implement into training materials after the implementation of the Pilot. This will make it much easier for all other interested people in ILS and it helps them to avoid complications and ambiguities that could recur.

The partners also had the opportunity to use external mentors and lecturers for the training, who could lead the training. However, not everyone opted for these options. However, it can be said that both variants proved successful and each had its advantages and disadvantages. The great advantage of external lecturers is especially their experience with adult education. This variant was chosen, for example, by colleagues from Hungary - CTRIA. However, they were not the only ones to opt for this variant.

In the other hand, in addition to the benefit of cost savings, the fact is that the lecturer who participated in the entire development of the InnoSchol educational program has all the information about the details of the educational program and can also use storytelling. Specifically, it can explain why the development team decided for which variant to answer the questions in a valid way.

What did the workshop bring to teachers?

1. A new approach to education for (social) entrepreneurship.
2. New knowledge in the field of digital education.
3. New contacts for active colleagues who are interested in innovating educational processes in their schools.
4. Knowledge of other similar initiatives and information, thanks to the sharing of information between individual participants.
5. Access to new methods and possibilities of digital teaching.
6. Possibility to innovate distance teaching in schools.
7. Fun teaching methods (online game, workshops, etc.)

Usability and portability

The whole concept of educational training proved to be very good. A great benefit is the amount of materials created, which served well as a basis for partners. The fact that the trainers had the opportunity to use both worksheets, teaching materials, specific proposals for individual

exercises, but also the draft agenda showed the good work of partners, but above all that even a person who is not directly involved in project development is able to lead full-fledged training and transfer the idea of InnoSchool to other students, schools and regions.

The idea of connecting individual schools and especially teachers, who got to know each other during the training and are now looking for opportunities and best practices for the implementation of the project across schools, also proved to be very interesting.

Last but not least, it is a great benefit to include an example of good practice in the training. This variant proved to be a great benefit, especially when establishing the first contact, but also the absence of a social entrepreneur managed to replace them at least an inspiring video that tells the story of some real entrepreneurs. For example, they decided on this variant in the Czech Republic.

Suggestions for improvement, if applicable

In an effort to ensure the best possible portability and quality support, it would be good if we could maintain cooperation, especially between schools. Teachers who are now trained to teach social entrepreneurship using the InnoSchool educational tool are currently open to collaboration. A great advantage would be the involvement of these teachers in other trainings that will take place across the regions. Thanks to this, new people interested in the education system will be able to discuss any questions that may arise during further training and will be able to gain all-important answers. This involvement may vary, however, any involvement of these experienced teachers will have a positive impact on future training.

If possible, it is good that at least two experts lead the training in the future. At best, one of them should have experience teaching social entrepreneurship using InnoSchool. In the second case, it would be a great benefit if it was a person who has experience in social entrepreneurship and can better answer questions that relate to various aspects of social entrepreneurship, including legal details, which were repeatedly asked by lecturers.

1. Czech Republic

	Implemented	Number of trained teachers	Date of realization
DEX IC	✓	10	October 17 th - 18 th and 24 th -25 th , 2020

1.1. Agenda

DAY 1

14:00 – 14:10 Welcome by leading organization and Head trainer and introduction of the second trainer

14:10 – 14:20 Short introduction circle of all participants

14:20 – 14:45 Short brief on InnoSchool project, its objectives and core ILS components

14:45 – 15:00 Short revision of ILS targeted social needs, skills and competences, game levels and their specific objectives

15:00 – 15:30 InnoSchool serious game presentation

15:30 – 15:45 BREAK

15:45 – 17:15 Testing InnoSchool serious game from the side of students

17:15 – 17:30 BREAK

17:30 – 19:00 Testing InnoSchool serious game from the side of

19:00 – 19:30 NETWORKING

DAY 2

9:00 – 10:00 Presentation of Guidance for using ILS in education

10:00 – 10:30 Presentation of impact questionnaires and the process planned for gathering feedback from students

11:00 – 11:15 BREAK

11:15 – 12:45 Exemplary session no. 1 and X for teachers as they would be students

12:45 – 13:15 BREAK

13:15 – 13:45 Presentation of interschool competition and social media inclusion and objectives

13:45 – 14:30 Wrap up of all requirements from teachers and the planned and offered support, visits, calls and media visits

14:30 – 15:00 Question sessions with teachers

1.2. Photos





1.3. Short article about workshop



[DEX Innovation Centre](#) → [News](#) → The InnoSchool Learning System is starting its implementation in secondary schools

InnoSchool Learning System is starting its implementation in secondary schools

01. 10. 2020



At the end of September, we trained teachers from 8 Czech schools in Liberec, who will use the InnoSchool system from October.



17.-18. September and 24-25. September training took place with participating schools from 3 regions. Teachers have thus mastered all the steps and procedures that they will implement with their students. Teachers were not only passive listeners, they actively participated in the role of students and teachers during the training. They also worked on various tasks, which they performed both individually and in teams. Students will work mostly in teams; that is why we decided to offer this role to the participating teachers.

During the two-day training, teachers became acquainted with all key elements of the education system, which are:

- > Serious Game
- > Teacher's Guide
- > Training materials for teacher training
- > Impact questionnaire

A serious game that students work with is not the only online environment created. For teachers, there is an interface in which they see all the students' progress and where they can evaluate their work in creating business plans. Teachers can also allow students to repeat various tasks that need to be completed; Students can also improve their success and increase awareness of specific concepts and steps during the creation of business ideas.

Currently, teachers face a great challenge - the implementation and first deployment of the InnoSchool education system in schools. In addition, the current situation around the COVID-19 pandemic may complicate their work. At the same time, it is a great opportunity, as a computer game can be implemented very well from the home environment - it can easily become a great helper for distance learning. But we will find out what form will be realized more often in schools in the end.

Project co-funded by European Union funds (ERDF, IPA, ENI)



2. Austria

	Implemented	Number of trained teachers	Date of realization
EUB	✓	14	October 1 st , 5 th , 8 th 2020

2.1. Agenda

Training Session 1:

- Welcome and Introduction
- Social Challenges and Social Entrepreneurs in Austria
- Presentation of InnoSchool and ILS
- Practical training: Game interface
- Q&A
- Preview

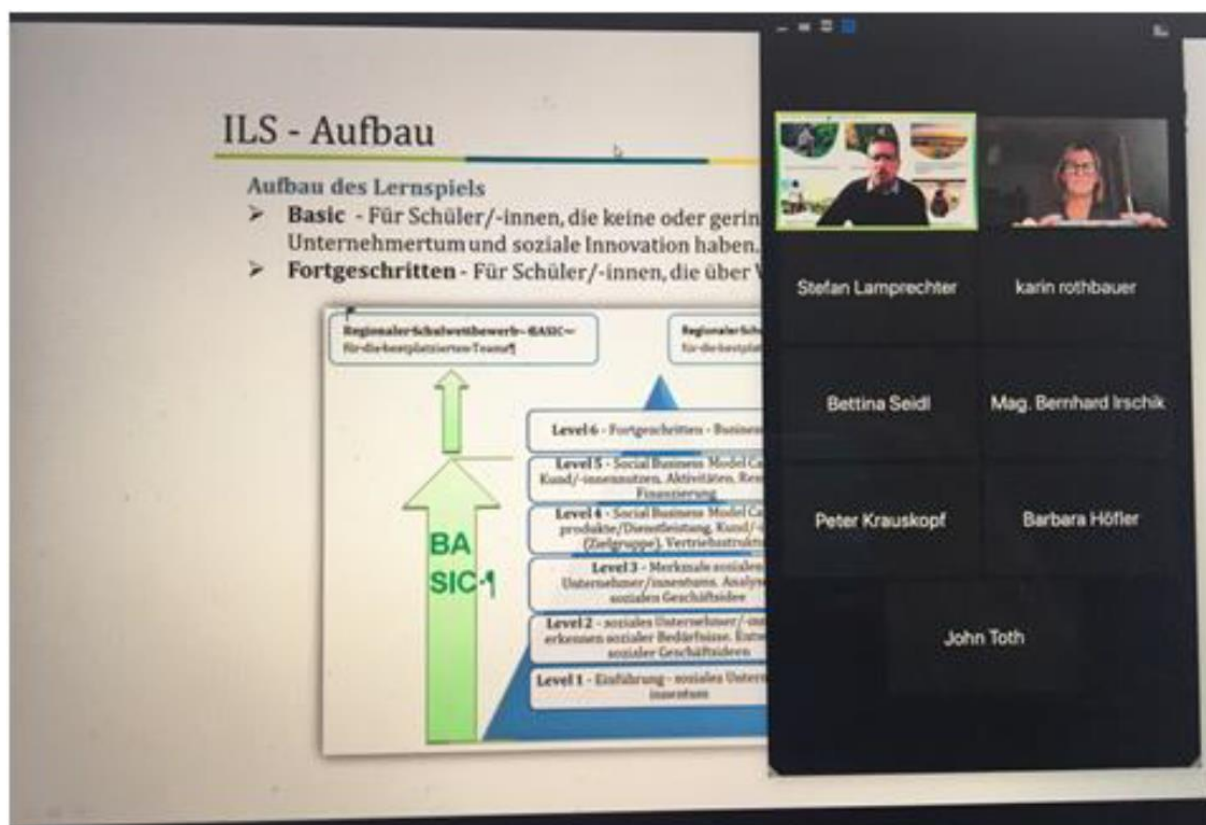
Training Session 2:

- Feedback from teachers to Game interface
- Presentation of Admin interface
- Practical training: Admin interface
- Q&A
- Plan for pilot implementation
- Wrap up

2.2. Attendance sheets

	Name of School	Name of Teacher	01.10.20 (Group 1)	05.10.20 (Group 2)	08.10.20 (Group 1)	08.10.20 (Group 2)
1	FMS23	Mag. Holger Stärz		x		x
2	BHAK10	Mag. Sandra Kuchling, MSc		x		
3	BHAK10	Mag. Roland Weißl		x		x
4	ibc Hetzendorf	Mag. Tanja List		x		x
5	ibc Hetzendorf	Mag. Susanne Spangl		x		x
6	ibc Hetzendorf	Mag. Daniela Meißner		x		x
7	ibc Hetzendorf	Alexander Oberreiter, MSc		x		x
8	VBS Floridsdorf	Mag. Stefan Lamprechter	x			
9	VBS Schönborngasse	Dr. Peter Krauskopf	x		x	
10	VBS Schönborngasse	Mag. Bernhard Irschik	x		x	
11	VBS Schönborngasse	Mag. John Toth	x		x	
12	VBS Schönborngasse	MMag. Bettina Seidl	x		x	
13	VBS Schönborngasse	Mag. Barbara Höfler	x		x	
14	VBS Schönborngasse	MMag. Karin Rothbauer	x		x	
15	EUB/PP4	Arnold Gutmayer	x	x	x	x
16	External Trainer	Michaela Golla	x	x	X	X
17	External Trainer	Thomas Hofer	x	x	x	x

2.3. Photos/Screenshots



ILS - Aufbau

Aufbau des Lernspiels

- > **Basic** - Für Schüler/-innen, die keine oder geringe Unternehmertum und soziale Innovation haben.
- > **Fortgeschritten** - Für Schüler/-innen, die über V...

Regionaler Schülerwettbewerb - BASIC - für die bestplatzierten Teams

Regionaler Wettbewerb für die besten Teams

BA SIC-1

Level 6 - Fortgeschritten - Business

Level 5 - Social Business Model Canvas
Kund/-innennutzen, Aktivitäten, Ressourcen, Finanzierung

Level 4 - Social Business Model Canvas
Produkte/Dienstleistung, Kund/-Zielgruppe, Vertriebsstrategie

Level 3 - Merkmale sozialer Unternehmer/innen
Analyse sozialer Geschäftsidee

Level 2 - soziales Unternehmertum / erkennen sozialer Bedürfnisse, Entwerfen sozialer Geschäftsideen

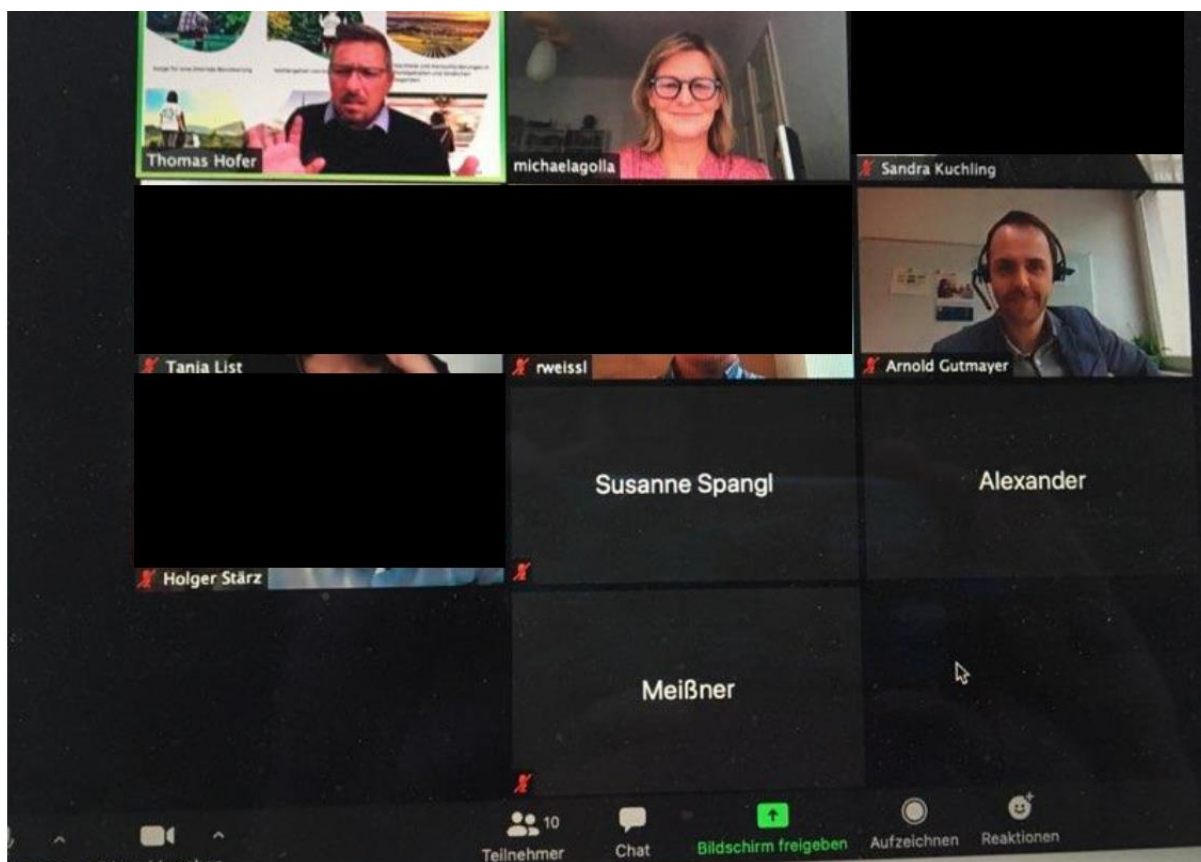
Level 1 - Einführung - soziales Unternehmertum

Stefan Lamprechter karin rothbauer

Bettina Seidl Mag. Bernhard Irshik

Peter Krauskopf Barbara Höfler

John Toth



2.4. Short article about event

In Vienna, training workshops were held as virtual video conference meetings due to the COVID-19 situation.

The training workshops were organized by EUB in cooperation with two external trainers, Michaela Golla and Thomas Hofer from golla&hofer communications.

The aim of the trainings was to introduce pilot teachers to ILS, make them familiar with the Serious Game and find the best solution for pilot implementation in their own classes.

In total, 14 teachers from 5 Viennese upper secondary schools took part in the training.

3. Slovakia

	Implemented	Number of trained teachers	Date of realization
TUKE	✓	21	September 10-11

3.1. Agenda

Venue: Faculty of Economics, TU Košice, Nemcovej 32, Košice

Thursday 10th September 2020

9:00 - 9:05	Welcome by the project partners, introduction of trainers
9:05 - 9:15	Brief introduction of the project and aims of the project, concept of the Serious Game
9:15 - 9:20	Introduction of the aims of the training
9:20 - 9:30	Short introduction circle of all participants
9:30 - 9:50	Activity - get to know each other (explanation of the first name meaning/history)
9:50-10:00	Activity - tree of expectations
10:00-10:30	Training part I. Presenting the topic of social entrepreneurship by using local videos Discussion about social enterprises in the region Presentation of Teachers' Handbook Teachers' interface - navigation, adding teachers, creating classes and teams Students' interface - basic principles
10:30 - 10:45	Coffee break
10:45 - 12:00	Training part II. ILS Methodology Flexibility of options Offline activities Impact questionnaire
12:30 - 13:30	Lunch
13:30 - 14:45	Training part III.

	Students' interface in detail <ul style="list-style-type: none"> • log in, password setting • rewarding system, • office and market place, • diplomas and badges, • main and side menu, • account settings, • about the game - game mechanism, • quiz and open tasks Role play- open tasks
14:45- 15:00	Coffee break
15:00 – 16:00	Training part IV. Social scenarios Guided playing level 1 and 2 by teachers Q&A session

Friday 11th September 2020

9:00 – 10:30	Training part V. Pilot timetable Interschool competition Possible further testing and playing of serious game Possibilities of support
10:30 - 11:00	Coffee break
11:00 – 13:30	Seminar “Attractive education and secondary school students’ development” (within 1 st InnoSchool Days)
13:30 – 14:00	Lunch
14:00 – 15:00	Training part V. Q&A session

3.2. Pictures



3.3. Short description of training workshops

The training workshop for teachers was organized by Faculty of Economics at Technical university of Kosice in own premises on 10th and 11th of September, 2020. The aims of the workshop were to make the teachers familiar with all ILS elements and get prepared to implement it in schools as well. Out of all 23 teachers from all 10 pilot schools engaged, 21 attended the event. The workshop was led by three trainers.

The training workshop included the explanation of the need for social entrepreneurship, the introduction of the InnoSchool Learning System, the testing the entire Serious Game from the side of a student as well as teacher, monitoring and evaluation of the open tasks. Throughout the workshop, the teachers were working with the Teachers' Handbook and accompanying materials. All teachers who successfully completed the training received Training certificates.

Workshops were organized in line with COVID-19 measures. Although the situation was getting worse in those days, the teachers showed their big interest and support and participated in high number.

4. Romania

	Implemented	Number of trained teachers	Date of realization
ACTA	✓	17	September 3 rd - 4 th , 2020

4.1. Agenda

Date: September 3, 2020 13:00 - 13:30	Welcome and Registration of Participants
13:30 - 13:40	Introduction – overview of the Agenda and introduction of participants
13:40 – 14:30	Introduction in Social Entrepreneurship – quest Sorina Bradea ROMARKETING
14:30 - 14:45	ILS and its elements
14:45 - 14:15	Social needs – overview and presentation of

	social needs presented in the Game
14:45 - 15:00	Coffee break
15:00 - 15:40	Serious Game – introduction, key information
15:40 - 17:00	Teachers’ interface – navigation, adding teachers, creating classes and teams Serious Game –students interface; simulation of the intro class; playing as students
17:00 – 17:15	Coffee break
17:15 – 18:00	Questions and Answers

Date: September 4, 2020 13:00 – 13:15	Registration of the participants
13:15 – 14:45	Serious Game – Teachers interface (unlocking levels, evaluating open tasks, etc.)
14:45 - 15:00	Coffee Break
15:00 - 15:30	Teachers’ Handbook and accompanying materials
15:30 - 15:45	School and interschool competition. ILS Pilot - start date, support, monitoring and evaluation, media promotion, certificates for teachers/schools/students, networking between teachers/schools
15:45 – 16:45	Serious Game –students interface – testing of an additional level
16:45 – 17:00	Questions and Answers

4.2. Photos





4.3. Short article about event

European Centre for Socioprofessional Integration ACTA organized the workshop for Romanian teachers at the beginning of September. The national regulation regarding COVID-19 allowed us to implement the workshop in a face to face format. A number of 17 teachers representing our sample of 10 schools attended the meeting.

In organizing the workshop for teachers, ACTA followed the Methodology for organization of training workshops for teachers, so we invited Ms. Sorina Bradea, a representative of business environment. Ms. Sorina Bradea introduced our sample of teachers into the main differences between enterprises and social enterprises. She gave them many local and national examples and legislative information (national laws regulating the social enterprises).

Using the materials prepared especially for teacher training by our responsible colleagues, ACTA staff (Mihaela Popovici and Simona Trip) introduced teachers into topics as: The Impact Questionnaire, ILS and its elements; Social needs – overview and presentation of social needs presented in the game; Serious Game – introduction, key information. We dedicated enough time to explain The Impact Questionnaire, its importance, how too access the link and deadline for the

pretest. At the end of the first training day and in the first part of the second one, all the participants learned how to use the teacher interface of the Serious Game. They introduced other teachers, created the classes and the teams, and activated the games' modules. Once the modules were unlocked, the teachers used the student interface of the Serious Game and play as students – read the information, answer the quiz, check the open tasks. In parallel, they used the teachers interface to verify students' records. In this way they understood how to use Serious Game to help their students. All the participants received all the training materials, including Teachers' handbook via email. The last type of information we offered was about schools' competition and possible prizes.

Because our national regulation regarding COVID is not permitting us, ACTA's staff, to monitor the schools' activity face to face by visiting the schools, we decided to create a WhatsApp group in order to fulfil this projects' task. Since that we are in a permanent contact with all involved teachers.

All teachers appreciated the materials used for the workshop, they being easy to understand and very helpful. Teachers said that they got enough and useful information about Serious Game. They appreciated that both interfaces of the Serious Game are easy to access and used. Because the teachers were previously involved in other European projects, they could find ways to motivate the students to involve into piloting, despite the fact that in this project they will not receive substantial rewards. Some schools appreciated the fact the game could be play in English or German language.

5. Hungary

	Implemented	Number of trained teachers	Date of realization
CTRIA	✓	22	September 23th, 2020

5.1. Agenda

The main training event was held on the 23rd of September, 2020. On this event all teachers have participated. The agenda was as follows:

13:50 – 14:00 Registration of participants (attending to the online meeting)

14:00 – 14:10 Welcome by Project Partner and the trainer, introduction of Agenda

14:10 – 14:30 ILS and its elements

14:30 – 15:00 Discussion of social needs and social entrepreneurship

15:00 – 15:15 Key information about the Serious Game

15:15 – 16:15 Teachers interface testing

16:15 – 16:25 Break

16:25 – 17:25 Students interface testing

17:25 – 17:35 Introduction to the Teachers Guidance

17:35 – 17:45 Wrap up and Questions and answers

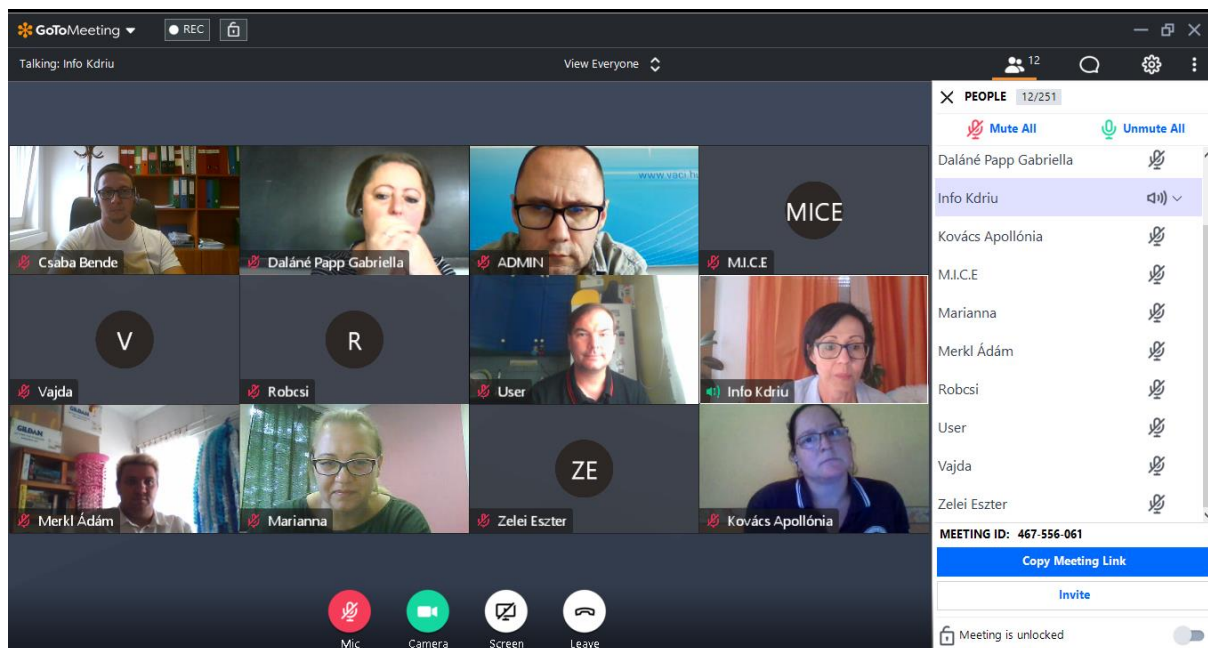
Three additional shorter sessions were held to answer the questions of teachers if there was any. Approximately half of the teachers participated on extra events, where project partner answered their questions or presented the Serious Game functions both on teachers and students interface.

The events were held on the 29th and 30th of September and the 5th of October. These additional events had no agenda, and their length ranged between half an hour or 1 hour. No screenshots were prepared on this events.

CTRIA organized an online event for the training of teachers. The reason is that schools requested not to organize a physical meeting due to the COVID-19 pandemic. Besides, schools were not allowed to visit by any external parties from the beginnings of September. And therefore, it would be too difficult to organize the training in a location where the needed ICT devices and equipments are available (at least 10 computers with internet connection; projector; audio set).

Therefore, CTRIA prepared a list of teachers participating on the trainings.

5.2. Photos



5.3. Short article about event

CTRIA organized the training for teacher of piloting schools on the 23rd of September, 2020. The training was the first event on which piloting schools teachers has met each other and the project partner, as CTRIA was in contact only the management of the schools. Therefore, it was our first networking event as well with the teachers and the impressions on both sides seemed to be good, teachers were rather curious about the game and testing and we have received no negative feedback to the training or to the testing in general.

Besides the networking feature of the event, we have paid special attention for educating the teachers about the most important elements of the ILS. Therefore, followed after the introduction to the concept of ILS in general, we have dedicated more attention and time for the presentation of user surfaces (both teachers and students interfaces) and to the testing as well. The testing was introduced by the external expert but actual step-by-step guidance was provided by the representative of CTRIA (Csaba Bende).

By the end of the event, we have ensured teachers that if they require, additional trainings and bilateral online meetings can be hold, and phone conversations are options as well. Therefore, CTRIA received numerous calls and held 3 additional trainigns. Although, it may show that the training was not a success in educating the teachers, the additional time that needed to be dedicated to teachers was rather about explaining some details and resolving some uncertainties of teachers. The main aim of the additional trainings and calls was not the education of teachers but to ensure teachers about their knowledge and build their confidence in using the game and starting the pilot.

Overall, the events were cosnidered successfull by CTRIA and teachers as well.

6. Bulgaria

	Implemented	Number of trained teachers	Date of realization
BIGD	✓	20	September 9 th - 11 th , 2020

6.1. Agenda

9.09.2020

09:30 – 09:45 Welcome by the project partners and introducing the aim of the workshop

09:45 – 10:00 Short introduction circle of all participants

10:00 – 10:20 Brief presentation of InnoSchool, its aims and how it contributes for the youth development

10:20 – 10:45 Presenting the topic of social entrepreneurship, and real examples from Lubitsa Tomova from ASWM – initiator of social businesses and projects in the region

10:45 – 11:15 Coffee break + networking

11:15 – 11:30 The social topics in ILS

11:30 – 12:00 Short revision of ILS targetted skills and competences на ILS, game levels and their specific objectives

12:00 – 12: 30 InnoSchool Serious game presentation

12:30 – 14:00 Lunch break

14:00 – 15:30 Testing InnoSchool serious game from the side of students - practical guided workshop

15:30 – 16:00 Coffee break + networking

16:00 – 16:30 Summary session

16:30 – 17:00 Discussion on piloting in schools

17:00 – 19:00 Networking

19:00 – Social dinner

10.09.2020

09:00 – 10:30 Testing InnoSchool serious game from the side of teachers - practical guided workshop

10:30 – 11:00 Coffee break + networking

11:00 – 11:30 Summary session

11:30 – 12:30 Presentation of Guidance for using ILS in education

12:30 – 14:00 Lunch break

14:00 – 15:30 Exemplary offline sessions (how to teach ILS in school)

15:30 – 16:00 Coffee break + networking

16:00 – 16:30 Discussion and sharing experience from teachers

16:30 – 17:30 Further testing of students' and administrator's interface of SG and questions

17:00 – 19:00 Networking

19:00 – Social dinner

11.09.2020

09:00 – 09:30 Presentation of impact questionnaires and the proces planned for gathering feedback from students

09:30 – 10:00 Presentation of interschool competition and social media inclusion and its objectives

10:00 – 10:30 Coffee break + networking

10:30 – 11:30 Wrap up of all requirements from teachers and the planned and offered support, visits, calls and media visits

11:30 – 12:00 Question sessions with teachers, discussing appropriate ways of further communication and support

12:00 – 13:30 Lunch break

13:30 – 14:00 Finalizing the workshop, certificates handover

6.2. Short article about event

The Training for Teachers Workshop was held in Blagoevgrad on 9-11.09.2020, organized by Business Incubator – Gotse Delchev. 20 teachers from the 12th secondary schools from Blagoevgrad district engaged to pilot ILS attended the training. The workshop aimed to prepare the teachers for their important work in the upcoming months, enabling smooth piloting of the InnoSchool learning system.

Main points of the training were: presenting InnoSchool project, ILS and its elements, testing the ILS Serious Game and providing methodological support for teaching ILS in schools, and informing about other related aspects as support, monitoring and evaluation process.

Teachers made practical testing of the entire ILS serious game from the side of a student as well as teacher, while receiving individual consultation by the trainers Natasha Zarankova and Snezhana Dzhugdanova. Participants were introduced also with the Guidance for teachers and the additional supporting materials, which give detailed instructions how to teach ILS during the offline sessions. Guest speaker Lubitsa Tomova as a representative of organization, which established a social enterprise talked about their experience, social needs awareness and social innovations.

The event happened to be a forum for the teachers to share their comments, plans, good practices in teaching and work with students, and a beginning of a beneficial teachers' network. Finally, all the participants got certificates and information for the further steps in starting and implementing the piloting.

6.3. Photos





7. Serbia

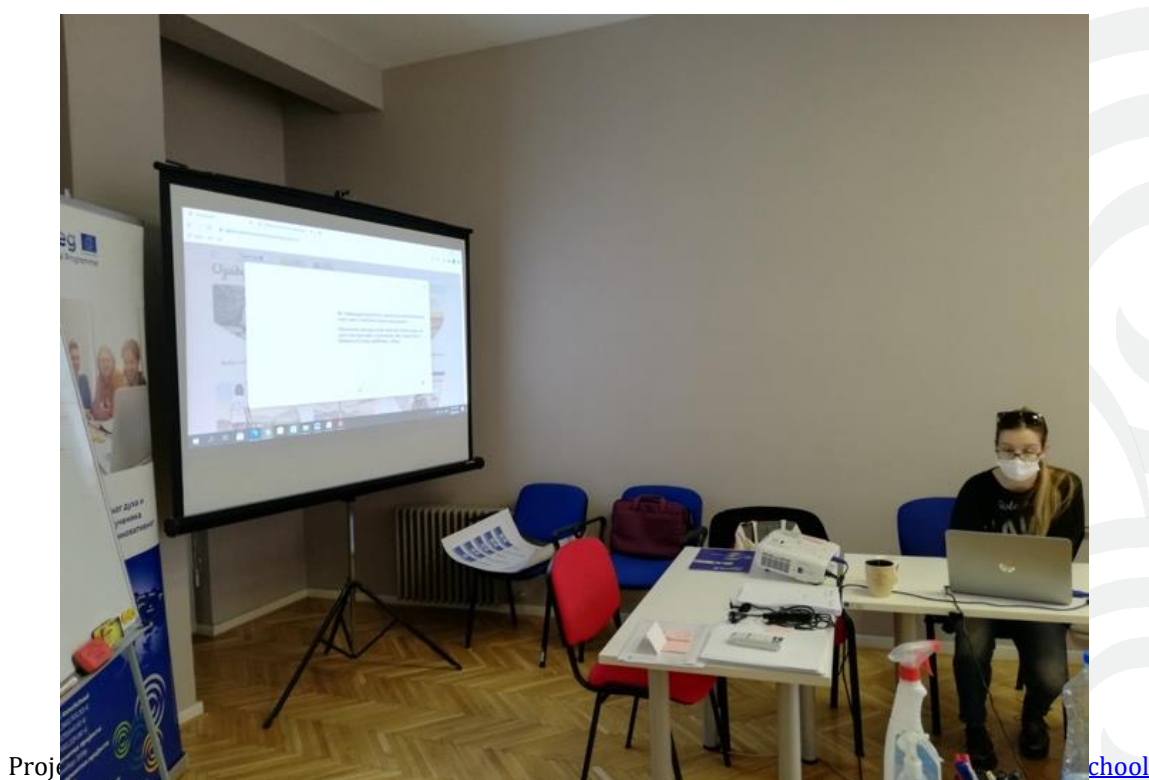
	Implemented	Number of trained teachers	Date of realization
RADEI	✓	24	September 17 th , 18 th , 21 st , 22 nd , 23 rd and 28 th , 2020

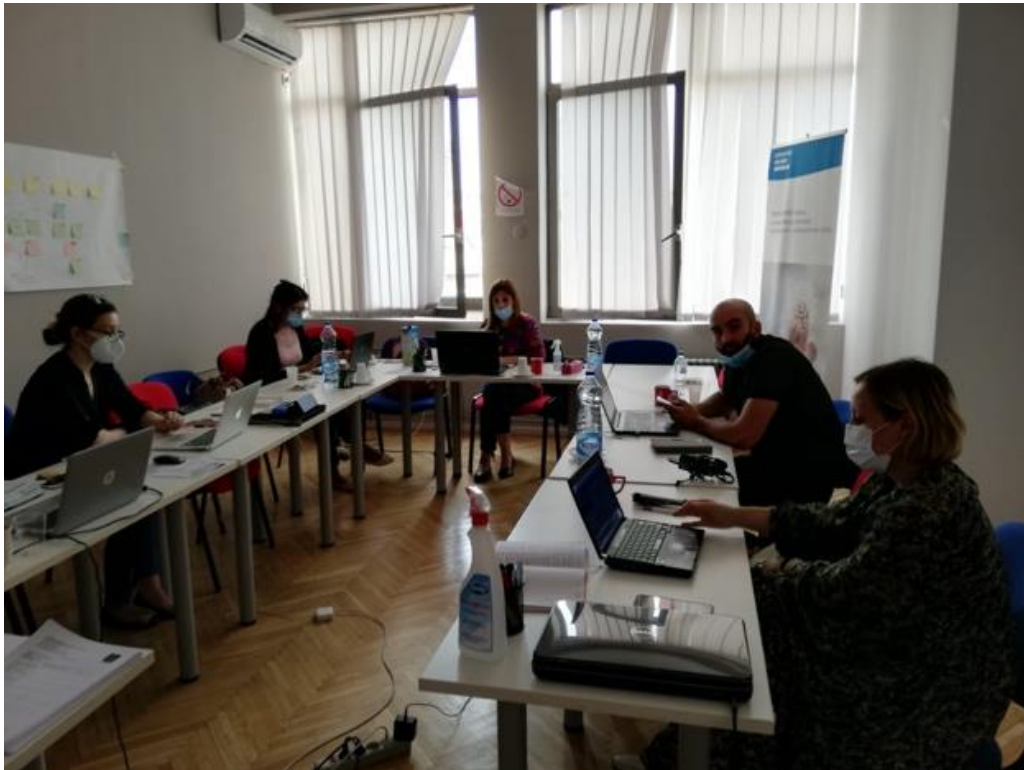
7.1. Agenda

8:15 - 8:30	Registration of Participants
8:30 - 8:35	Introduction – overview of the Agenda and introduction of participants
8:35 - 8:45	ILS and its elements
8:45 - 9:00	Social needs – overview and presentation of social needs presented in the Game

9:00 - 9:30	Serious Game – introduction, key information, Teachers’ interface
9:30 - 9:45	Coffee break
9:45 - 11:30	Teachers’ interface (continuation) – navigation, adding teachers, creating classes and teams Serious Game – students interface; simulation of the Intro class; playing as students
11:30 – 11:45	Coffee break
11:45 – 12:30	Serious Game – Teachers interface (unlocking levels, evaluating open tasks, etc.)
12:30 - 13:15	Lunch
13:15 - 13:45	Teachers’ Handbook and accompanying materials
13:45 - 14:00	School and interschool competition
14:00 - 14:30	ILS Pilot - start date, support, monitoring and evaluation, media promotion, certificates for teachers/schools/students, networking between teachers/schools
14:30 – 15:15	Serious Game – students interface – testing of an additional level
15:15 – 15:30	Questions and Answers

7.2. Photos





7.3. Short article about event

Regional Agency for Development and European Integration Belgrade (RADEI Belgrade) organized and held training workshops for high school teachers on using the innovative InnoSchool Learning system (ILS) during the Pilot phase.

Workshops goal was to provide in-depth introduction to the ILS and prepare teachers to smoothly implement it in their respective schools during the Pilot.

Workshops were organized in line with current national COVID-19 health protection recommendations which implied limited number of people at indoor public gatherings while respecting physical distancing measures. Thus, 6 full-day workshops were organized for groups of teachers from 11 Belgrade high schools that opted to participate in the Pilot, with two to three representatives from one to two different schools present at each of the workshops.

During the training, participants got acquainted with the Serious Game teachers' interface; they also experienced playing the Game as students, going through several Game levels' theory, quizzes and open tasks. Given that small groups of participants were present on each of the workshops, trainers were able to individually guide and consult them which ultimately proved to be extremely effective and efficient having in mind the intensity of one-day workshops' schedule. In addition, all participants were provided with electronic versions of the Teachers' Handbook and supporting materials.

After all planned workshops were held, teachers who attended and successfully completed the training received Training Certificates. A Viber group was formed in order to connect all participating schools/teachers and to serve as a local "platform" for exchanging ideas, information, asking questions and/or sharing impressions during the ILS pilot phase.

In spite of the intensive training agenda that had to be put in place, teachers highly praised the workshops' content and thought it was very beneficial and helpful in terms of practicality in ILS piloting.

8. Bosnia and Hercegovina

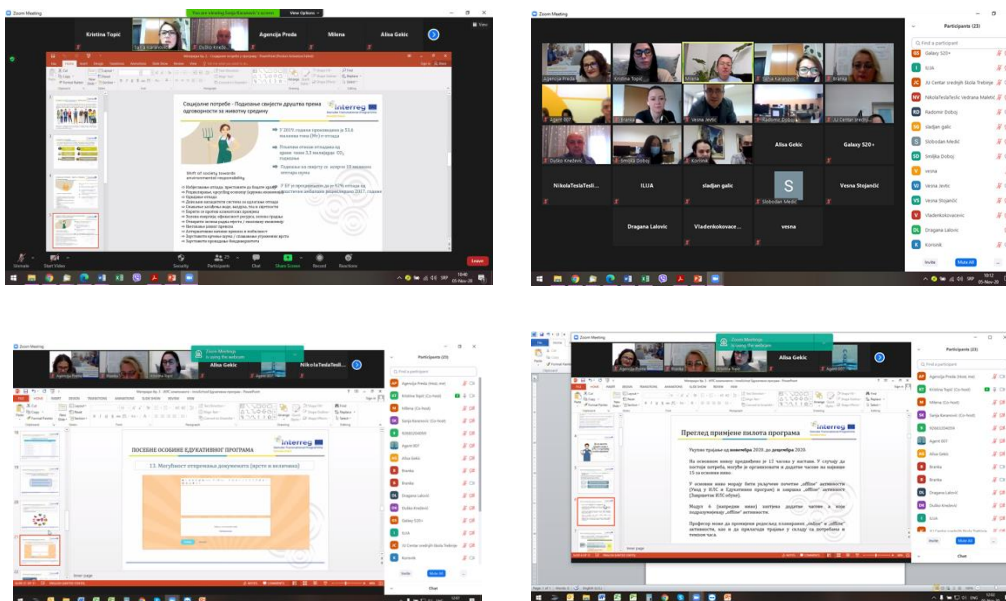
	Implemented	Number of trained teachers	Date of realization
PREDA-PD	✓	20	November 5 th – 6 th , 2020

8.1. Agenda

Time	Activity
09:50-10:00	Connecting to the Zoom application
10:00-10:10	Welcome speech and introduction of participants
10:10-10:25	Presentation of ILS key information - Milena Gnjatović Simatović
10:25-10:40	Presentation of Social needs defined through the project InnoSchool - Sanja Karanović
10:40-10:55	Presentation of the Handbook for teachers (ILS and key skills) - Sanja Inđić
10:55-11:10	Coffee break
11:10 - 11:20	Conducting pilots in schools - start, responsibilities of teachers, certificates for teachers and students, monitoring - Sanja Inđić
11:20-11:40	Presentation of the serious game - Kristina Topić
11:40-13:15	Testing of the serious game from the aspect of teachers - adding school, creating teams and other possibilities - Kristina Topić
13:15-13:30	Discussion and Q&A

Time	Activity
09:50-10:00	Connecting to the Zoom application
10:00-10:20	Introductory discussion – Reflection on the previous day
10:20 - 11:40	Testing of the serious game from the aspect of students - Kristina Topić
11:40 - 12:00	Coffee break
12:00 - 13:00	Testing of the serious game from the aspect of the teachers - evaluation of open assignments - Sanja Inđić
13:00 - 13:15	Presentation of supporting materials for offline activities - Sanja Inđić
13:15 - 13:25	Inter-school competition - Sanja Inđić
13:25 - 13:40	Discussion and Q&A
13:40	Closing of the event

8.2. Photos



8.3. Short article about event

Agency for economic development of city of Prijedor PREDA-PD organized online training for teachers on using InnoSchool innovative learning system (ILS) on 5th and 6th November 2020.

The aim of the training was to introduce ILS elements to teachers that are going to implement ILS in their respective schools as a pilot activity. The training was a two day event organized online in accordance with national government recommendations. The workshop was attended by 20 high school teachers and without any major issue.

The training was organized in connection with first InnoSchool Info day where presented activities that has been conducting on developing the law on social entrepreneurship and PREDA's role in the process. Besides this, three social entrepreneurs presented their activities to participants – mainly principals and high school teachers that taking part in Pilot. The training for teachers was organized

as more interactive and practical. Teachers got detailed explanations on ILS elements and responsibilities during the Pilot as well as opportunity to go thru the serious game as teachers and students with guidance of InnoSchool project team.

Teachers' feedback was really positive stating the ILS is creative, meaningful and educational at the same time. They also think it will be interesting to students. However, they highlighted possibility that the students' results could be influenced by current situation where offline activities cannot be implemented as planned in ILS.

9. Moldova

	Implemented	Number of trained teachers	Date of realization
FACLIA	✓	42	October 2 nd , 3 rd , 6 th , 8 th , 10 th , 15 th and 16 th , 2020

9.1. Agenda

Session 1 / October 2, 2020 / online	
14:00 – 14:10	Welcome by the territorial project partner and associated partner
14:10 – 14:25	Introduction circle of all participants
14:25 – 14:45	Social Entrepreneurship - Tatiana Arcan, BDC Creative representative
14:45 – 15:15	InnoSchool objectives and core elements
15:15 – 15:45	ILS targeted skills and competences, game levels and their specific objectives
15:45 – 16:30	InnoSchool serious game presentation
16:30 – 17:00	Wrap up and next steps
Session 2a / October 3, 2020 / physical workshop	
10:00 – 10:15	Summary of previous training session and presentation of agenda for the current session
10:15 – 12:15	Testing InnoSchool serious game from the side of students
12:15 – 13:00	Lunch break
13:00 – 14:00	Testing InnoSchool serious game from the side of teachers
14:00 – 14:45	Wrap up and next steps
Session 2b / October 6, 2020 / physical workshop	
12:00 – 12:15	Summary of previous training session and presentation of agenda for the current session
12:15 – 14:15	Testing InnoSchool serious game from the side of students
14:15 – 15:00	Lunch break
15:00 – 16:00	Testing InnoSchool serious game from the side of teachers

16:00 – 16:45	Wrap up and next steps
Session 3 / October 8, 2020 / physical workshop	
12:00 – 12:10	Summary of previous training session and presentation of agenda for the current session
12:10 – 12:40	Presentation of Guidance for using ILS in education
12:40 – 14:00	Exemplary session for teachers as they would be students
14:00 – 14:45	Lunch break
15:45 – 16:00	Presentation of impact questionnaires and the process planned for gathering feedback from students
16:00 – 16:15	Presentation of interschool competition and social media inclusion and objectives
16:15 – 16:30	Wrap up of all requirements from teachers and the planned and offered support, visits, calls and media visits
16:30 – 16:45	Q&A session
Session 4 / October 10, 2020 / physical workshop	
10:00 – 10:10	Summary of previous training session and presentation of agenda for the current session
10:10 – 12:15	Testing InnoSchool serious game from the side of students
12:15 – 13:00	Lunch break
13:00 – 15:00	Testing InnoSchool serious game from the side of teachers
15:00 – 16:30	Preparing for starting the pilot in schools
16:30 – 16:45	Wrap up and next steps
Session 5 / October 15, 2020 / online	
10:00 – 10:10	Summary of previous training session and presentation of agenda for the current session
10:10 – 12:15	Developing Social Business Model Canvas: type of intervention, segments, channels, marketing mix, value proposition
12:15 – 13:00	Lunch break
13:00 – 15:00	Developing Social Business Model Canvas: key activities, key resources, partners & key stakeholders, cost structure, revenue, and surplus
15:00 – 15:45	Wrap up and next steps
Session 6 / October 16, 2020 / online	
10:00 – 10:10	Summary of previous training session and presentation of agenda for the current session
10:10 – 10:30	Social business plan - short introduction
10:30 – 12:15	Developing social business plan - organization breakdown structure and risk management
12:15 – 13:00	Lunch break
13:00 – 15:00	Developing social business plan - financial management
15:00 – 15:45	Wrap up and next steps

9.2. Photos

