



AGENZIA
NAZIONALE
INDIRE



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ISTITUTO
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DOCUMENTAZIONE
INNOVAZIONE
RICERCA EDUCATIVA



Istituto Comprensivo Statale "Maredolce"

C. F. 80013640828 – Cod. Mecc. PAIC8AV00G

Sede: Via Fichidindia, 6 – 90124 Palermo - Tel. 091/447988

Scuola Infanzia e Primaria "Guglielmo Oberdan"

Scuola Secondaria di I Grado "Salvatore Quasimodo"

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Palermo, 18/05/2022

Al personale Docente interessato

E p.c.

Al personale ATA

Al DSGA

Oggetto: AGGIORNAMENTO Esiti della selezione dei partecipanti (docenti e non docenti) alla mobilità-formazione in ISLANDA nell'ambito del Progetto Erasmus+ "Enhancing and Empowering Empathy and Emotions in Education for Future Generations" (5E4Future)

Codice progetto: 2021-1-IT02-KA122-SCH-000014382

CUP: F75F21003430006

IL DIRIGENTE SCOLASTICO

VISTA l'approvazione della partecipazione al Programma Erasmus+ da parte del Collegio Docenti (Del. n. 59 Verbale n. 5 del 23/01/2020);

VISTA la comunicazione pervenuta via PEC in data 24/11/2021 (Prot. n. 12996 del 24/11/2021) dall'Agenzia Nazionale Erasmus+ Indire di approvazione del progetto Erasmus+ "Enhancing and Empowering Empathy and Emotions in Education for Future Generations" (5E4Future);

VISTA l'approvazione del Collegio Docenti con inserimento del progetto all'interno del PTOF 2019-22 (Del. n. 49 Verbale n. 6 del 02/12/2021);

VISTA l'approvazione del Consiglio d'Istituto con inserimento del progetto all'interno del PTOF 2019-22 (Del. n. 21 Verbale n. 6 del 23/03/2022);

VISTA l'assunzione in bilancio Prot. n. 4942 del 30/03/2022;

RAVVISATA la necessità di attivare le procedure necessarie alla partecipazione di n. 4 unità di personale docente e n. 1 unità di personale non docente alla formazione in oggetto prevista dal Progetto;

CONSIDERATI i seguenti obiettivi generali del progetto: 1. *"Inclusion and Diversity: the inclusion of differences is the theme of school life that, even today, most enlivens the world of school operators, teachers and non-teachers."*; 2. *"Digital Transformation: Automate internal processes, simplify routine activities and improve communication between students, teachers,*

and parents, allowing educators to focus exclusively on pupils.”; 3. “Participation in Democratic Life: The “difficult classes” are growing and can be interpreted as a symptom of malaise due to the loss of roles, references, values.”;

VISTO il Programma della formazione in oggetto trasmesso dall’ente formatore a questa Istituzione scolastica (allegato al presente decreto) e gli obiettivi specifici della formazione in oggetto;

CONSIDERATO che dal Programma della formazione in oggetto si evince che le discipline di interesse per la formazione in oggetto sono: Matematica, Scienze, Storia, Geografia e Arte;

VALUTATE, sulla base del Programma della formazione in oggetto, “pienamente attinenti” le discipline suddette insegnate dai docenti della scuola secondaria di I grado e, secondariamente, quali “attinenti” le discipline scientifiche insegnate dai docenti della scuola primaria, dai docenti di sostegno e dai docenti di Tecnologia della scuola secondaria di I grado, in virtù della trasversalità dei suddetti insegnamenti;

VISTI il Rapporto di Auto-Valutazione (RAV) e gli obiettivi indicati nel Piano di Miglioramento (PDM) d’Istituto;

VALUTATE le priorità formative del personale scolastico di questo Istituto finalizzate alla realizzazione di interventi mirati al raggiungimento degli obiettivi indicati nel RAV e nel PDM in riferimento alla priorità “Miglioramento degli esiti nelle prove standardizzate nazionali” per le alunne e gli alunni della scuola secondaria di I grado di questo Istituto;

VISTE le istanze inoltrate dai/dalle docenti e l’assenza di candidature da parte del personale non docente;

VALUTATE le candidature sulla base dei criteri approvati dal Consiglio d’Istituto (Del. n. 12 del 09/02/2022);

VISTE le nomine a titolo NON oneroso delle docenti Prof.ssa Valenza M.D. e Ins. Ferro L. per l’incarico di Componente dello staff di Progetto;

CONSIDERATO che i suddetti incarichi sono stati conferiti dal Dirigente Scolastico ai sensi dell’art. 25 del D.Lgs. n. 165/2001, in virtù dei ruoli di Primo e Secondo Collaboratore del Dirigente Scolastico ricoperti dalle docenti per il corrente anno scolastico e che, quindi, non costituiscono elemento di priorità aggiuntiva nella determinazione della graduatoria rispetto alla priorità assegnata in qualità di Componente dello “Staff del DS”;

DECRETA

La pubblicazione in data odierna all’Albo online del sito dell’Istituzione Scolastica e sul Sito Web della scuola della seguente graduatoria aggiornata docenti:

N.	Docente	Note
1	Cicciari Alessandro	Piena attinenza con le discipline. Figura di sistema.
2	Musotto Giuliana	Piena attinenza con le discipline.
3	Valenza Marisa Dora	Attinenza con le discipline. Staff DS. Figura di sistema. (Precede per maggiori competenze linguistiche, come da valutazione CV).

4	Ferro Maria Laura	Attinenza con le discipline. Staff DS. Figura di sistema. (Precede per maggiori esperienze scientifiche, come da valutazione CV).
5	Colavolpe Nicoletta	Attinenza con le discipline. Staff DS. Figura di sistema.
6	Luppina Nunzia	Attinenza con le discipline. Staff DS. (Precede per maggiore attinenza agli obiettivi indicati nel RAV e nel PDM).
7	Valenti Maria Grazia	Attinenza con le discipline. Staff DS.
8	Verga Maria	Attinenza con le discipline. Figura di sistema.
9	Mangiapane Tiziana	Attinenza con le discipline. (Precede per maggiori competenze linguistiche, come da valutazione CV)
10	Alaimo Maria Vittoria	Attinenza con le discipline.
11	Mari Nadia	Figura di sistema (Coordinatore Dipartimento Lingue; Componente Team Digitale).
12	Balistreri Luigi	Figura di sistema (Animatore Dig.).
13	Fragale Ida	
14	Vassallo Daniela	

e la partecipazione delle seguenti n. 4 unità di personale docente:

- CICCARI ALESSANDRO;
- MUSOTTO GIULIANA;
- VALENZA MARISA DORA;
- FERRO MARIA LAURA;

e della seguente unità di personale non docente:

- PIZZOLATO NICOLA, Dirigente Scolastico;

alla formazione che comprende la frequenza del corso “Game-on: Using video games and virtual and augmented reality to engage and motivate your students”, organizzata dall’Agenzia PROJECT MANAGEMENT SPAIN ERASMUS PLUS, S.L.U. (E10039300), nell’ambito del Progetto Erasmus+ “Enhancing and Empowering Empathy and Emotions in Education for Future Generations” (5E4Future), dal giorno 17 al giorno 23 luglio 2022 (viaggio escluso) a Reykjavik (Islanda).

Le spese per la partecipazione alla mobilità (corso, viaggio, vitto, alloggio) saranno rimborsate ai partecipanti fino al limite massimo previsto dal budget del progetto pari a Euro 2.018,00 per partecipante. Considerando che l'Agenzia Nazionale Erasmus+ INDIRE eroga l'80% del finanziamento ad inizio progetto ed il rimanente saldo a fine progetto, si comunica che i partecipanti riceveranno un acconto prima della mobilità, un secondo acconto di rimborso al rientro dalla mobilità fino all'80% del budget massimo disponibile per partecipante ed un saldo finale di rimborso a fine progetto per il rimanente 20%.

Il presente provvedimento è pubblicato all'Albo online e sul sito internet dell'Istituzione scolastica. Eventuali reclami potranno essere prodotti, da parte degli interessati, attraverso comunicazione email all'indirizzo paic8av00g@istruzione.it entro i termini previsti nel provvedimento di pubblicazione degli esiti della selezione (Prot. n. 6787 del 14/05/2022). Eventuali rinunce alla mobilità dovranno essere comunicate via email con la massima sollecitudine.

IL DIRIGENTE SCOLASTICO
Prof. Nicola Pizzolato

**Erasmus+ MOBILITY AGREEMENT FOR SCHOOL STAFF and QUALITY
COMMITMENT for school education**

I. DETAILS ON THE PARTICIPANT

- Name of the participant:
5 teachers. ID Number:
[Email](#); Phone:
Registration Number: 2022/722
- Sending institution (name, address):
Istituto Comprensivo Statale “Maredolce”. via Fichidindia, 6 - 90124 Palermo ITALY
OID Number: E10170832. VAT Number: 80013640828
- Contact person (name, function, e-mail, tel):
Nicola Pizzolato. Phone: + 39 3281041218
Email: nicola_pizzolato@libero.it
- KA1 Project information:
KA1 E+ Project Number:
KA1 E+ Project Title:

II. DETAILS OF THE PROPOSED PROGRAMME ABROAD

- Receiving organisation (name, address):
PROJECT MANAGEMENT SPAIN ERASMUS PLUS, S.L.U.
OID Number: E10039300. VAT Number: B-42572867
Alicante (Spain) www.pmserasmusplus.com
- Contact Person (name, function, e-mail, tel):
Ángel Gallardo López. Manager
info@pmserasmusplus.com. Phone: +34605100221

Erasmus Plus Course: **GAME-ON: gamification with video games and virtual and augmented reality.**
Planned dates of start and end of the mobility period: 17th July 2022 – 23rd July 2022. Reykjavík.

Detailed programme of the mobility period:

Nowadays video-games seem to be one the biggest enemies for teachers. Students spend hours playing at home without, apparently, any benefit for their academic achievement. Their brains are hyperstimulated and ready for an action that sometimes the school cannot provide. Are we falling behind with our students' interests? Should we change anything?

GAME ON: Using Video-Games and Virtual Reality to enhance and motivate your students course is aimed towards teachers of all levels. The course provides innovative and engaging ideas to integrate video-games through the content of the lessons and the curriculum. You will learn the details and processes that will empower you to create successful video game-based learning experiences in your classroom.

This course will introduce you into the video-games world through an educational perspective that will allow you to create awesome motivational activities in your classroom. What team are you belonging to? Are you Game On?

Here you have below the detailed programme of the course:

DAY 1 – SUNDAY. WELCOMING.

- Meeting and greeting.
- Individual orientation and information about the venue and the city.
- Reception of all course material.

DAY 2 – MONDAY.

- Introducing video-games in education
- Discovering Minecraft: Education Edition and Super Mario Bros
User practise, examples and activities with their own assessment for teaching science and maths.
- Cultural activity: Discovering the city and its cultural heritage. You will visit Reykjavík center in a guided tour included in course fees.

DAY 3 – TUESDAY.

- Virtual reality (VR) and Augmented Reality (AR) educational apps and mobile phone video-games.
- User practice and engaging activities and resources for teaching Sciences and Arts.
- Discovering free online video-games resources.
- Activities and video-games for all subjects, special focus on Reading and Language.
- Optional visit to Blue Lagoon and relax in hot natural water. Included in optional package of cultural activities.

DAY 4 – WEDNESDAY.

- Ready to discover? Open-world video-games:
- Discovering the ANCIENT CULTURE: EGYPT-GREECE-ROME through Assassin's Creed educational mode.
- User practice, examples and activities with their own assessment for teaching History and Geography.
- Video-game Tropico 4 using methodology based on the Theory of Possible Worlds to analyze the construction of a civilization: take control of politics, culture, population, economy and education of your own caribbean island.
- User practise and activities for History, Geography, Economy, Science.

DAY 5 – THURSDAY. NETWORKING DAY.

- Networking activity: Presentation of your own school and your KA1 project.
- Networking activity: Guided session to find your best partner for a future JOB SHADOWING and/or KA229 PROJECT.
- Optional visit to Golden Circle to see Eurasian and North American tectonic plate boundaries in Thingvellir National Park – Geysir Geothermal Area – Gullfoss Waterfall. We will meet us in Reykjavík after lunch and we will spend all afternoon and part of the evening admiring marvellous places of the Nature. Included in optional package of cultural activities.

DAY 6 – FRIDAY.

- Be critical, be practical; Bad games, motivational tools.
- Video-games creation Workshop: We will introduce the basics of video-games creation in education, teachers will be able to create an Arcade game at the end of the workshop.
- Optional dinner in the center of Reykjavík. Networking activity to deepen the relationship between all participants.

DAY 7 – SATURDAY. SUM UP.

- Course evaluation.

- Releasing of official course certifications.
- Participants departure.

Tasks of the participant before, during and after

- Comply with all the arrangements negotiated for the mobility and to do his/her best to make the mobility a success.
- Abide by the rules and regulations of the host Organisation, its normal working hours, code of conduct and rules of confidentiality.
- Communicate with the sending Organisation and host Organisation about any problems or changes regarding the mobility.
- Submit a report in the specified format at the end of the mobility.

Competences to be acquired by the participant:

- Get a full perspective about the video-games world.
- Develop an educational perspective on the use of video-games.
- Create your own video-game.
- Be able to create motivational elements and activities based on video-games and Virtual reality.
- Develop the basics about Virtual Reality and Augmented reality on education.
- Make known the experiences that other teachers are doing with video-games and Virtual reality in the world.
- Understand the basic principles of (video) game based learning.
- Applying non-formal learning to video game-based learning.
- Debate computational thinking.

CONNECTION TO PRACTICES:

- Techniques for developing VG motivational activities to give response to the academic needs and interests of your students.
- Video-games practices as a user.
- Tools for designing video-games activities that will engage your students while meeting curricular requirements.
- Apps practise with virtual reality and Augmented reality on education.
- Combine multiple subjects to create real-world connections
- Ways to measure the impact that VG activities have on student's understanding and engagement.

Monitoring and Mentoring of the participant before, during and after the mobility:

The course is based on both theoretical and practical lessons. Participants will be able to experience what video game-based learning experiences are from the beginning. Furthermore, they will develop a transformational educational perspective on video-games, being capable to select, search and develop educational ideas with them at the end of the course. Our methodology guarantees a full immersion experience inside the educational video-games and virtual reality world. Assistants will develop VG and VR digital skills through motivational techniques which, in the same way that we enjoy our free time playing, we create connections with educational content and assessment.

The course will be distributed in four different modules, Those modules will be divided into contextualized educational activities with their framework, practise with the different elements with computers, smartphones or Xbox, and tools for identifying the progress on the class.

Our experienced trainer will support and stimulate the networking and cooperation among participants. We organize networking and cultural activities in order to give participants the opportunity to exchange best-practices and establish professional cooperation and links. In these activities will take part not only participants of the course but also other participant from different courses attended by the company. The expected training activity has been structured so that the participants can transfer know-how and develop needed skills to create and manage a proposal with real success.

Evaluation and Recognition of the mobility:

At the end of the course, the company will provide the participants an attendance certificate including the detailed information about the course, e.g. title, programme and schedule. In addition, a Europass Mobility Certificate can be added on request.

III. COMMITMENT OF THE PARTIES INVOLVED

By signing this document, the participant, the sending organisation and the receiving organisation confirm that they will abide by the principles of the Quality Commitment attached below.

THE PARTICIPANT

Participant's signature

..... Date:

THE SENDING INSTITUTION

We confirm that this proposed mobility agreement is approved.

On completion of the mobility the institution will issue[...a Europass Mobility, *other form of validation/recognition...*] to the participant

Coordinator's signature

..... Date:

THE RECEIVING ORGANISATION

We confirm that this proposed mobility agreement is approved.

On completion of the mobility the organisation will issue a Certificate of Attendance to the participant

Coordinator's signature

.....


PROJECT MANAGEMENT SPAIN
ERASMUS PLUS S.L.U.
CIF: B-42572867
C/ HACIENDA DEL ADMINISTRADOR, 3
03560 EL CAMPELLO - ALICANTE
WWW.PMSERASMUSPLUS.COM - INFO@PMSERASMUSPLUS.COM

Date: 4th May 2022

ERASMUS + MOBILITY FOR SCHOOL EDUCATION STAFF **QUALITY COMMITMENT**

Obligations of the Sending Organisation

- *Follow-up the European Development Plan of the institution*
- *Select the participants by setting up clearly defined and transparent selection criteria and procedures.*
- *Help with organisational arrangements with partner institutions to arrange job-shadowing and teaching assignments*
- *If one or more of the selected participants face barriers to mobility, special arrangements for those individuals must be made (eg those with special learning needs or those with physical disabilities). Arrange for accompanying persons if necessary, taking care of all practical arrangements.*
- *Organise linguistic (if necessary), pedagogical and inter-cultural preparation for mobile staff*
- *Support the reintegration of mobile participants and build on their acquired new competences for the benefit of the school, teaching staff and pupils*
- *Evaluate the mobility as a whole to see whether it has reached its objectives and desired results.*
- *Disseminate the results of the mobility project as widely as possible.*

Obligations of the Sending and Host Organisation

- *Agree on a tailor-made learning or teaching programme for each participant*
- *Define the envisaged outcomes of the mobility period, including impact on the organisations involved as well as individual learning outcomes of the participant in terms of competences.*
- *Establish a Mobility Agreement with the participant to make the intended programme and learning outcomes transparent for all parties involved.*
- *Ensure the validation and recognition of the competences acquired. Recognise learning outcomes which were not originally planned but still achieved during the mobility. Use Europass for recognition of learning outcomes.*
- *Provide any necessary information and assistance to participants*
- *Establish appropriate communication channels for the duration of the mobility and ensure these are clear to the participant and the Organisations involved.*
- *Monitor and evaluate the progress of the mobility on an on-going basis and take appropriate action if required*

Obligations of the Host Organisation

- Foster understanding of the culture and mentality of the host country.
- Assign to participants tasks and responsibilities to match their competences and training objectives as set out in the Mobility Agreement and ensure that appropriate equipment and support is available.
- Identify a tutor or mentor to monitor the participant's learning progress and/or offer professional support.
- Provide practical support if required including a clear contact point for participants.
- If necessary, help the sending school and the participant to identify the appropriate insurance cover for your country

Obligations of the Participant

- Establish the Mobility Agreement with the sending Organisation and the host organisation to make the intended outcomes transparent for all parties involved.
- Comply with all the arrangements negotiated for the mobility and to do his/her best to make the mobility a success.
- Abide by the rules and regulations of the host Organisation, its normal working hours, code of conduct and rules of confidentiality.
- Communicate with the sending Organisation and host Organisation about any problems or changes regarding the mobility.
- Submit a report in the specified format, together with requested supporting documentation in respect of costs, at the end of the mobility.

Signatures: Participant, Name, Date

Host Organisation, Name, Date

PROJECT MANAGEMENT SPAIN ERASMUS PLUS, S.L.U. 4th May 2022


 PROJECT MANAGEMENT SPAIN
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 WWW.PMSERASMUSPLUS.COM - INFO@PMSERASMUSPLUS.COM

Sending Organisation, Name, Date