



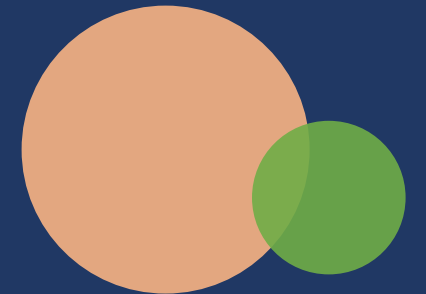
ICT Tools for a Creative Class

From online collaboration to creative storytelling,
visual content and inclusive digital learning.

22-27
SEPTEMBER 2025

LISBON

Receiving organisation: Europass Teacher Academy Portugal





Co-funded by the
Erasmus+ Programme
of the European Union

1. Mobility details

A six-day Erasmus+ training experience focused on creative digital teaching.

THE MOBILITY

22–27
September 2025

Lisbon

01

Course introduction & goals

04

Creative writing & storytelling

02

Online collaborative projects

05

Image & video editing

03

Presentation tools

06

Closure + cultural activities

2. What is the course designed to achieve?

Hands-on practice, reflection and direct classroom application.

COLLABORATE

Use online environments that boost collaborative work.

Padlet, online projects

Training approach

**Hands-on practice
Reflection & discussion**

CREATE

Produce engaging presentations and creative content.

Slido, Prezi, Canva

Training approach

**Hands-on practice
Reflection & discussion**

REFLECT

Discuss strengths, weaknesses and teaching applications.

Feedback + discussion

Training approach

**Hands-on practice
Reflection & discussion**

ENGAGE

Make learning more exciting through creative digital activities.

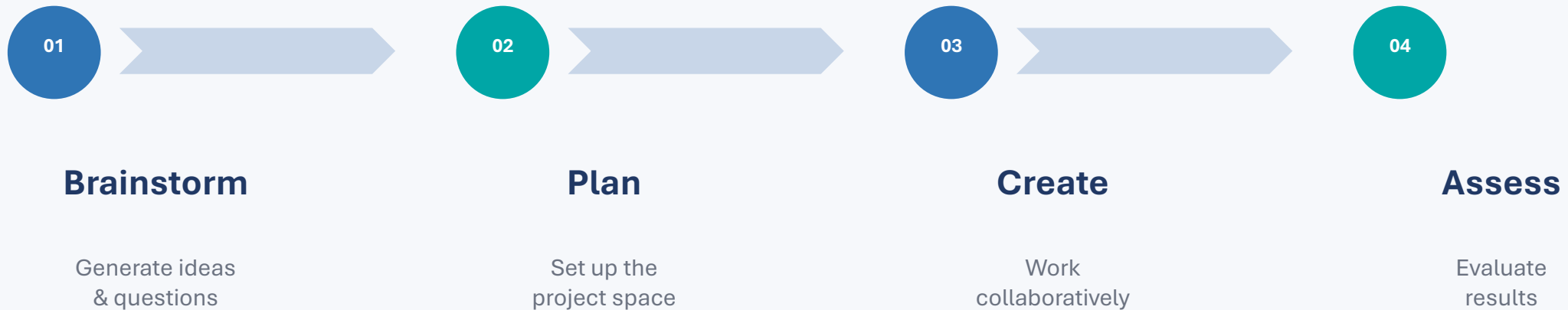
Projects + storytelling

Training approach

**Hands-on practice
Reflection & discussion**

3. Online collaborative projects

From brainstorming and planning to execution, assessment and evaluation.



Core tool highlighted in the agreement

Padlet Facilitates brainstorming, planning and execution of online projects.

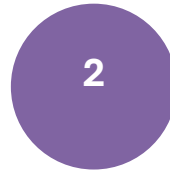
4. Online presentation tools

The aim: transform a presentation from a document into an engaging learning experience.



SLIDO

Interactive presentation
and audience feedback



PREZI

Innovative and engaging
presentation formats



FEEDBACK

Discussion on features,
possibilities and impact

Design principle

Make the audience participate, not just listen.

5. Creative writing & storytelling

Digital tools can turn writing activities into collaborative, visual and playful experiences.

WORDCLOUDS

Visualise language, themes and key ideas

PLOT GENERATOR

Stimulate story ideas and creative writing

CREATIVE APPS

Create content in collaborative ways

Creativity becomes a process: prompt → create → share → discuss.

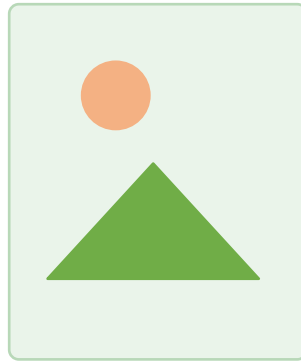
6. Image & video editing

Visual storytelling is a core part of creative digital learning.

IMAGE EDITING

Create visual content

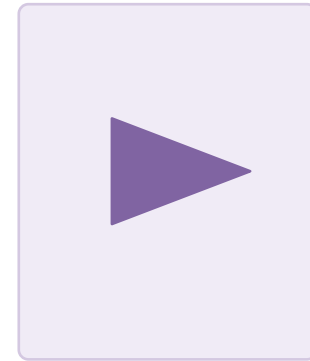
Explore tools and possibilities
for creating and sharing images.



VIDEO EDITING

Create & share

Develop visual content with time
for feedback and discussion.



FEEDBACK + DISCUSSION

7. Inclusion, sustainability & AI

Digital choices should make participation broader and resource use smarter.



INCLUSIVITY

Web solutions that allow students with different learning needs and abilities to participate fully.

CLASSROOM IMPACT

More students can participate.



SUSTAINABILITY

Promote paper-free learning and effective use of school resources.

CLASSROOM IMPACT

Less paper, more efficiency.



AI INTEGRATION

Recognise strengths and weaknesses of each AI tool and integrate them into classroom practice.

CLASSROOM IMPACT

More informed, purposeful use.

8. Competences acquired

The agreement connects each tool with a practical teaching competence.

PADLET

Facilitate brainstorming, planning and execution of online projects.

SLIDO / PREZI

Give innovative and engaging presentations.

WORDCLOUDS / PLOT GENERATOR

Boost creativity in writing and storytelling.

STELLAR / CANVA

Help students create exciting online visual content.

APPLICATION FOCUS

Transfer the new skills into real classroom activities.

9. From mobility to impact

The Erasmus experience continues before departure, during the course and after return.

BEFORE

Course, accommodation and flight booking; formal Erasmus documents.

DURING

Hands-on practice, reflection, feedback and discussion.

AFTER

The best practices and the best tools are transformed into effective teaching and learning methods.

Key message: digital tools matter when they improve learning, creativity, inclusion and participation.