



A week with...

VILLE ARVIO

TECNOLOGIA BARREIRO
ESCOLA SUPERIOR · POLITÉCNICO SETÚBAL

DAY 1 - 9 March, 11:30–13:30

Creative and interactive learning with EdTech (Math/STEM focus)

TARGET AUDIENCE: Math/STEM teachers and teacher-trainee students

FOCUS: Interactive pedagogy and task design using EdTech tools (e.g., GeoGebra, TIM, ViLLE), gamification principles, and classroom-ready activity formats (Python-based tasks, solution comparisons, “claims”/justifications, and collaborative group work) to boost engagement and creativity.

LECTURE HALL: Anf. 0.01 (ESTB)

DAY 2 - 10 March, 10:30–12:30

GenAI in teaching and learning

TARGET AUDIENCE: Teachers, staff, and students

FOCUS: Practical and responsible use of generative AI in teaching and learning—prompting strategies, activity design, feedback workflows, assessment integrity, and task redesign to promote meaningful learning.

SEMINAR ROOM: S1.07 (ESTB)

DAY 3 - 11 March, 10:30–12:30

ESCAPE-ROOM PEDAGOGY

TARGET AUDIENCE: Teachers, staff, and students

FOCUS: Demonstration and hands-on development of pedagogical escape rooms (virtual or in-person) using Google Forms + Excel. Includes a short try-out activity, the underlying pedagogical framework, and the creation of an escape room that participants can use in their own classes.

Seminar room: S1.07 (ESTB)

DAY 4 - 12 March, 10:30–12:30

Wrap-up meeting

PARTICIPANTS: Organising team and interested stakeholders (e.g., programme coordinators)

GOALS: Summarise outcomes, gather feedback, and discuss potential avenues for collaboration.