



Supporting the transition of handicraft teachers and trainers to the Digital Age

IO5: Set of Mobile Learning Apps



Co-funded by the
Erasmus+ Programme
of the European Union

This project (2017-1-ES01-KA202-038435) has been funded with support from the European Commission through the ERASMUS+ Programme. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

CRAFTS3.0

Supporting the transition of handicraft teachers and trainers to the Digital Age

2017-1-ES01-KA202-038435

www.crafts-project.eu

Intellectual Output 5

Set of Mobile Learning Apps

Coordinated by:

FOACAL - Federación de Organizaciones Artesanas de Castilla y León. Spain

Developed by:

INFODEF - Instituto para el Fomento del Desarrollo y la Formación S.L. Spain

RINOVA – Rinova Limited. United Kingdom

DANMAR – Danmar Computers sp z o.o. Poland

DIMITRA - Dimitra Education and Consulting. Greece

CEARTE - Centro de Formação Profissional do Artesanato. Portugal

FTT - Fundatia Transilvania Trust. Romania

INQS - Innoquality Systems Limited. Ireland

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Introduction

The **CRAFTS 3.0 Set of Mobile Learning Apps** (Intellectual Output 5) is aimed at supporting the professional development of **handicraft teachers and trainers** in order to improve their teaching competencies in **innovative education through ICT**.

Handicraft teachers and trainers which took part in the **pilot phases** of the project have designed and generated these apps, by means of the **CRAFTS 3.0 Mobile Instructional Learning App** (Intellectual Output 3). The Apps have been developed in the respective language of each country involved in the piloting process: Spain, Greece, Romania and Portugal.

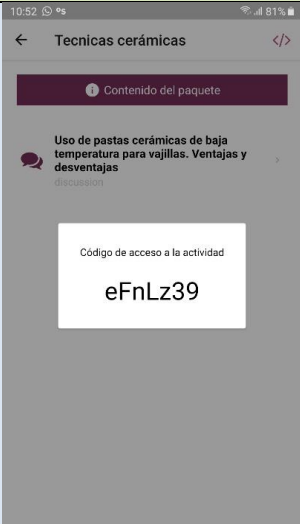
The set of Apps have been developed as simple and user-friendly as possible in order to involve and motivate users by means of specific tasks and interactive learning. In this regard, this set of tailor made innovative mobile learning Apps have been adapted and tailored to the specific needs and circumstances of the participant organizations and their beneficiaries: **crafts professionals and VET students**.

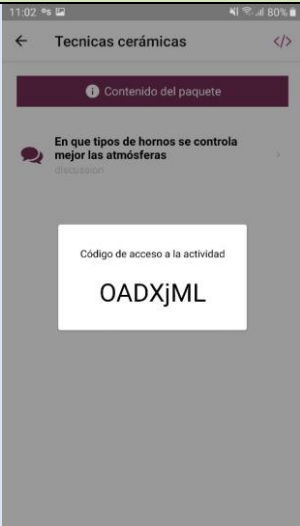
Within development of this output, partners and target users -handicraft teachers and trainers- have been engaged in a **learner-centred design process** to conceptualize, design and test their own learning Apps. Thus, they have gained a deeper understanding of learning design and are now able to adopt or adapt this design model for use in their own settings, acquiring knowledge and a practice to be applied for their own customized learning Apps.

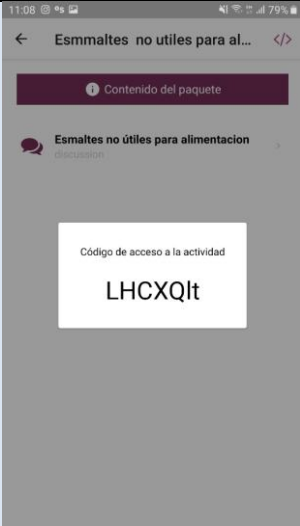
In the following sections a summary of the **Apps developed in each participant country** is provided, including:

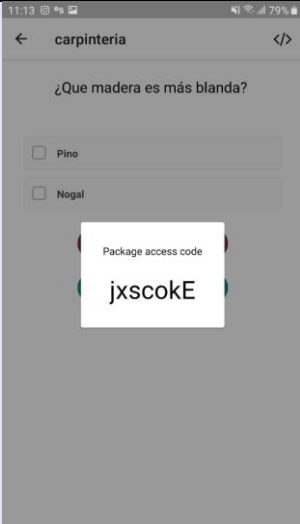
- Name of the teacher/trainer
- Module
- Title of the App
- Code to access the App
- Type of App
- Purpose of App
- Screenshots of App


Spain

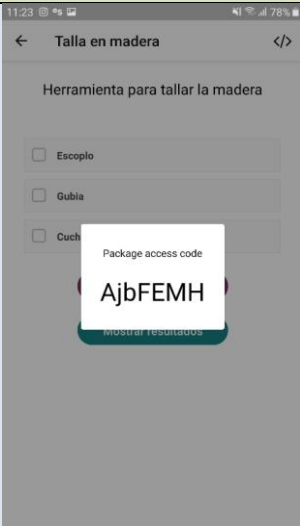
Spanish App 01	
Teacher/Trainer	Rosa Barquín Sanmartín
Module	Ceramic
Title of App	Ceramic Thecniques
Code	eFnLz39
Type of App	Package / Discussion
Purpose of the App	Analysis of the use of high and low temperature clays
Screenshots of the App	
	


Spanish App 02	
Teacher/Trainer	Rosa Barquín Sanmartín
Module	Ceramic
Title of App	Ceramic Thecniques
Code	OADXjML
Type of App	Package / Discussion
Purpose of the App	Control of the type of atmosphere inside a potter's kiln
Screenshots of the App	
	

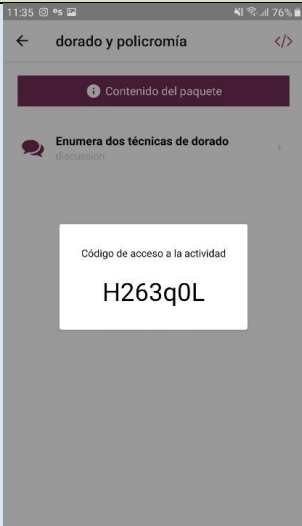
Spanish App 03	
Teacher/Trainer	Rosa Barquín Sanmartín
Module	Ceramic
Title of App	Ceramic Thecniques
Code	LHCXQIt
Type of App	Package / Discussion
Purpose of the App	Use of ceramic glazes in food pots
Screenshots of the App	
	

Spanish App 04	
Teacher/Trainer	Miguel Ángel Tapia
Module	Carpentry
Title of App	Carpentry
Code	jxscokE
Type of App	Quick Poll
Purpose of the App	Select the softest wood
Screenshots of the App	
	

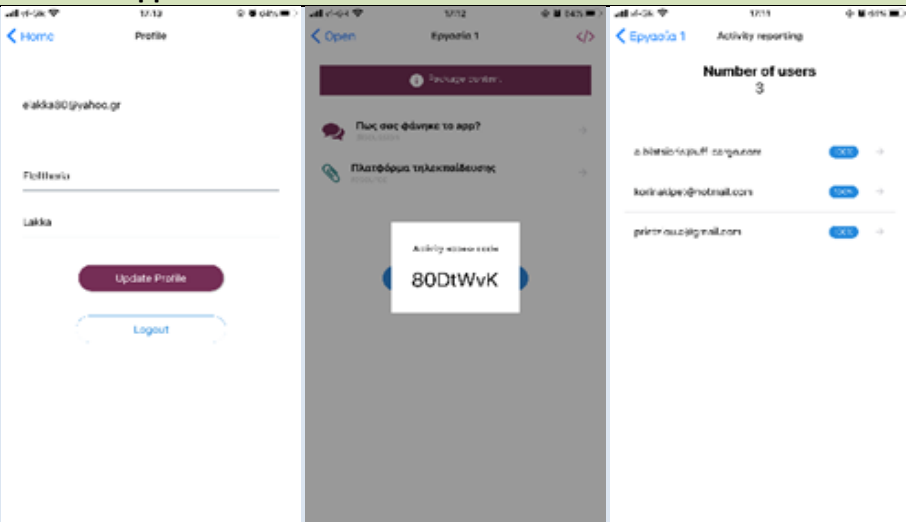
Spanish App 05	
Teacher/Trainer	Miguel Ángel Tapia
Module	Carpentry
Title of App	Carpentry
Code	yghbGev
Type of App	Quick Poll
Purpose of the App	What is the name of the tool to measure angles
Screenshots of the App	
	


Spanish App 06	
Teacher/Trainer	Miguel Ángel Tapia
Module	Carving Wood
Title of App	Carving Wood
Code	AjbFEMH
Type of App	Quick Poll
Purpose of the App	Name of wood carving tool
Screenshots of the App	
	

Spanish App 07	
Teacher/Trainer	Miguel Ángel Tapia
Module	Carving Wood
Title of App	Carving Wood
Code	o0Jyg21
Type of App	Quick Poll
Purpose of the App	Ideal wood for wood carving
Screenshots of the App	
	

Spanish App 08	
Teacher/Trainer	Miguel Ángel Tapia
Module	Gilding and Polycrome in Wood
Title of App	Gilding and Polycrome in Wood
Code	H264Q0L
Type of App	Quick Poll
Purpose of the App	List two gilding techniques on wood
Screenshots of the App	
	

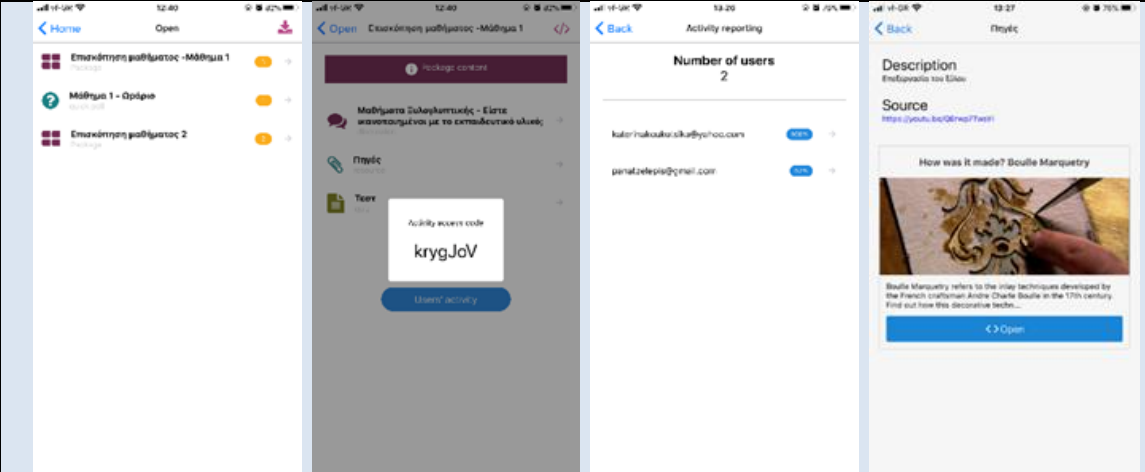
Greece

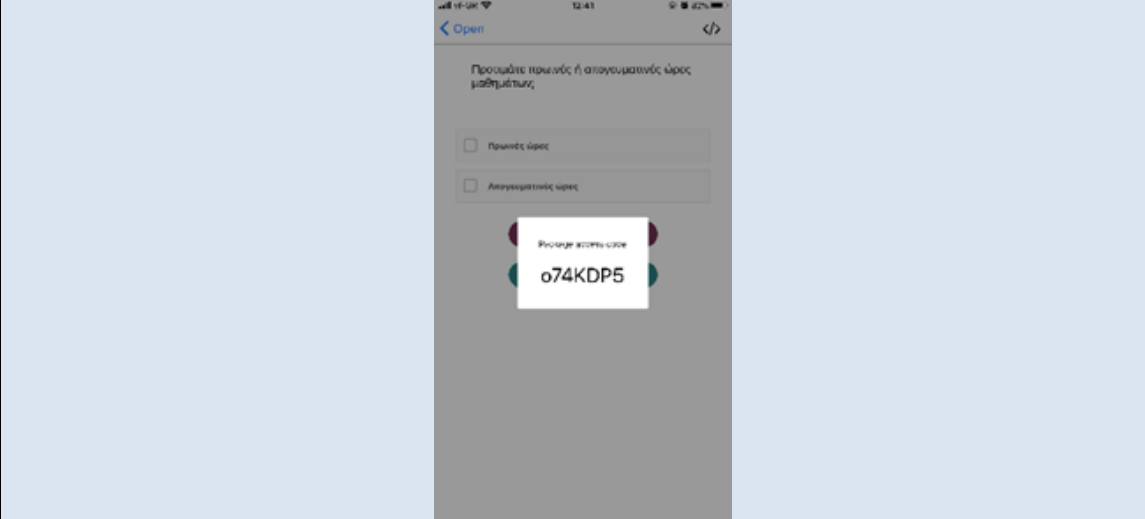
Greek App 01	
Teacher/Trainer	El. Lakka
Module	Jewelry making
Title of App	Module Assessment 1
Code	80DtWvK
Type of App	Package
Purpose of the App	To discuss their interest for the learning App and visit the learning platform through Resources
Screenshots of the App	
	

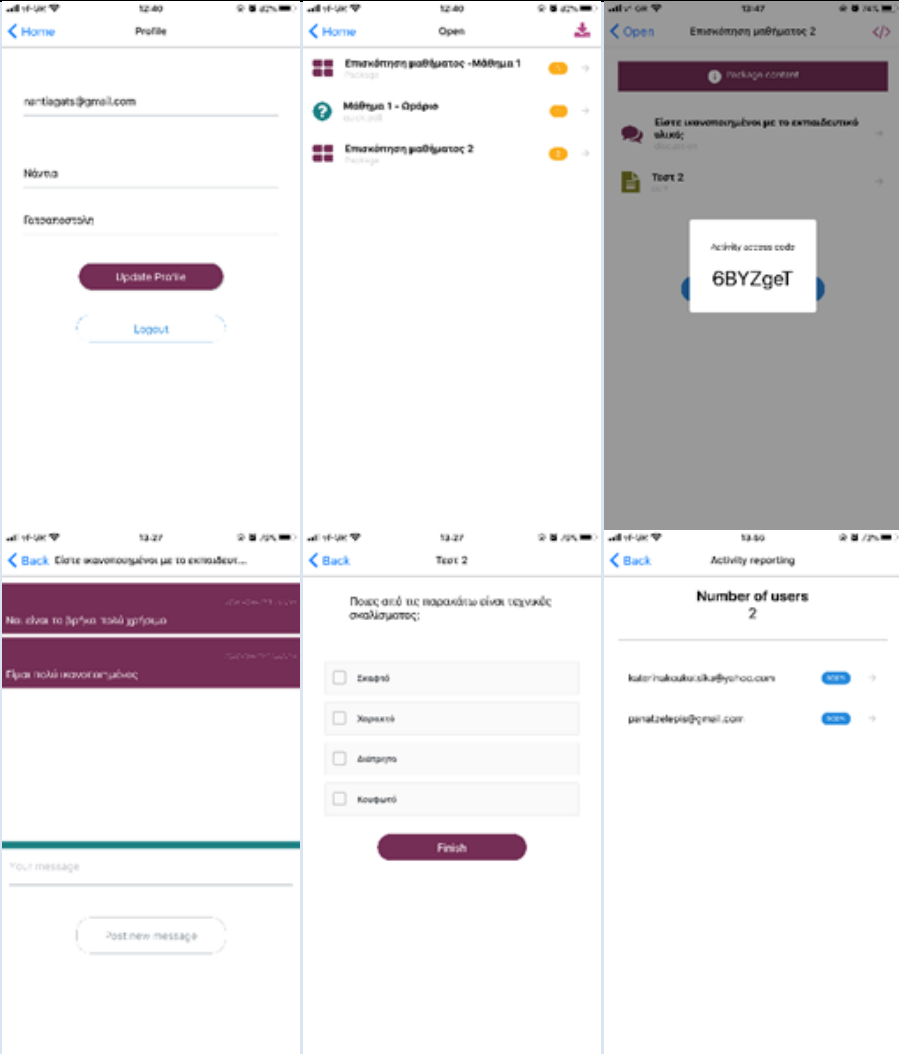
Greek App 02	
Teacher/Trainer	El. Lakka
Module	Jewelry making
Title of App	Course Aims
Code	ZgPGORC
Type of App	Quick poll
Purpose of the App	To find out whether the users are informed of the goals of the class
Screenshots of the App	
	

Greek App 03	
Teacher/Trainer	El. Lakka
Module	Jewelry making
Title of App	Course Duration
Code	OrXoi1R
Type of App	Quick poll
Purpose of the App	To find out how much time the trainees can devote to participate in the online course.
Screenshots of the App	


Greek App 04	
Teacher/Trainer	El. Lakka
Module	Jewelry making
Title of App	Class Hours
Code	fhZUuKO
Type of App	Quick poll
Purpose of the App	To find out whether the trainees prefer morning or afternoon classes.
Screenshots of the App	

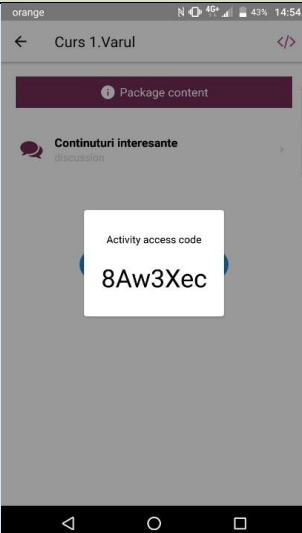
Greek App 05	
Teacher/Trainer	Nantia G.
Module	Wood Craving
Title of App	Review of Course 1
Code	krygJoV
Type of App	Package
Purpose of the App	To review the material
Screenshots of the App	
	

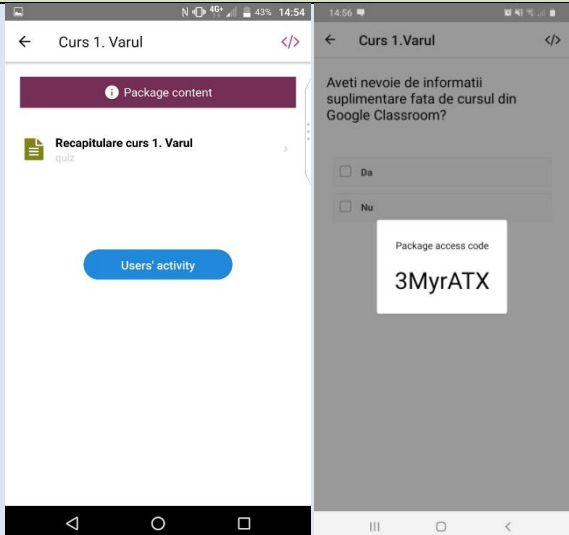
Greek App 06	
Teacher/Trainer	Nantia G.
Module	Wood Craving
Title of App	Class Hours
Code	o74KDP5
Type of App	Quick poll
Purpose of the App	To find out whether the trainees prefer morning or afternoon classes.
Screenshots of the App	
	

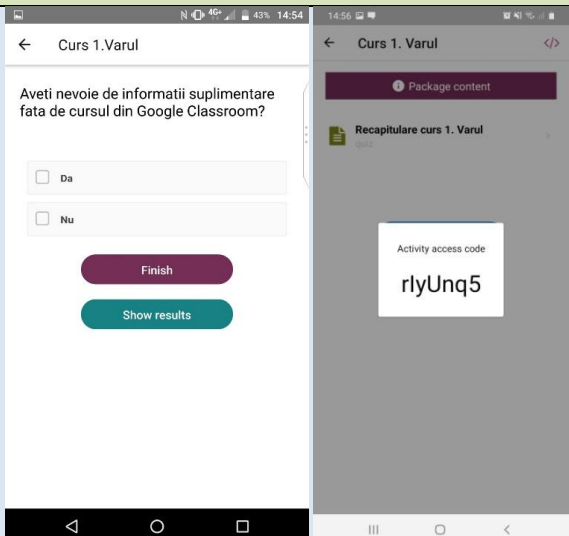
Greek App 07	
Teacher/Trainer	Nantia G.
Module	Wood Craving
Title of App	Review of Course 2- Which of the following are woodcarving techniques?
Code	6BYZgeT
Type of App	Package
Purpose of the App	To test their knowledge on the 2 nd course
Screenshots of the App	
	


Romania


Romanian App 01	
Teacher/Trainer	Vinczellér Márton
Module	Module 1. The lime
Title of App	Lime production (Articol despre producerea varului)
Code	X1bdOFR
Type of App	Package
Purpose of the App	How to produce lime
Screenshots of the App	
	


Romanian App 02	
Teacher/Trainer	Vinczellér Márton
Module	Module 1. The lime
Title of App	Interesting contents
Code	8Aw3Xec
Type of App	Package
Purpose of the App	Interesting contents about lime to complete the online course
Screenshots of the App	
	

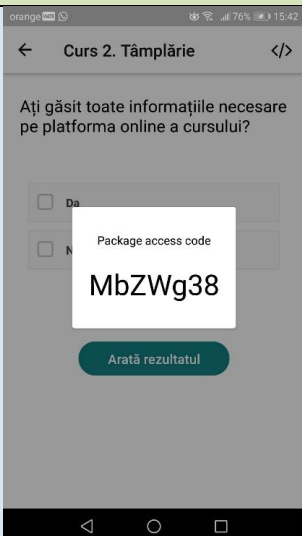
Romanian App 03	
Teacher/Trainer	Vinczellér Márton
Module	Module 1. The lime
Title of App	Package-Quiz
Code	3MyrATX
Type of App	Quiz
Purpose of the App	Recapitulation of knowledge
Screenshots of the App	
	

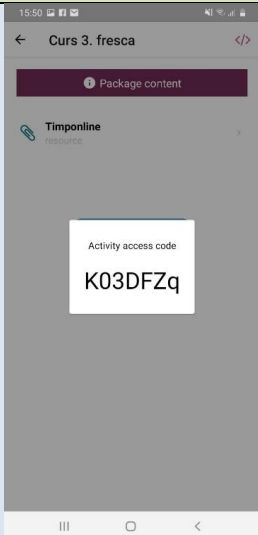
Romanian App 04	
Teacher/Trainer	Vinczellér Márton
Module	Module 1. The lime
Title of App	Question
Code	rlyUnq5
Type of App	Package/Discussion
Purpose of the App	Feedback from the user concerning the contents of the Google Classroom
Screenshots of the App	
	

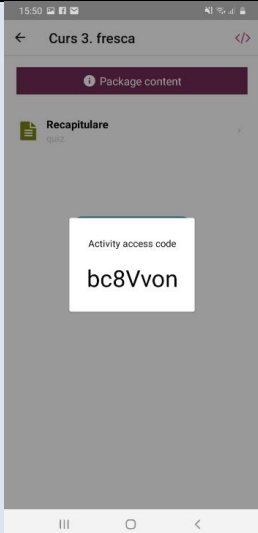
Romanian App 05	
Teacher/Trainer	Lénárd Levente
Module	Module 2. Traiditional Joinery
Title of App	About the carpenter pencil
Code	oWeyiPu
Type of App	Package/Resource
Purpose of the App	Additional information
Screenshots of the App	
	

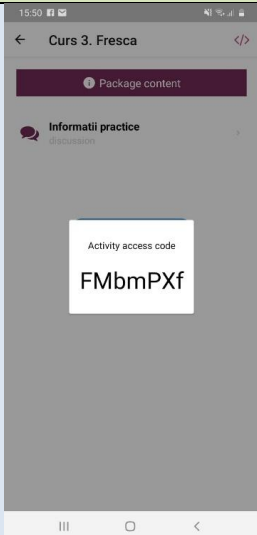
Romanian App 06	
Teacher/Trainer	Lénárd Levente
Module	Module 2. Traditional Joinery
Title of App	Package/Discussion
Code	vTwehtn
Type of App	Practical information
Purpose of the App	To complete and discuss about the topic
Screenshots of the App	
	

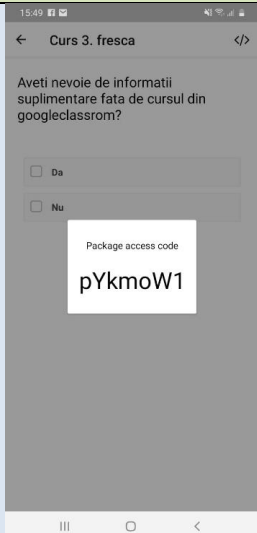
Romanian App 07	
Teacher/Trainer	Lénárd Levente
Module	Module 2. Traditional Joinery
Title of App	Recapitulation
Code	8Fhf0CM
Type of App	Package/Quiz
Purpose of the App	Recapitulation and verification of knowledge
Screenshots of the App	
	

Romanian App 08	
Teacher/Trainer	Lénárd Levente
Module	Module 2. Traditional Joinery
Title of App	Package/Discussion
Code	MbZWg38
Type of App	Question
Purpose of the App	Feedback from the user concerning the contents of the Google Classroom
Screenshots of the App	
	

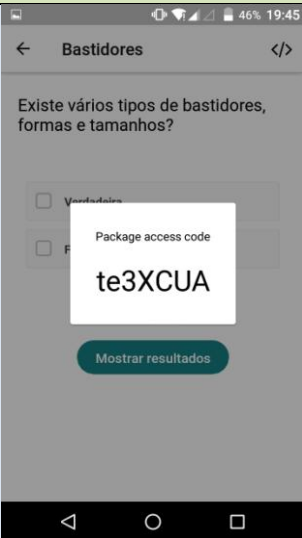
Romanian App 09	
Teacher/Trainer	Tarr Margit
Module	Module 3. Fresco technique
Title of App	Package/Resource
Code	K03DFZq
Type of App	Additional information
Purpose of the App	To complete the online course
Screenshots of the App	
	


Romanian App 10	
Teacher/Trainer	Tarr Margit
Module	Module 3. Fresco Technique
Title of App	Package/Quiz
Code	Bc8Vvon
Type of App	Quiz
Purpose of the App	Recapitulation, verification of knowledge
Screenshots of the App	
	

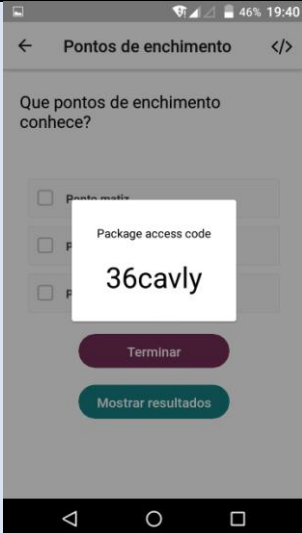
Romanian App 11	
Teacher/Trainer	Tarr Margit
Module	Module 3. Fresco Technique
Title of App	Package/Discussion
Code	FMbmPXf
Type of App	Practical information
Purpose of the App	Additional information to the online course
Screenshots of the App	
	


Romanian App 12	
Teacher/Trainer	Tarr Margit
Module	Module 3. Fresco Technique
Title of App	Package/Discussion
Code	pYkmoW1
Type of App	Question
Purpose of the App	Feedback from the user concerning the contents of the Google Classroom
Screenshots of the App	
	

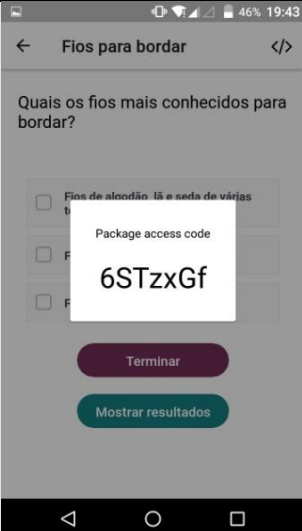
Portugal


Portuguese App 01	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery materials and tools
Code	te3XCUA
Type of App	Quick poll
Purpose of the App	To know the Embroidery Hoops
Screenshots of the App	
	


Portuguese App 02	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery stitches
Code	GswD5Xf
Type of App	Package/ quiz
Purpose of the App	Identify embroidery stitches
Screenshots of the App	
	

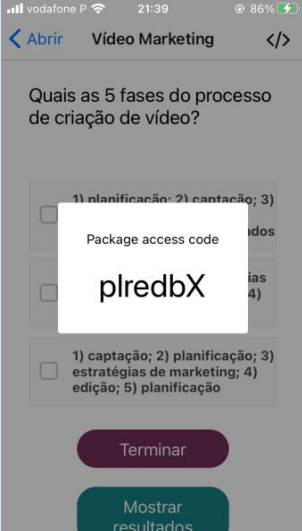
Portuguese App 03	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery stitches
Code	36cavly
Type of App	Package/ quiz
Purpose of the App	Identify embroidery stitches for filling area
Screenshots of the App	
	


Portuguese App 04	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery materials
Code	Bvqa7iz
Type of App	Package/ quiz
Purpose of the App	Identify embroidery materials
Screenshots of the App	
	


Portuguese App 05	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery materials
Code	6STzxGf
Type of App	Package/ quiz
Purpose of the App	Recognize different types of Raw materials
Screenshots of the App	
	


Portuguese App 06	
Teacher/Trainer	Esperança Santos
Module	Hand embroidery
Title of App	Embroidery materials
Code	FG9IpSi
Type of App	Quick Poll
Purpose of the App	Name types of needle
Screenshots of the App	
	

Portuguese App 07	
Teacher/Trainer	Esperança Santos
Module	Social mask sewing
Title of App	Sew Social mask: step by step
Code	4dU9voa
Type of App	Package/ resource
Purpose of the App	How to sew a social mask: step by step
Screenshots of the App	
	

Portuguese App 08	
Teacher/Trainer	Anaga Figueiroa
Module	Video Techniques
Title of App	THE FIVE PHASES OF VIDEO PRODUCTION
Code	plredbX
Type of App	Quick Poll
Purpose of the App	Name the five phases of video production
Screenshots of the App	
	

Portuguese App 09	
Teacher/Trainer	Anaga Figueiroa
Module	Video Techniques
Title of App	Video Content types
Code	kebn8IW
Type of App	Quick Poll
Purpose of the App	Classify video content creation rules
Screenshots of the App	
	

Portuguese App 10	
Teacher/Trainer	Anaga Figueiroa
Module	Video Techniques
Title of App	VIDEO SCRIPT
Code	uFGilTd
Type of App	Quick Poll
Purpose of the App	Recognize de script in the pre-production phase
Screenshots of the App	
	

Portuguese App 11	
Teacher/Trainer	Anaga Figueiroa
Module	INTRODUCTION TO ICT SKILLS
Title of App	Marketing Digital
Code	k6DYSMO
Type of App	Quick Poll
Purpose of the App	Name platforms to conduct market research
Screenshots of the App	
	

Portuguese App 12	
Teacher/Trainer	Anaga Figueiroa
Module	INTRODUCTION TO ICT SKILLS
Title of App	Blog
Code	etZWTQf
Type of App	Quick Poll
Purpose of the App	Identify the main objective blog
Screenshots of the App	
