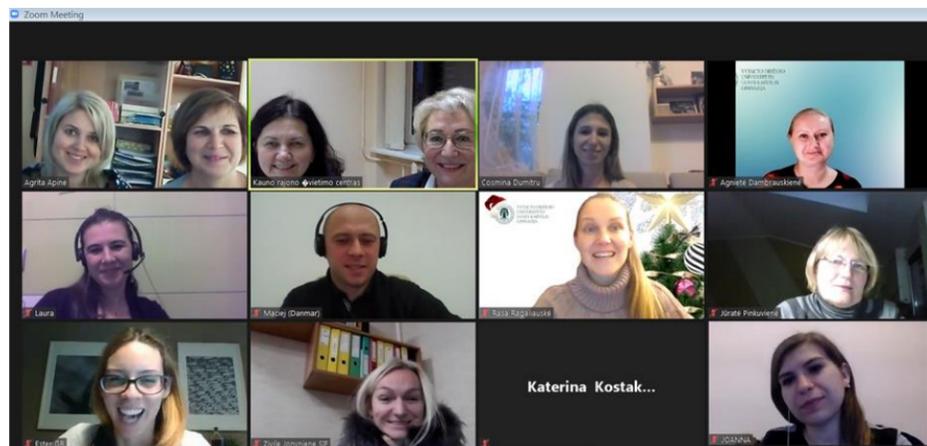


The final SMART_MT meeting

The final partnership meeting of the Erasmus+ project “Smart Mathematics teacher” (No 2018-1-LT01-KA201-046956) took place 2 December 2020. Eventually, due to the COVID-19 pandemic situation, the meeting was organized online via the Zoom platform.

The aims of the final meeting were as follows:

- To review the achieved results (outputs and outcomes) and financial management
- To present the completed intellectual outputs, including the additional tasks
- To introduce the results of the partnership piloting
- To present the results of the quality assurance
- To review the project dissemination activities
- To prepare for final partnership report



“ Although Math is not my cup of tea, I’ve learned a lot during this project. I will cherish this experience throughout my lifetime ”

Laura Popenta, Bulgaria

We are happy to have outnumbered the planned intellectual outputs by 3 to 4 times. We have developed 79 exercises for the Math app instead of the 20 planned in the project application form. Also, we have developed 29 exercises for the Eureka app instead of the initially planned 6 exercises.

The project partnership has exceeded our expectations. We are proud to have worked with such experienced SMART team and to have prepared qualitative project results which will be used by teachers of mathematics throughout Europe long after the project’s lifetime.

The virtual e-learning platform www.smart.erasmus.site

Additional project outcome

We are proud to have developed yet one more project result – an e-Guide for using SMART EDIT platform to create your own set of exercises.

Intellectual outputs of the SMART-MT project help teachers to develop competences and knowledge on existing apps for teaching Math and STEAM subjects. Additionally, it provides a tool for creation and usage of personal exercises on the SMART-MT app.

The e-guide provides step-by-step instructions on how to create and upload the exercises created by teachers on the app and share those with their students.

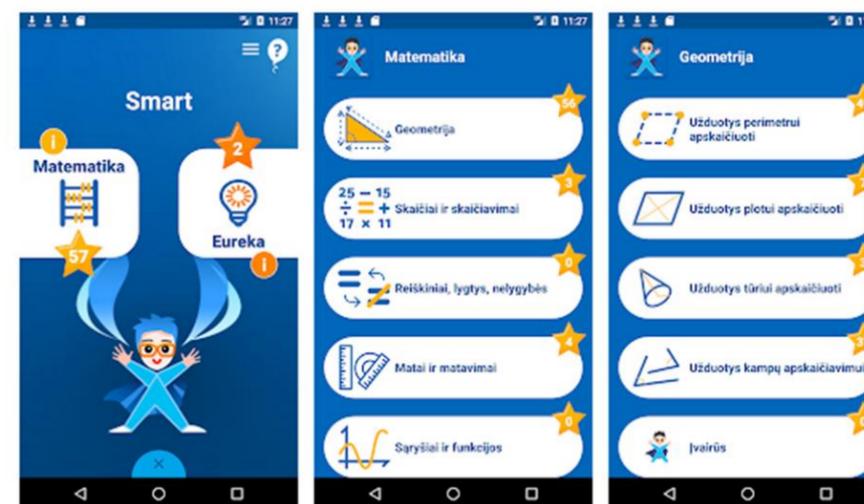
The e-guide is available in English and 5 national languages: Romanian, Greek, Lithuanian, Latvian, and Polish.

Please find the platform at: <https://smart-math-teacher.firebaseio.com/>



Thinking Ahead about students and teachers

SMART-MT



Please find „The Math App“ on the Google Play: <https://play.google.com/store/apps/details?id=com.vizuali.smart>

Module IV – your guide how to the teach online in the virtual classroom



The learning pack of the teacher training program “Teaching Math in the Digital Era” has been supported with the additional module “Online didactic support tools for Mathematics teachers”.

The aim of this module is to present online tools and review the benefits of using them in mathematics lessons. It also highlights the advantages and disadvantages of online tools and platforms and provides teachers

with examples of online didactic tools and explain how to use these tools teaching math in the virtual classroom. Acquiring knowledge and skills in mathematics is very difficult without live contact, especially when students are introduced to new content. Introducing innovative solutions in education helps to develop pupils’ creativity, stimulates creative thinking and deepens interests, thanks to which students develop their abilities.

>> READ THE FULL MODULE ONLINE AT WWW.SMART.ERASMUS.SITE



The MATH APP

The aim of „The Math App“ is to improve pupils’ mathematical skills by solving tasks with different levels of difficulty and earning points for each correct answer. The app is an easy-to-use math practice tool for pupils aged 10-13, who are in elementary/basic school (grades 5-6). It consists 79 exercises under different mathematical areas:

- Geometry
- Numbers and Calculations
- Equations and inequalities
- Measures and Measurements
- Functions

The exercises in each area are divided into topics, e.g. Geometry: perimeter, area, volume, angles. There is no particular order in which the exercises should be performed, both teachers and pupils are free to choose any exercise from the list.

Please find „The Math App“ on the Google Play: <https://play.google.com/store/apps/details?id=com.vizuali.smart>



The EUREKA APP

Eureka – the Joy of Discovery! The aim of „The Eureka App“ is to promote pupils’ creative and critical thinking in Mathematics. The app is devised for pupils aged 10-13, who are in elementary/basic school (grades 5-6).

The Eureka App is easy to use, playful and practical, with some microlearning and gamification elements and it contains the exercises based on real life situations where Math is integrated with other STEAM subjects: Science, Technologies, Engineering, and Arts. In total the App contains 29 exercises.

The topics of the exercises are varied, e.g. how to plan a trip, how to calculate the amount of water needed per day, or how to calculate a scale. There is no need to solve tasks in succession; the name of the task or the picture next to it will help you choose the right topic.

Please find „The Eureka App“ on the Google Play: <https://play.google.com/store/apps/details?id=com.vizuali.smart>