

Atollo project ERASMUS-EDU-2023-PI-FORWARD

Learning with Atollo IZZI Digital

February 2025



Co-funded by
the European Union



**Atollo
Project**

Breaking barriers,
building futures

Agenda

1. About the Project
2. Digital Education Content
3. Navigating the Atollo IZZI Platform
4. Additional Information



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ABOUT THE ATOLLO PROJECT

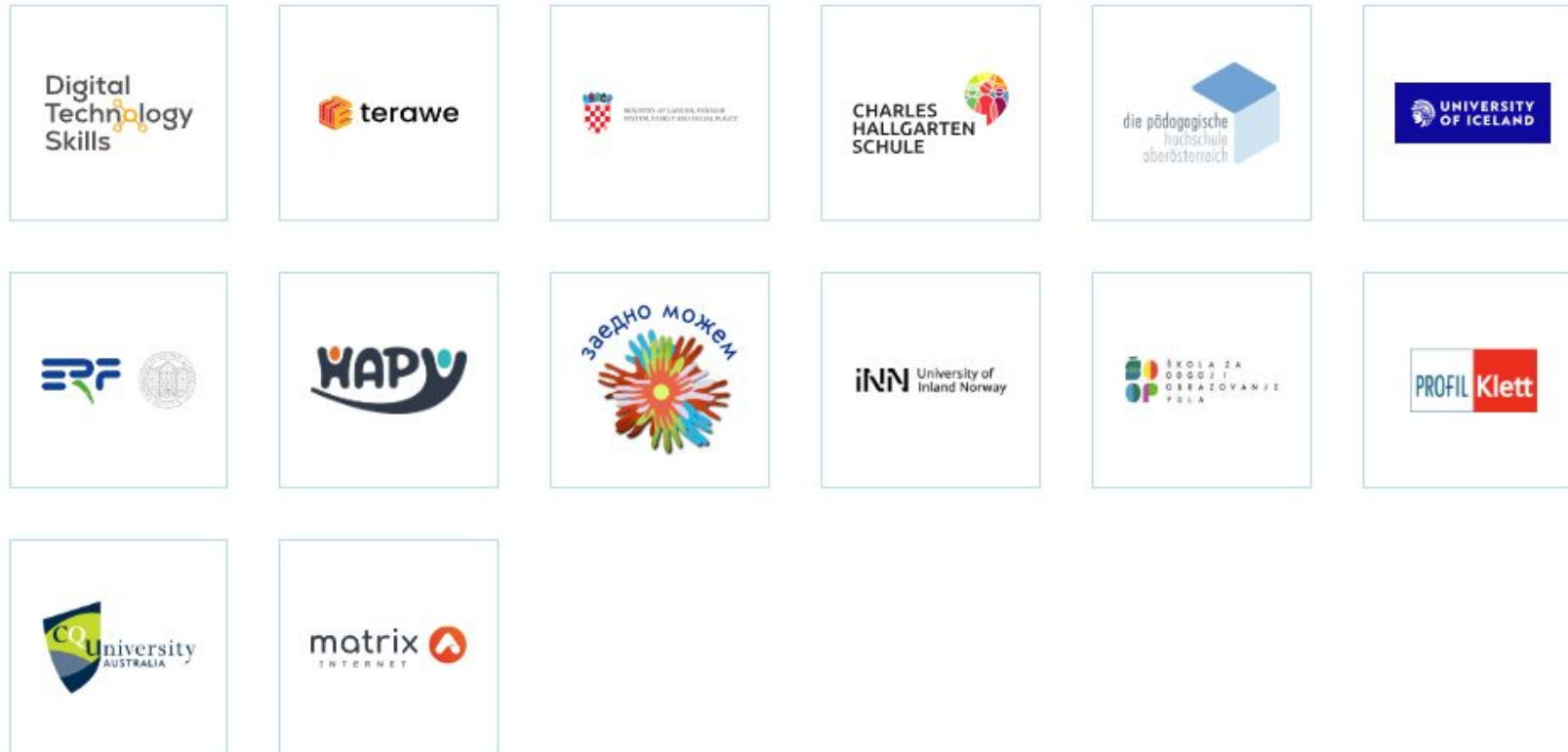
An ERASMUS+ project that aims to empower learners with **special educational needs** by creating inclusive **digital educational materials**.

- The focus is on students with **learning and developmental difficulties**.
- The use of digital materials will be **scientifically evaluated**.
- An **inclusive digital education toolkit** will be created with advice and instructions for everyone who uses digital educational materials for children with difficulties.
- **Consortium of partners** from Croatia, Bulgaria, Austria, Germany, Iceland, Norway, Ireland and Australia.

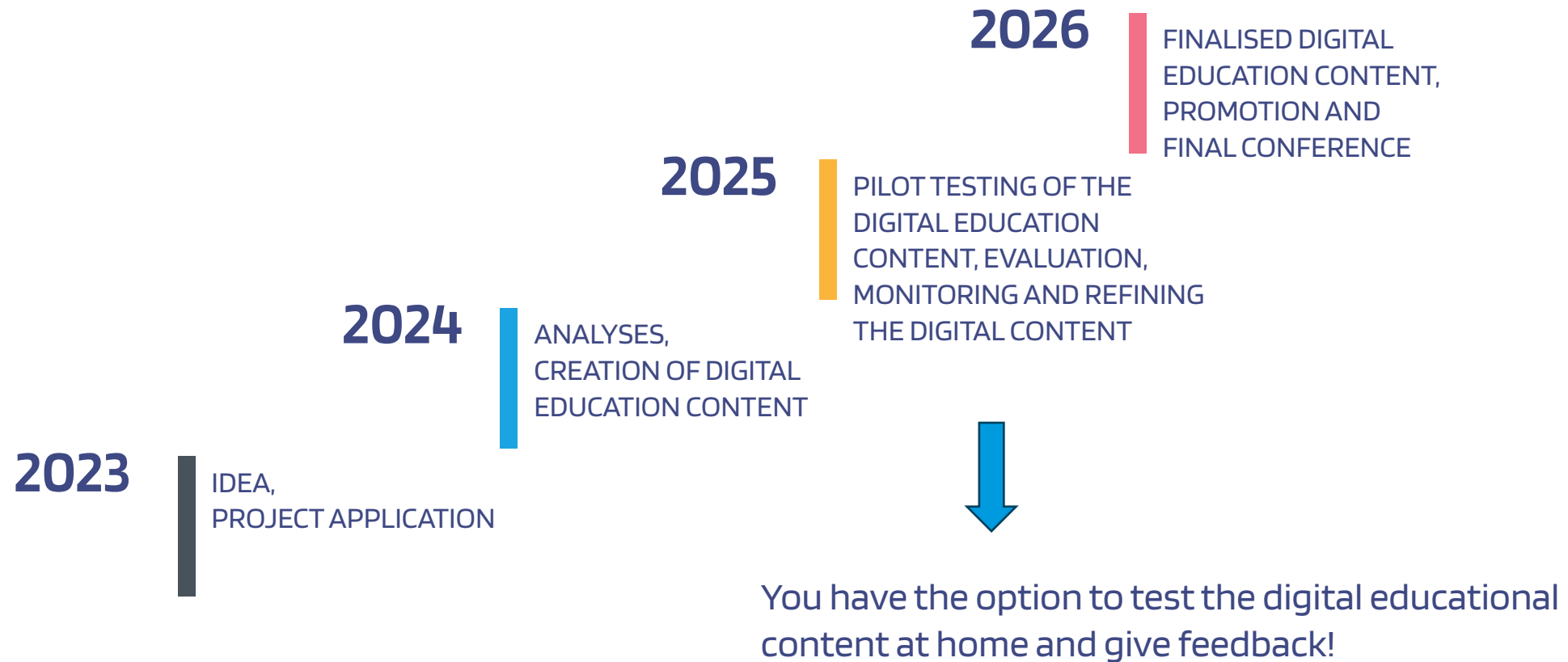


PROJECT PARTNERS

(universities, public authorities, EdTech companies, NGO, schools for children with SEN)



THE ATOLLO PROJECT TIMELINE



ABOUT THE ATOLLO PROJECT

- **Project focus:** mathematical and digital competencies (most similarities across countries)
 - MATHEMATICAL: a core subject across countries, challenges in teaching and learning mathematics inclusively, important for further success and daily life
 - DIGITAL: future relevance, gap in accessibility, support for inclusive education
- **Target students:** students with learning and developmental difficulties that learn at lower primary level
- **Content:** offered at four different levels (adjusted expectations)



DIGITAL EDUCATIONAL CONTENT

Target group of learners:

- Students with **learning and developmental difficulties** that **learn at lower primary level**
- In mainstream classrooms, these learners would be typically aged 5-10
- However, when appropriate, these materials can be used **regardless of the chronological age**

The digital educational content:

- Adjusted expectations at different levels to support diverse needs
- A complement tool for additional support in learning
- Located on the Atollo IZZI platform

DIGITAL UNITS AND LEARNING LEVELS

DIGITAL EDUCATIONAL UNITS:

- **45 units** across four levels (40 mathematical and 5 digital units)
- Available in **six languages** (Bulgarian, Croatian, English, German, Icelandic, Norwegian)
- Each language has a 'bookshelf'
- Each **bookshelf** has **5 publications**:
 - Mathematics Level 1 (10 mathematical units)
 - Mathematics Level 2 (10 mathematical units)
 - Mathematics Level 3 (10 mathematical units)
 - Mathematics Level 4 (10 mathematical units)
 - ICT (5 digital units)



DIGITAL UNITS AND LEARNING LEVELS

LEARNING OBJECTIVES:

- Aligned with curricula, **adjusted outcomes** compared to the mainstream curricula
- Mathematical objectives are defined for different areas of knowledge:
 - Numbers and Counting
 - Shapes and Space
 - Measurements
 - Problem-Solving
 - Development of Natural Numbers
 - Arithmetic Operations and Geometry
- The digital objectives – Information Acquisition and Processing, Technology and Equipment, Digital Skills, Creation and Communication, Ethics and Security



DIGITAL UNITS AND LEARNING LEVELS

LEARNING LEVELS:

- Units are available at four distinct levels to accommodate diverse learners:
 - **Level 1:** Profound and Multiple Learning Difficulties
 - **Level 2:** Severe Learning Difficulties
 - **Level 3:** Specific Learning Difficulties
 - **Level 4:** Moderate Learning Difficulties
- As levels progress from 1 to 4, learning outcomes become more complex
- From Level 1 – fundamental concepts to Level 4 – most complex



NAVIGATING THE PLATFORM

- 6 bookshelves (languages)
- **5 publications** on each bookshelf (4 mathematics levels + 1 ICT)
- Each mathematics level contains **10 units**
- Each unit contains at least **5 digital educational activities** (often more)
 - Example: Animation/video, Drag and Drop, Colouring Book, Memory, Draw, What's Missing, Multiple Choice, Labyrinth, etc.
 - Activities aim to be engaging, fun and visual to show practical and real-life scenarios
- **Accessibility features** (font size, dyslexia-friendly font, uppercase font, dark and light theme)



DEMONSTRATION

<https://atollo-en.izzi.digital/#/>



LEARNING WITH ATOLLO IZZI DIGITAL

- Activities will be practiced in class
- **Flexible** and **additional** support for learning in the classroom and at home
- **Games** to spark students' interest in maths and practice
- **Interactive** activities
- Real-life situations and visuals
- Students **may need adult support** or could practice individually
- The platform gives them feedback
- No personal information entry – GDPR safe



LEARNING WITH ATOLLO IZZI DIGITAL

- You can choose a level and topic based on teacher recommendation

OR

- You can start from Level 1 (fundamental concepts) and level up



THE PILOT TESTING

- **Beginning of March until the end of June 2025**
- Across 3 countries and multiple schools
- GOALS & IMPORTANCE:
 - testing the digital educational activities in practice
 - receiving feedback from teachers, students and parents/guardians – positives and what to improve
 - making changes to improve the content
- Monitoring and evaluation are crucial in the project to refine content – we appreciate your participation, **if possible**.



THE PILOT TESTING

- Parents/guardians may be included in the evaluation **on a voluntary basis**
- Questionnaires or interviews may be used by the project team to gain feedback
- Technical support: euprojekti@profil-klett.hr



**Thank you for
your attention!**

