

Project




"The ELF - Geospatial Learning with Elves" project is an Erasmus + KA2: Strategic Partnership for Youth Education Project. This innovative project is designed to build competencies and digital skills, along with providing necessary knowledge to students by involving them in process of learning about natural points of interests (trees, rare plants, etc.).

The shift in education to distance and blended learning during COVID-19 pandemic created a need for suitable and exciting digital tools for outdoor education. The digital tools created during the length of the project will impart students with scientific and practical knowledge about geography, botany, nature, etc. The project tools will also support blended and distance learning.


The project target group involves students and educators initially across Iceland and Estonia, and later across EU.


The project is carried out in partnership between Creatrix ehf. from Iceland and Youth in Science and Business Foundation from Estonia. Icelandic partner will lead the project and create study experiences, Estonian partner will be focused on developing the technological solutions for the ELF project. The project will last for 12 months.

Expected Results

-  Increased awareness and knowledge regarding geography, botanics, nature etc.
-  A possibility to conduct interactive outdoor education activities with a novel application.
-  Improvement of digital and soft skills with the active involvement of students and educators/teachers.
-  Long-term impact of the project is to foster and implement the abilities and the interest of students about the topics explained with the help of ELF innovative app.

Outputs

 Output 1 - An interactive website for in three languages: English, Icelandic and Estonian. The website will help students to get information about the project and there will be a possibility for students and teachers to set up different geolocation-based games for other students. The students' part will be implemented as a special page where students will be guided by interactive trolls and elves. It will be possible to create new non-formal educational activities that can be added to ELF mobile application.

 Output 2 - The main output of ELF project is an interactive application for Android-smartphones that will focus on geospatial learning with elves as special teachers. The application will allow users to experience a different way of learning the subject, thanks to information, quizzes and more info about the places, plants etc. Students can form groups and play interactive outdoor education games, where results are based on knowledge and ability to navigate from one place to another.