

Da un secolo, oltre.



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READy Addressing Disparities in Reading and Writing Acquisition through Personalising Technologies: A Cognitive and Societal Perspective

SECOND PARTNERS' MEETING: AGENDA

Florence (IT), 9-10 January 2025

09:00-10:00 - WP3 and WP4 overview

9 January 2024

9:00 CET Start of the Meeting Institutional greetings – Prof. **Vanna Boffo**, UniFi (IT) Adoption of the agenda – **Pixel** (IT) Partners' Presentation (5 minutes each) – **All partners**

Presentation of Work Packages
WP2 – Teachers' Training Package
Presentation of the identified didactical modules and
materials for the teachers' courses at the national
level – ISCTE (PT)

11:00-11:20 - Coffee Break

11:20-13:00 – WP2

WP2 – Teachers' Training Package

Presentation of the contents for the transnational training course – **UniSeville** (ES)

WP2 – Teachers' Training Package

Presentation of the templates to organize and report
the national and transnational trainings – Pixel (IT)
and UniFi (IT)

WP2 – E-learning Training Package

Definition of the dates of the first transnational
exchange workshop in Italy
Presentation of the templates to report the workshop
– Pixel (IT) and UniFi (IT) + schools

13:00-14:30 - Lunch

14:30-16:30 – WP5 WP5 – Valorisation:

> Presentation of the Communication and Valorization Plan Presentation of the dissemination activities and sustainability of the project Actions and Deadlines – **Pixel**

16:30 - 18:00 - WP1

WP1 – Project Management
Question time on the Administrative report
Definition of the dates for the online meetings
(1st Monday 15-17 CET)?
Definition of the dates for the meeting in Portugal
(March 26) UniFi (IT)

18:00 End of the meeting

10 January 2024

WP3 – Interactive Evaluation Platform
Presentation of the WP activities
Presentation of the structure of the platform
Definition of the working group for the creation of the
contents of the surveys and of the play full tasks
WP4 – Game-based Intervention toolkit
Presentation of the WP activities

Presentation of the WP activities

Presentation of the structure of the toolkit

Definition of the working group for the creation of the game-based activities – **UniFi** (IT) and **Pixel** (IY)

10:00-11:00 – Data Analyisis WP3-WP4 Data format Database Data analysis – **RAU** (RO)

11:00-11:20 - Coffee Break

11:00-13:00 - WP3

WP3 – Interactive Evaluation Platform

Proposal for the evaluation platform and intervention toolkit – All Partners

13:00-14:00 Lunch

14:00-16:00 WP4

WP4 – Game-Based Intervention Toolkit

Proposals for the Toolkit – All Partners

Any Other Business – All partners

Meeting Evaluation – All partners

Delivery of Certificates – UniFi (IT)

16:00 – End of the meeting

