

***DESIGN OF CONTENT OF LEARNING PLATFORM FOR THE COMMUNITY OF
BOLESŁAW CHROBRY PRIMARY SCHOOL IN LUBLIN***

***AS PART OF THE „THE BRAIN RULES!” – DEVELOPING THE ABILITY TO LEARN AS
ONE OF THE KEY SKILLS FOR SUCCESS IN FUTURE SOCIAL AND PROFESSIONAL
LIFE***

co-financed by the EEA financial mechanism for 2014-2021 and the state budget.

Project implementation period: April 29, 2022 – April 28, 2024

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1. Aim of the project:

Creation of an educational platform supporting children's learning, divided into three blocks depending on age:

Block 1-3

Block 4-6

Block 7-8

2. Substantive content (not all content in each age block)

- 2.1 Lectures and training materials.
- 2.2 On-line training.
- 2.3 Ready-made lesson plans.
- 2.4 Fun and games.
- 2.5 Quizzes, tests, game shows.
- 2.6 Competitions, gamification.
- 2.7 Tests, mock exams.
- 2.8 Workshops for students.
- 2.9 Language courses.
- 2.10 Webinars.
- 2.11 Learning techniques.

- 2.12 Competency and aptitude tests to identify students' strengths.
- 2.13 Correlation and selection of the best learning techniques for specific types of learners.
- 2.14 Abilities/competences.
- 2.15 Elements of career counseling.

3. Communication

- 3.1 Ability to create accounts for students, teachers and parents.
- 3.2 Messenger for those who use the platform.
- 3.3 Possibility to create rooms(chats) for group work/work under the supervision of the teacher/exchange of thoughts/tasks between the student, parent and teacher.
- 3.4 A collection of the most common questions and answers.
- 3.5 Interactive map of needs – individual users will be able to indicate what content should appear on the platform.
- 3.6 Tools to measure progress – gaining new skills/climbing grades, etc.
- 3.7 Resource/warehouse/bank for the exchange of teaching materials.
- 3.8 The ability to automatically use the platform to conduct remote classes.

4. Adapting the platform to the assumptions of the core curriculum

- 4.1 Division of tasks into those consistent with the core curriculum and those that go beyond the core curriculum.
- 4.2 Development of competences using information and communication technologies.
- 4.3 Adapting resources for students with certificates and learning difficulties.