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Augmented and immersive Reality for Improved Education in Schools in Europe

ARIES

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Release of the ARIES Blended Learning Offer

A practical pathway for high-school teachers to bring Augmented & Immersive Reality
into everyday teaching

We're excited to announce the release of the ARIES blended learning offer a flexible, teacher-centred professional development pathway that helps you integrate Augmented and Immersive Reality (AR/IR) into everyday teaching. Whether you're experimenting with your first AR activity or planning a cross-curricular immersive project, ARIES meets you where you are and grows with you. The program connects directly to the ARIES learning platform and mirrors the structure piloted in the CPD course held in Palermo, so you can learn with confidence and adapt the journey to your context.

What is ARIES?

ARIES (an Erasmus+ project) supports teachers in designing competence-oriented learning that blends methodologies, assessment tools, and a curated library of easy-to-use educational resources all focused on AR/IR. The introductory course on the ARIES platform acts as your navigation hub: it orients you to the available modules, explains how they fit together, and points you to localized versions in your preferred language developed by project partners.

Key idea: you don't have to take every module in a fixed order. Treat ARIES as a supportive structure: pick and sequence the pieces that best serve your students, subject, and timetable.



How the blended offer works

- Modular CPD: Short, focused modules you can complete at your own pace online or supported in workshop formats. Each module links to practical tools and classroom-ready prompts.
- Competence-oriented: You'll learn to plan, deliver, and validate learning around clear competence goals, using the LEVEL5 approach to make progress visible (for you and your students).
- Validated learning: Your own development is recognized through ARIES LEVEL5 Assessment, so you can evidence your growing AR/IR competences.
- Local adaptability: Resources and pathways are adaptable to different subjects, language contexts, and school realities.

The modules at a glance

Below is a brief tour of the learning modules designed for teachers. You can start with the Introductory Course (recommended) and then dive into any of the topic modules that match your goals.

1) Augmented & Immersive Reality (Foundations and Practice)

- Core concepts of Augmented Reality (overlaying digital content on the real world) and Immersive Reality (e.g., 360°, virtual environments).
- Classroom scenarios that use AR/IR to deepen understanding, collaboration, and curiosity.
- A survey of accessible tools (no specialist programming required) and how to select them for different subjects and age groups.

Why it matters: Build a shared vocabulary and a realistic sense of what's possible this term, not just in the future.

2) ARIES Competence Framework

- The competences educators need to implement AR/IR well both domain-specific (e.g., designing AR-enhanced tasks) and generic (e.g., facilitation, reflection).
- How to align AR/IR activities with curriculum goals and assessment criteria.

Why it matters: A clear framework helps you map where you are, plan next steps, and communicate value to colleagues and school leaders.

3) ARIES LEVEL5 Assessment

- How to validate your development in AR/IR competences using the ARIES-adapted LEVEL5 approach.
- Practical methods for self-reflection, setting evidence-informed goals, and capturing progress.



Why it matters: You'll earn recognition for your learning journey and model a competence-oriented culture your students can mirror.

4) The LEVEL5 Approach (Deep Dive)

- The theory and practice of LEVEL5 for planning, delivering, and validating competence-oriented learning in informal and non-formal settings and how to translate that into your classroom.
- Tools for student self-assessment and guided reflection tailored to ARIES.

Why it matters: Turn learning from "tasks completed" into competences developed, with evidence you can show.

5) Facilitation of Design Thinking Workshops

- A step-by-step facilitation blueprint for running Design Thinking with students: empathize, define, ideate, prototype, test.
- Techniques that foster creativity, agency, and productive collaboration ideal for AR/IR projects and interdisciplinary challenges.

Why it matters: DT provides a repeatable structure to tackle real problems and design impactful AR/IR experiences that students care about.

6) Competence-Oriented Learning & Validation

- How to create competence-oriented learning units that address individual needs and diverse classroom contexts.
- Strategies for inclusive, flexible lesson design that uses AR/IR as a vehicle for deeper learning, not a gimmick.

Why it matters: You'll plan with purpose, teach responsively, and validate growth for both students and teachers.

Tip: Use the Introductory Course as your map. It links directly to all modules above and explains how to make the most of each one on the ARIES platform.



What “blended” looks like in practice

You can combine:

- Self-paced online study (short readings, tool walk-throughs, reflection prompts).
- Hands-on workshops (e.g., department PD or a regional training day using the Design Thinking facilitation guide).
- Classroom try-outs (mini pilots with your students, followed by reflection against the competence framework and LEVEL5 descriptors).

This mix-and-match design is intentional: you are encouraged to navigate freely, selecting modules that resonate with your subject and schedule, rather than following a rigid sequence.

Suggested pathways (choose one to start)

Pathway A “Quick Wins in 4–6 hours”

- Introductory Course
- AR/IR Foundations
- Try one 30-minute AR activity
- Reflect using the LEVEL5 self-reflection template

Pathway B “Design a Mini-Project”

- AR/IR Foundations
- Design Thinking facilitation
- Prototype a short AR-enhanced inquiry (2–3 lessons)
- Validate outcomes with the Competence-Oriented Learning & Validation module + LEVEL5

Pathway C “Build Capacity Across a Team”

- Introductory Course (as a common baseline)
- ARIES Competence Framework (to agree staff goals)
- Run a DT workshop to shape a cross-curricular AR/IR project
- Evidence teacher growth via ARIES LEVEL5 Assessment



Classroom-ready ideas you can try next week

- Historical site overlays: Students create AR “info hotspots” for local landmarks, combining primary sources with spatial annotations. Assess using competence-oriented criteria (research depth, audience clarity, technical execution) and capture reflections in LEVEL5.
- Science phenomena in 360°: Use immersive panoramas to explore ecosystems or lab safety scenarios. Pair with Design Thinking to frame a problem (e.g., species decline) and prototype persuasive AR visualizations.
- Languages & culture: Build AR labels and short dialogues attached to classroom objects or school spaces; students iterate based on peer feedback cycles outlined in the facilitation module.

Each of these can be scaled up or down based on your timetable and access to devices; the foundation and facilitation modules include guidance to keep things manageable.

Assessment & recognition: making learning visible

For teachers:

- The ARIES LEVEL5 Assessment course provides a structured way to certify your development in AR/IR competences. You’ll use reflective tools and evidence collection to document progress over time.

For students:

- The LEVEL5 approach helps you plan activities that foreground competence growth (creativity, problem-solving, collaboration, digital literacy) and incorporate student self-assessment and reflection habits that transfer beyond one unit or subject.

Support for implementation

- Clear roadmap: The Introductory Course explains the structure of the platform, links to all modules, and orients you to the CPD model used in Palermo so you can replicate or adapt it locally.
- Flexible pacing: Move through modules as needed they’re designed to be mixed and matched for different teaching contexts, not consumed in a single linear track.
- Local language options: Many resources are available with local adaptations by project partners, making it easier to bring colleagues on board.



How to get started (today)

1. Open the ARIES Introductory Course and scan the overview to identify which module meets your immediate need (e.g., a quick AR demo for next week vs. a longer project).
2. Select one module to complete this week (Foundations, Competence Framework, or Design Thinking are common starting points).
3. Plan a small pilot one lesson or activity then collect notes and student artifacts.
4. Reflect and validate with LEVEL5. Record what worked, what to tweak, and which competence indicators moved.
5. Scale intentionally: share results with a colleague, agree on next steps, and choose the next module together.

FAQs

Do I need expensive hardware?

No. The focus is on accessible tools and practical classroom integration; you can start with standard mobile devices or laptops and scale as needed. The Foundations module helps you pick tools that match your equipment.

Is this only for STEM?

Not at all. AR/IR provides powerful contexts for languages, humanities, arts, and vocational subjects especially when combined with Design Thinking to connect learning to authentic audiences and problems.

How is my CPD recognized?

Through ARIES LEVEL5 Assessment, which validates and certifies your learning progress in AR/IR competences.

AR/IR isn't about dazzling effects it's about amplifying learning: giving students new ways to see, build, and explain. ARIES provides the structure, tools, and validation to help you do that sustainably in your classroom.

Quick links inside the platform

- Introductory Course (Navigation Hub) → orient yourself and jump to modules.
- AR/IR Foundations → concepts, tools, classroom ideas.
- ARIES Competence Framework → map your growth and plan next steps.
- ARIES LEVEL5 Assessment → validate and certify your learning.
- LEVEL5 Approach (Deep Dive) → plan, deliver, and evidence competence-oriented learning.
- Design Thinking Facilitation → run engaging, student-centred workshops.
- Competence-Oriented Learning & Validation → design inclusive, flexible learning units.