

[AIDEA] Artificial Intelligence in Education

INSTRUCTIONS

⇄ PRIMERA Apr 17, 2026 09:53am

- ✦ We invite you to share your best practices for using artificial intelligence (AI), whether in lesson preparation or in the classroom with students. We also welcome materials on the ethical aspects of using artificial intelligence. **Presentations must be in English**; otherwise, you will not receive a certificate of active participation in the poster session.
1. Prepare a PowerPoint (or another format) as a teaching practice that showcases the **use of artificial intelligence in education**.
 2. Upload it to the conference Padlet by the 31st of May 2026.
 3. Ensure your file is named with your **full name** and presentation title for easy identification.
 4. Put your **e-mail address** within the presentation.
 5. We will review the submission in the first two weeks of June and send out the certificates to the relevant good practices by the 15th of June 2026.

♥ (8) 0

⇄ VALENTINA SHKRETA Apr 23, 2026 02:10pm

Valentina Shkreta
School Kruja/Albania

♥ (2) 0



valentinashkreta@gmail.com

⇄ TUNDE SZTRANYICZKI Apr 28, 2026 06:30am

Antibullying poster in English, Hungarian and Romanian

Anti-bullying poster created with AI
Since I teach native Hungarian speakers, I created it in Hungarian as well, and since the school is in Romania, I also created it in Romanian
sztranyiczkitunde@kozmutza.ro

♥ (1) 0



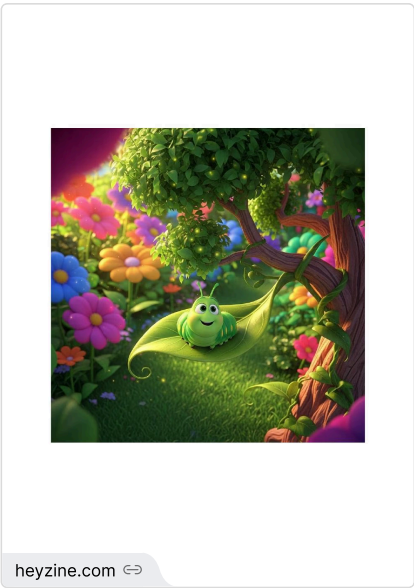
Antibullying poster

LAURA SUCIU Apr 29, 2026 06:45am

Name: Laura Georgeta Suci
u-”A Day in Ollie’s Life”: Learning About Insects with AI

This digital flipbook presents a preschool learning activity about insects, enhanced with the support of artificial intelligence. AI was used to generate age-appropriate visuals and simple educational content, making the learning process more engaging and interactive for children. Through storytelling, images, and guided exploration, children discovered different types of insects, their characteristics, and habitats. The activity promoted curiosity, observation skills, and active participation in a playful learning environment. E-mail address: lauraivana@yahoo.com

♥ (1) 0



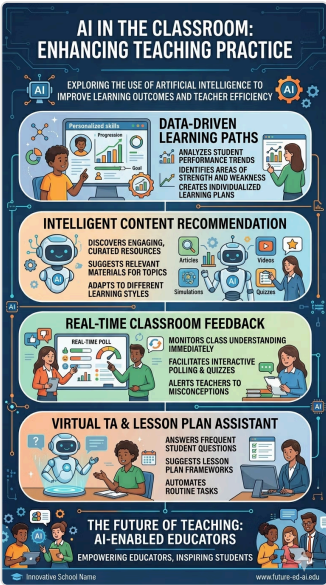
heyzine.com

Learning Adventures with Ollie | PDF to Flipbook

CRISTINA MARGHESCU Apr 29, 2026 08:26am

Cristina-Florentina Marghescu - AI IN THE CLASSROOM : ENHANCING TEACHING PRACTICE
e-mail : cristina.marghescu@yahoo.com
full name : Cristina-Florentina Marghescu

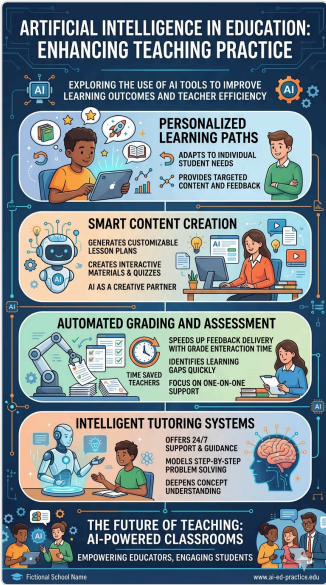
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CRISTINA MARGHESCU Apr 29, 2026 08:28am

Daniela Sandu - ARTIFICIAL INTELLIGENCE IN EDUCATION : ENHANCING TEACHING PRACTICE
e-mail : danielabalanica@yahoo.com
full name : Daniela Sandu

♥ (2) 0



⇒ MEŞTEŞUGAR TROPICAL May 03, 2026 12:32pm
Excelent!

🗨 0

⇒ DENISA-VIOLETA DUMITRESCU May 11, 2026 02:03pm

Literary Description and AI Exploration

AI is an amazing tool that can be thoroughly used not only in STEM activities, but also for literature lessons and even by young students.

❤️ (1) 🗨 0

Literary Description & AI Exploration based on the poem
A Street with Feelings by Ana Blandiana

Author: Dumitrescu Denisa-Violeta
Email: denisaepureanu@yahoo.com
Target Audience: 5th Grade Students (12-year old)
Duration: 45-50 Minutes

Main Goal: Exploring literary descriptions by blending traditional analysis with AI-driven image generation.

Key Concepts: Literary description, personification, epithet, Artificial Intelligence (AI), Chatbots.

Padlet Drive ⇄

Dumitrescu_Denisa_Violeta_Literary_Description_and_AI_E

⇒ IVANA HRASTOVIC May 20, 2026 05:38pm

The Use of AI Tools in Teaching , teacher: Ivana Hrastović Mandarić, Primary School Vladimir Nazor, Đakovo, Croatia, e-mail: ivanahrastovicmandaric@gmail.com

This presentation explores the use of Artificial Intelligence (AI) tools and multimodal content in modern teaching, with a focus on biology education and sustainability topics. It explains the differences between generative AI and multimodal AI and highlights how combining text, images, audio, video, and interactive activities can improve student engagement, motivation, and understanding of complex concepts.

The presentation introduces practical digital tools such as Microsoft Clipchamp, Canva, Narakeet, Kahoot!, Padlet, Microsoft PowerPoint, and Microsoft Word, demonstrating how they can support personalized learning, creativity, collaboration, and active participation in the classroom.

Through a sustainability-themed learning scenario, the presentation showcases examples of interactive tasks, digital storytelling, quizzes, collaborative activities, infographic creation, and AI-supported video production. It also includes a practical workshop on creating educational videos using AI tools.

The presentation emphasizes that integrating AI and multimodal teaching approaches helps create an inclusive, engaging, and student-centered learning environment while encouraging creativity and innovation.

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THE USE OF AI TOOLS IN TEACHING FOR CREATING MULTIMODAL CONTENT

Ivana Hrastović Mandarić, prof.

Padlet Drive ⇄

The use of AI Tools in Teaching

ADINA_BACESCU May 21, 2026 01:17pm

Băcescu Elena Adina Liceul Teoretic "Nicolae Iorga" Nehoiu

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EMA_IONICA May 21, 2026 05:23pm

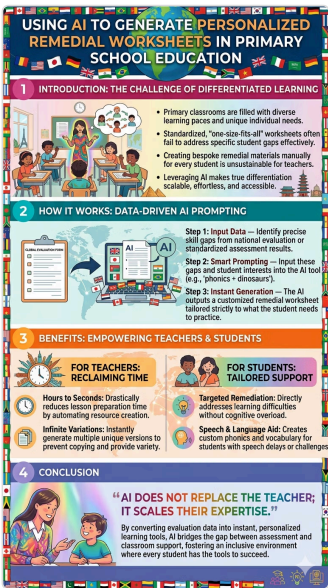
Ionică-Crețu Elena-Emilia Școala Gimnazială Nr.1 Telești, Gorj, România

Dear colleagues,

I am pleased to share my poster on how we can leverage AI to bridge the gap between standardized national assessments and classroom reality. By using AI to instantly generate personalized remedial worksheets, we can save precious time for teachers and offer tailored, inclusive support for every student, especially those facing learning difficulties or speech delays.

Best regards from Romania! 🇷🇴

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EMA_IONICA May 21, 2026 05:29pm

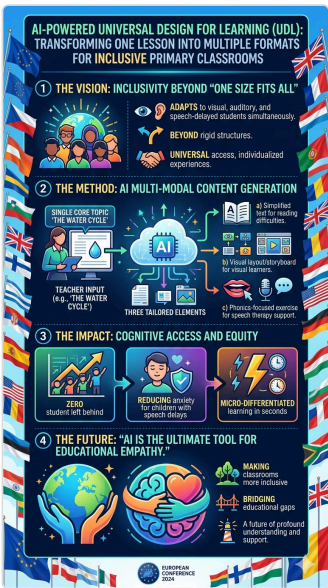
Ionică-Crețu Elena-Emilia Școala Gimnazială Nr.1 Telești, Gorj, România

Dear partners and teachers,

I am thrilled to share my second poster, focusing on equity and cognitive access in primary education. True inclusion means moving beyond "one size fits all" lesson planning. By utilizing AI, we can seamlessly transform a single core topic into multiple adapted formats in a matter of seconds. Whether it is simplified text for reading difficulties, visual storyboards, or phonics-focused exercises for speech therapy support, AI serves as the ultimate tool for educational empathy. It ensures zero students are left behind while drastically reducing anxiety for children facing communication barriers.

Warm regards from Romania! 🇷🇴

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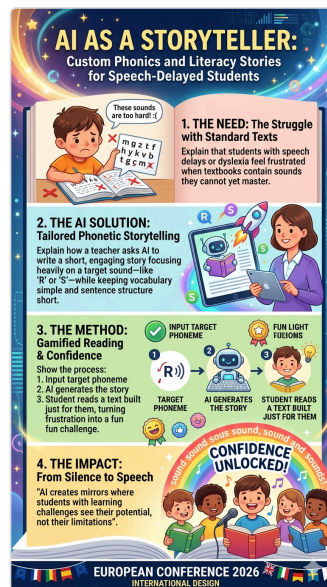
AI-Powered UDL: Multi-Modal Content for Inclusive Primary Classrooms

EMA_IONICA May 21, 2026 05:36pm

**Ionică-Crețu Elena-Emilia Școala
Gimnazială Nr.1 Telești, Gorj , România**

Dear colleagues,
I am incredibly proud to share my third poster, which touches upon a deeply rewarding aspect of primary education: using AI to unlock confidence in children with speech delays or literacy challenges. Standard textbooks can often lead to frustration when they contain complex phonetic sounds that a student has not yet mastered. By using AI as a personalized storyteller, we can instantly co-create engaging, short stories focused on specific target phonemes (like 'R' or 'S'). This simple method turns reading into a gamified, stress-free challenge, allowing children to move from frustration to expressive speech. As teachers, AI allows us to create learning tools where students see their potential, not their limitations.
Best regards from Romania! 🇷🇴

♥️ (1) 0



AI as a Storyteller: Custom Phonics and Literacy Stories for Speech-Delayed Students

CAMELIA LUMINITA BADEA May 21, 2026 07:23pm

**Badea Camelia, Scoala Gimnaziala Sfintii
Constantin si Elena, Bucuresti, Romania**

Our poster for an eTwinning project about healthy habits.

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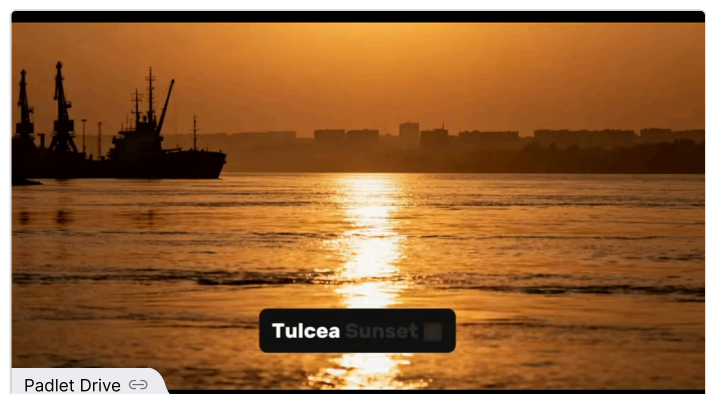


MIOARA PARASCHIV May 22, 2026 05:03am

**Heroes' National Day - Paraschiv Mioara,
mioara.paraschiv@colegiuldeltadunarii.ro**

In Romania, we celebrate Heroes' National Day on 21st May.
We use AI tools to create all sorts of materials. The video
was made by one of my students, Doros Andrada, 10th grade.

♥️ (1) 0



Heroes.Day

⇒ ALINA AGAVRILOAIE May 22, 2026 11:02am

Using AI in STEAM activities in primary classes

In this poster, I presented how I integrate Artificial Intelligence into STEAM activities carried out within the eTwinning project "STEAM – Challenge Accepted". The proposed activities aimed to transform the educational process into an interactive, creative experience adapted to the needs of primary school students. By using AI-based tools, students explored concepts from the fields of Science, Technology, Engineering, Art and Mathematics in an attractive and accessible way. Activities included interdisciplinary challenges, digital creations, problem solving, stories and collaborative projects, in which technology became a real support for learning and creative expression. Within the project, Artificial Intelligence was used to generate ideas, personalize activities, create educational materials and stimulate active student participation. Thus, children developed their digital skills, critical thinking, creativity, collaboration and confidence in their own capabilities. The poster highlights that AI does not replace the teacher, but contributes to creating a modern, motivating and inclusive educational environment, in which students learn through exploration, discovery and authentic STEAM experiences.

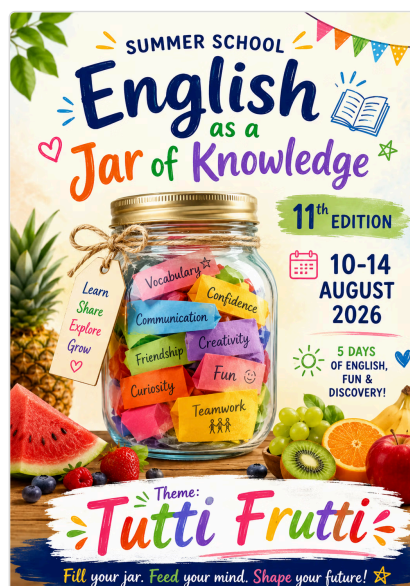
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⇒ IRINA BICIUSCA May 22, 2026 11:37am

"English as a Jar of Knowledge" Summer School

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⇒ UMM KULTHUM May 22, 2026 03:56pm

About digital education

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The Green Week

♥ (1) 0



Activities for extracurricular activities for the secondary school students

AI in eTwinning projects

This poster presents how artificial intelligence (AI) can be used responsibly and creatively in kindergarten and primary education through the eTwinning project “**From Story to Cody**.” The project is based on storytelling, creativity, coding, collaboration, and digital learning. It connects children and teachers from several countries: Greece, Turkey, Slovenia, Cyprus, Portugal, and Romania. The teacher presented in the poster is **Nicoletta Hustiuc**, from the Bee Group, Kindergarten Vinerea.

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Artificial intelligence as a tool for bullying prevention in education

Artificial Intelligence as a Tool for Bullying Prevention in Education

This poster explores the transformative role of Artificial Intelligence in creating safer, more inclusive, and emotionally supportive school environments. In a world where bullying and cyberbullying increasingly affect students' mental health, academic performance, and social development, innovative educational solutions are becoming essential.

The project highlights how AI-powered technologies can support teachers, counselors, and school communities through early detection of risk behaviors, sentiment analysis, anonymous reporting systems, and personalized interventions. By combining technology with empathy, communication, and human-centered education, schools can identify warning signs earlier and provide timely support for vulnerable students.

The poster emphasizes that Artificial Intelligence should not replace educators, but rather act as a complementary tool that strengthens prevention strategies, improves emotional well-being, and encourages respectful relationships among students. It also addresses important ethical considerations such as privacy, responsible AI use, and the need for human supervision in educational decision-making.



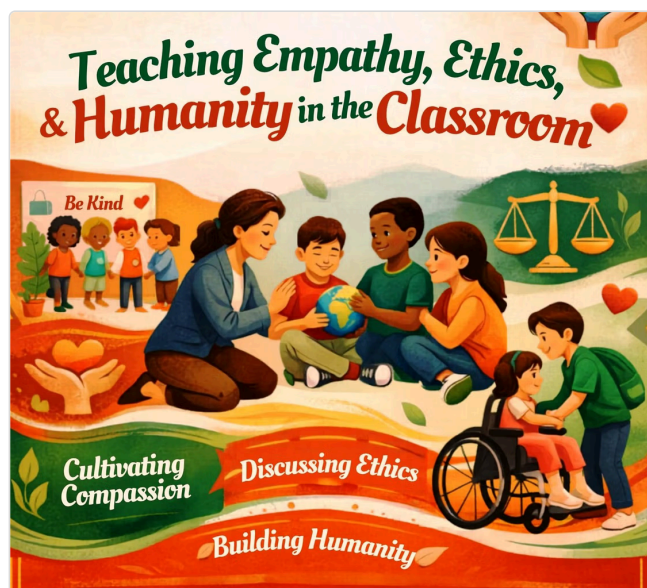
Through visual examples, practical applications, and educational perspectives, the poster promotes a modern vision of digital education where innovation serves humanity, inclusion, and student safety. Ultimately, the message of the project is clear:
Technology alone cannot stop bullying – but together with empathy, education, and responsible action, it can help build kinder, safer, and more supportive schools for every child.
Author: Drăgoianu Constantina-Cristina
Institution: Tudor Vladimirescu Secondary School, Andreești, Vladimir, Romania

♥ (1) 0

⇒ AGNES COSTEA May 22, 2026 08:00pm

Teacher: Costea Agnes Ildico-costeaagnes211@gmail. com
Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail. com
Teaching Empathy, Ethics, and Humanity in the Classroom

♥ (1) 0



⇒ FLORENTINA ARUSTI May 22, 2026 08:04pm

AI Supporting Student Creativity and Well-Being
Teacher Aruști Florentina-Crenguța

This poster was developed as part of an eTwinning educational activity focused on mental well-being and brain health. The original drawing and concept were created by a student, expressing ideas related to healthy habits, creativity, emotional balance, and positive thinking. As a teacher, I used artificial intelligence tools to transform the student's hand-drawn artwork into a more polished digital visual while preserving the authenticity and message of the original creation. This approach allowed students to explore how AI can support creativity, visual communication, and educational design in a meaningful and responsible way. The activity encouraged students to reflect on the importance of mental health, imagination, self-expression, and balanced lifestyles, while also discovering how traditional artistic expression can be combined with modern AI technologies in education.

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School Liceul Ștefan D. Luchian-Ștefănești, Romania
arustiflorentina@yahoo.com

Ending Violence, Building Respect – A Safe School is Everyone's Right!

This poster presents a modern and human-centered perspective on combating violence in the school environment through empathy, education, collaboration, and the responsible use of Artificial Intelligence. School violence remains one of the most serious challenges affecting students' emotional well-being, academic success, self-confidence, and sense of belonging. In today's digital era, schools need innovative solutions that combine technology with strong human values.

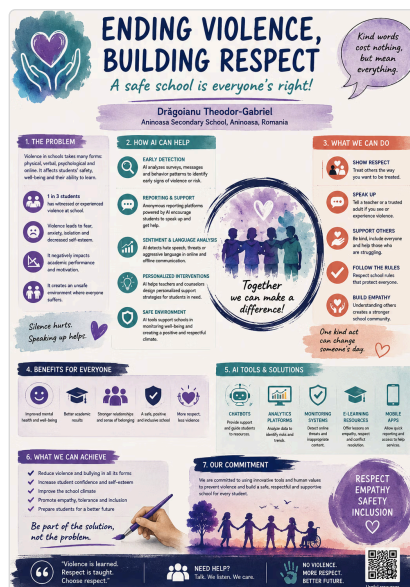
The project highlights how Artificial Intelligence can support violence prevention by helping schools identify early warning signs, monitor harmful behaviors, encourage safe reporting, and provide personalized support for students at risk. AI-powered tools such as sentiment analysis, anonymous reporting platforms, and educational chatbots can assist teachers and counselors in creating safer and more inclusive learning environments.

At the same time, the poster strongly emphasizes that technology alone is not enough. Real change begins with kindness, communication, respect, and collective responsibility. Students, teachers, parents, and the entire school community all play a crucial role in preventing violence and promoting positive relationships. Through its creative visual design and clear educational message, the poster promotes a culture of empathy, inclusion, emotional safety, and active involvement. It encourages schools to move from punishment-based approaches toward prevention, emotional support, and restorative educational practices. The central message of the project is simple yet powerful: A safe school is built not only through rules and technology, but through respect, compassion, and the courage to stand together against violence. By combining innovation with humanity, schools can become places where every child feels protected, valued, heard, and inspired to grow.

Author: Drăgoianu Theodor-Gabriel

Institution: Aninoasa Secondary School, Aninoasa, Romania

♥ (1) 0



Teacher: Nica Ion Marian

Liceul Tehnologic „Stănescu Valerian,, Târnava-România

costeaagnes211@gmail.com

Beyond the Curriculum: Embedding Life Skills into Everyday Teaching

Our children need more than good grades to navigate life—they need resilience, critical thinking, empathy, communication skills, and emotional intelligence. As educators, we are called to move beyond the confines of traditional curriculum and become intentional about embedding life skills into our daily teaching practice. Life skills are not “extra” lessons; they are essential tools for living. Whether it's a student learning how to collaborate during a group assignment, manage frustration during a test, or resolve peer conflicts peacefully, these moments provide golden opportunities for life skill development. Sadly, many classrooms remain focused solely on test preparation, leaving students ill-equipped for real-world challenges.

So, how can we integrate life skills in everyday teaching?

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⇒ AGNES COSTEA May 22, 2026 08:12pm

Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail. com

Teach Emotional Intelligence Actively

Make time for check-ins, feelings charts, mindfulness exercises, or class discussions about values, kindness, and empathy. Emotional literacy should be nurtured, not assumed. Life skills are not a separate subject—they are the soul of true education. As educators, parents, and mentors, we have the privilege and responsibility to nurture the whole child, equipping them not just to pass exams, but to thrive in life. Let's raise a generation that can think, feel, and act with purpose.

♥ (1) ◻ 0



⇒ VERONICA DAMIAN May 23, 2026 03:50am

Digital Safety Rules for eTwinning project Culture

Bytes: Exploring Food Cultures with AI-Liceul Tehnologic Nr. 1 Șarmășag,prof. Veronica Damian

I created this poster for an activity in the eTwinning project Culture Bytes: Exploring Food Cultures with AI ,with Gemini and Genially.Students' participation in online activities requires prior preparation regarding safety. Every piece of information was considered welcome and useful, and students now have the opportunity to be aware of the ways in which they can collaborate, safely and respectfully, in different online activities.

♥ (2) ◻ 0



e-mail: veronicadamian71@gmail.com full name:Veronica Damian

⇒ COTULBEA EUGENIA OLGUTA May 23, 2026 03:51am

Using AI in students' vision

During our English class I asked the students to express their opinions about the role of AI in their lives. After sharing their views, I asked them to create a poster which will summarize Pros using AI and one to summarize the Cons of using AI. So, the posters represent an AI product of the AI role in our lives.

♥ (1) ◻ 1

Cotulbea Eugenia Olguta May 23, 2026 03:55am

My email address is: Olgutacotulbea@gmail.com



Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail.com

Brainhealth - The ecochallenge

Our environment is more than a backdrop to our lives— it actively shapes our thoughts, emotions, and overall sense of well-being. From the air we breathe to the spaces we inhabit, changes in the environment influence our mental and emotional states in profound ways.

1. Nature and Green Spaces Boost Mental Well-being

Spending time in natural environments—parks, forests, riversides, or even gardens—has been scientifically shown to:

- Reduce stress and anxiety by lowering cortisol levels.
- Improve mood and increase feelings of calm and happiness.
- Enhance creativity, focus, and cognitive function.

Example: A walk in a park or a few minutes sitting under a tree can lift your spirits more effectively than scrolling on a phone.

2. Climate and Weather Influence Emotions

Changes in temperature, sunlight, and weather patterns can directly affect our mood and energy:

- Sunny days and exposure to natural light increase serotonin, which promotes happiness.
- Seasonal changes, especially reduced sunlight in winter, can trigger Seasonal Affective Disorder (SAD), causing sadness or lethargy.
- Extreme weather events (heatwaves, storms, floods) can elevate stress, anxiety, and even depressive symptoms.

3. Pollution and Environmental Degradation Impact Mental Health

Exposure to polluted air, noise, or water contamination is not only physically harmful but also mentally taxing:

- Air pollution has been linked to higher rates of depression and anxiety.
- Noise pollution can lead to chronic stress, irritability, and sleep disturbances.
- Living in degraded or chaotic environments can reduce a sense of safety, security, and overall well-being.

4. Environmental Uncertainty Shapes Our Mindset

Changes in the environment, especially due to climate change or disasters, create uncertainty, which can influence happiness:

- Rising awareness of environmental crises can trigger eco-anxiety—worry or grief about the planet's future.
- Conversely, taking action to protect the environment (planting trees, reducing waste) can create a sense of purpose, agency, and fulfillment.

5. Urban vs. Natural Environments

- Dense, noisy, and crowded urban environments may increase stress, reduce social connectedness, and lower overall life satisfaction.
- Natural or thoughtfully designed urban spaces with greenery, clean air, and quiet areas promote mental relaxation, social interaction, and happiness.

6. Sustainable Living and Environmental Harmony

Living in harmony with the environment—through eco-friendly habits, green communities, or sustainable housing—has positive psychological effects:

- Provides a sense of contribution and purpose, which enhances happiness.
- Encourages slower, mindful lifestyles that reduce mental fatigue and increase contentment.

Our environment shapes our emotions, cognition, and sense of purpose. By improving our surroundings—through



nature exposure, pollution reduction, sustainable living, and climate action—we not only protect the planet but also nurture our mental health, happiness, and resilience.

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⇒ AGNES COSTEA May 23, 2026 06:55am

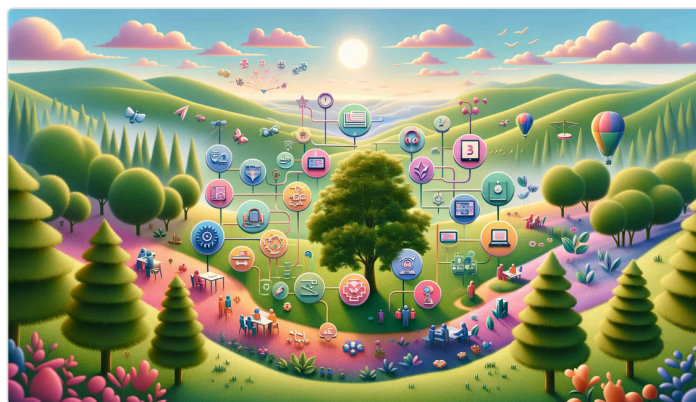
Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România

costeaagnes211@gmail.com

📌 SDGs 1 and 10: End poverty and reduce inequality by speaking to the forgotten
📌 SDG 4: Promote quality education through stories that awaken consciences
📌 SDG 5: Support gender equality through the testimonies of resilient women
📌 SDG 16: Build just and inclusive societies, one page at a time
It's not just literature anymore. It's an act of service. A gentle but effective revolution.

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⇒ AGNES COSTEA May 23, 2026 07:19am

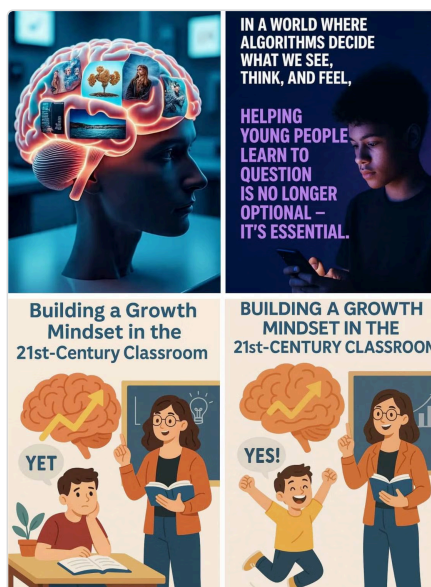
Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România

costeaagnes211@gmail.com

Understanding the Algorithmic World Our Children Live In.
Social media algorithms are designed to show users what they want to see. The longer a person stays glued to their screen, the more profitable it is for the platform. As a result, young people are often fed content that matches their interests, beliefs, and emotions. It feels personalized, but it can also be limiting. This creates what we call echo chambers—online spaces where learners repeatedly encounter similar viewpoints. Over time, echo chambers can deepen cognitive biases, making learners more likely to trust information that aligns with what they already believe and reject anything that challenges it. In other words, the online world is shaping their thinking without them realizing it.
Cognitive Bias: The Silent Shaper of Thought
Every human being has cognitive biases—mental shortcuts that help us make quick judgments. However, in an algorithm-driven world, these biases can become exaggerated. Confirmation bias, for example, makes young people naturally prefer information that supports their existing beliefs. Algorithms then reinforce this by showing more of the same content. This creates a powerful cycle that can reshape how a child interprets truth, fairness, and reality. Without intentional guidance, learners may grow up believing that their feed is the full story—when it is only a curated slice.
Why We Must Teach the Next Generation to Question
Media literacy is no longer optional. It is a life skill.

♥ (1) 0



⇒ SUCIU MARIA May 23, 2026 12:00pm
Suciu Maria, Kindergarten "GPN Nr.1
Sita Buzăului", Covasna, Romania

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Poster "Teaching Smarter with AI"

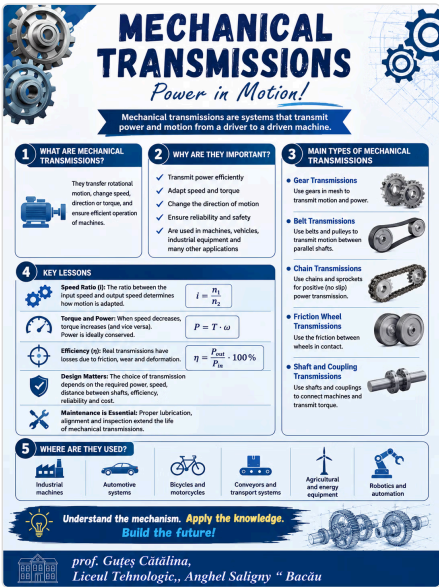
⇒ CĂTĂLINA GUȚEȘ May 23, 2026 12:38pm

Mechanical Transmissions

This poster, **"Mechanical Transmissions – Power in Motion!"**, presents the basic concepts of mechanical transmissions in a clear and attractive way. It explains their role in transmitting power and motion, introduces the main types of transmissions, and highlights key concepts such as speed ratio, torque, power, and efficiency. The poster is designed to help students improve their technical knowledge and English vocabulary while understanding real industrial applications.

Mail: kataedy06@yahoo.com

♥ (1) 0



⇒ DUMITREAN TATIANA-MIHAELA May 23, 2026 03:03pm

Using Artificial Intelligence to Create Interactive Stories in Preschool Education

I used artificial intelligence to support the creation of an integrated learning activity for preschool children (5 years old). The story followed a hungry caterpillar named Oli, who went on a journey through nature, looking for food and learning about growth and transformation.

How AI was used

Artificial intelligence helped me:

- * create the educational story;
- * generate visual materials and illustrations;
- * design learning activities connected to the story;
- * create transitions between activities;
- * adapt content to preschool children's age and interests.

During the story, Oli reached the Train of Joy ("Trenulețul Veseliei"), where children completed playful tasks to help the caterpillar become stronger. Through games, observation activities, art tasks and role play, children supported Oli on her journey toward transformation into a butterfly.

AI did not replace the teacher's creativity. Instead, it supported lesson preparation, saved time, and helped create engaging educational experiences for children.



♥ (1) 0

⇒ DORA CRISTINA BANZA ESTEVÃO May 23, 2026 09:15pm

Teachear DoraEstevão - Portugal -

School: AE2Beja [dora.estevao@ae2beja.pt]

ChatBots: [Iosué explica Auto da Barca](#); [Início de conversa literária](#); [Explicação sistema cardiovascular](#); [Inteligência Artificial Científica](#); [História do SLB](#); [Geografia Países e Diferenças](#); [Ensino de Inequações 9ºAno](#); [Geografia Países e Diferenças...](#)

Cartazes:

[student1.png](#); [student2.png](#); [student3.png](#);

[student4.png](#); [student5.jpg](#); [student6.png](#); [student7.png](#);

[student8.png](#); [student9.png](#) e [student10.png](#).

Here is my presentation introducing AI and its various platforms, in Portuguese. I am also sharing chatbots and posters created by some students, also in Portuguese. Good work!!

DoraEstevão, Beja-Portugal



O impacto das tecnologias emergentes_Atual

♥ (1) 0

⇒ BASU MIHAELA May 24, 2026 01:09pm

Natural disaster flah cards

♥ (1) 0

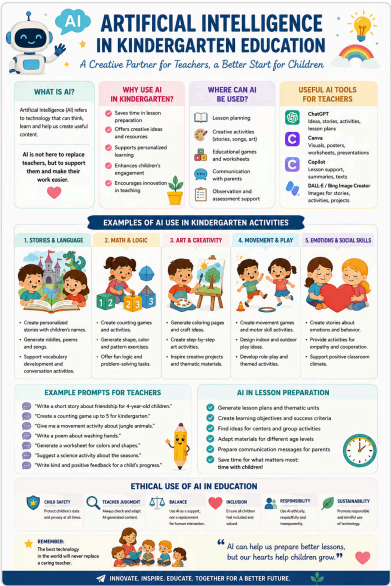


Erasmus+ Project ECOSTAND

⇒ IRINA-MIHAELA BONDARI May 24, 2026 04:10pm

Artificial intelligence in kindergarten education- Bondari Irina-Mihaela, România, Școala Gimnazială „Ion Simionescu ” Iași

♥ (1) 0



⇒ IRINA-MIHAELA BONDARI May 24, 2026 06:49pm

Together against bullying in kindergarten

Bondari Irina-Mihaela, irymihaela@yahoo.com

This poster promotes kindness, empathy, and inclusion in kindergarten. Using colorful illustrations and child-friendly language, it helps children understand what bullying is and how to respond in positive ways.

The poster encourages children to:

- use kind words,
- include others in play,
- ask for help,
- support classmates,
- respect differences.

It also highlights the importance of creating a safe, happy, and bully-free classroom where every child feels valued, accepted, and heard.

The material can be used during social-emotional learning activities, circle time discussions, anti-bullying campaigns, or parent meetings to promote positive behavior and friendship in early childhood education.

♥ (1) 0



⇒ ALINA SZEREPI May 25, 2026 05:44am

Szerepi Alina

alina_alynutza92@yahoo.com

INTERACTIVE MATHEMATICS AND LANGUAGE LEARNING THROUGH BEEBOT AND SMART BOARD ACTIVITIES IN PRESCHOOL EDUCATION

Szerepi Alina

Grădinița cu Program Prelungit Nr. 12 Zalău

INTRODUCTION
Digital technologies and educational robotics create engaging learning environments for preschool children. In order to increase children's motivation and curiosity throughout the thematic week, I used Artificial Intelligence tools to create visual materials and a thematic poster about the world of robots. The AI-generated resources made the learning environment more attractive, interactive, and meaningful for children. I consider that the integration of AI-supported visual materials helped maintain children's attention and increased their enthusiasm during the activities.

The didactic game "Ne jucăm cu Roboțel" integrated mathematics, language development, movement, and collaborative learning through interactive activities adapted to preschool education.

OBJECTIVES

- developing mathematical thinking;
- improving language and communication skills;
- encouraging spatial orientation;
- developing logical thinking and sequencing;
- improving phonological awareness;
- increasing children's motivation and participation;
- encouraging collaboration and active learning.

DESCRIPTION OF THE DIDACTIC GAME

"Ne jucăm cu Roboțel"

Variant I – "We Guess and Program"

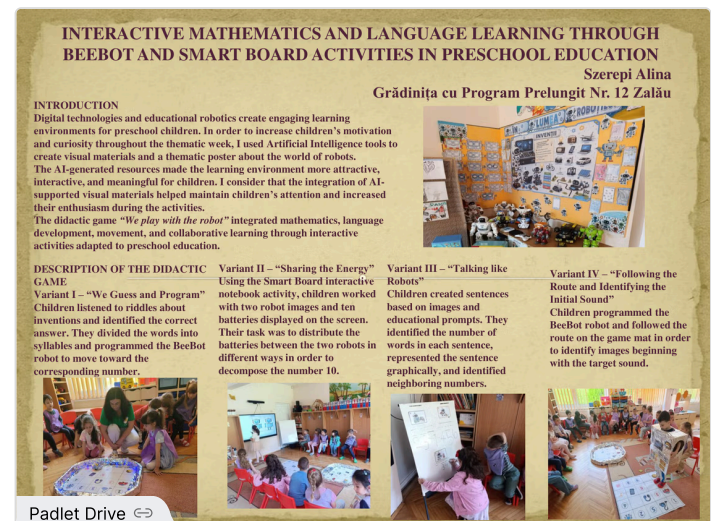
Children listened to riddles about inventions and identified the correct answer. They divided the words into syllables and programmed the BeeBot robot to move toward the corresponding number.

This activity developed:

- logical thinking;
- counting skills;
- language abilities;
- sequencing and programming skills.

Variant II – "Sharing the Energy"

Children worked with two robots and ten batteries. Their task was to divide the batteries between the two robots in different ways in order to decompose the number 10.



Szerepi_Alina_BeeBot_SmartBoard_Poster

The children explained their mathematical choices verbally while collaborating with their classmates.

This activity developed:

- number decomposition;
- mathematical reasoning;
- cooperation;
- communication skills.

Variant III – “Talking like Robots”

Children created sentences based on images and educational prompts. They identified the number of words in each sentence, represented the sentence graphically, and identified neighboring numbers.

This activity integrated:

- language development;
- oral communication;
- mathematical concepts;
- symbolic representation.

Variant IV – “Following the Route and Identifying the Initial Sound”

Children programmed the BeeBot robot and physically followed the route on the game mat. They identified images beginning with the target sound and solved movement-based tasks.

This activity developed:

- phonological awareness;
- spatial orientation;
- movement coordination;
- problem-solving skills.

DIGITAL TOOLS USED

- BeeBot educational robot;
- Smart Board interactive display;
- AI-generated visual materials;
- digital educational games;
- collaborative learning strategies.

RESULTS AND IMPACT

Children showed high levels of engagement, enthusiasm, and collaboration throughout the activities.

The integration of educational robotics, Smart Board activities, and AI-supported visual materials improved:

- attention and concentration;
- logical and mathematical thinking;
- oral communication;
- teamwork and participation;
- confidence in using digital tools;
- motivation for learning.

The activities transformed learning into an enjoyable, interactive, and meaningful experience for preschool children.

CONCLUSION

Integrating educational robotics, interactive technologies, and AI-generated educational resources into preschool activities creates motivating, inclusive, and meaningful learning experiences.

The didactic game “*Ne jucăm cu Roboțel*” demonstrates how BeeBot activities, Smart Board interactions, and AI-supported visual materials can successfully combine mathematics, language development, creativity, movement, and collaboration in early childhood education.

From Student Sketch to AI-Enhanced Artwork

My name is **Rusu Mirela**, and I am a Visual Arts teacher working with middle school students at Școala Gimnazială Emil Isac and Școala Gimnazială Horea, Romania. My educational approach combines traditional artistic expression with digital creativity and the responsible use of artificial intelligence in education. Through classroom activities, my students first create original hand drawings and visual concepts, while AI tools are later used to enhance, reinterpret or complete certain artistic details. In this process, artificial intelligence becomes a creative support tool that helps students expand their imagination, gain confidence and explore new forms of visual expression. The main goal of these activities is not to replace artistic creation, but to encourage creativity, reflection, experimentation and critical thinking. I strongly believe that students should remain the authors of the original ideas, while AI acts as a bridge between traditional art and contemporary digital culture. By integrating AI responsibly, I aim to offer students new opportunities for artistic development, emotional expression and interdisciplinary learning.
E-mail: mirela.rusu.ellgrec@gmail.com

♥ (1) 0 0



AI used in kindergarten

IOANA COROIAN- LITTLE PRINCE KINDERGARTEN, CLUJ-NAPOCA, ROMANIA(ioana_grady@yahoo.com) One of my most useful features for education is the ability to generate creative and visually attractive images that make learning easier and more engaging for today's children. For modern poetry learning, I can transform verses into colorful visual scenes, characters, symbols, comics, or story-based illustrations that help students better understand emotions, meanings, and imagery. By combining text with imaginative visuals, children can memorize poems faster and stay more interested in literature. The application can also adapt the style of the images to children's preferences — from cartoon and anime aesthetics to realistic or fantasy-inspired designs — making poetry feel closer to their digital and creative world. In this way, ChatGPT becomes not only a learning assistant, but also a tool that encourages creativity, imagination, and active participation in the classroom.

0 0



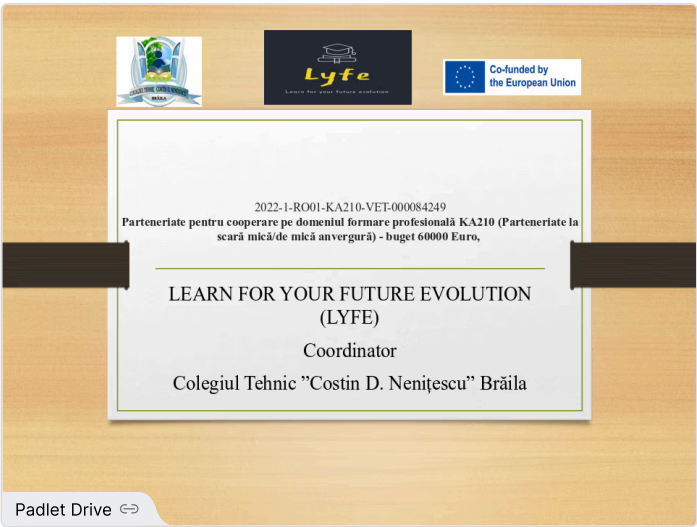
⇒ CIRIC GEANINA MARIANA May 25, 2026 11:45am

Outdoor Erasmus+ activities in the field of History enhanced by the meaningful integration of AI tools.

ciricgeanina@yahoo.com

The Erasmus+ LYFE project offered students meaningful opportunities to explore history outdoors through varied and interactive activities organized in Romania, Iceland, and Turkey. Throughout the project, **AI tools enhanced learning** by supporting historical research, translation, planning, creativity, and documentation, making the activities more accessible, engaging, and modern.

🗨 0



Cîrîc Geanina Mariana_Erasmusl Lyfe

⇒ BUTA CORINA NICOLETA May 26, 2026 07:20am

AI in speech therapy

Buta Corina Nicoleta, CJRAE Cluj, România

🗨 0



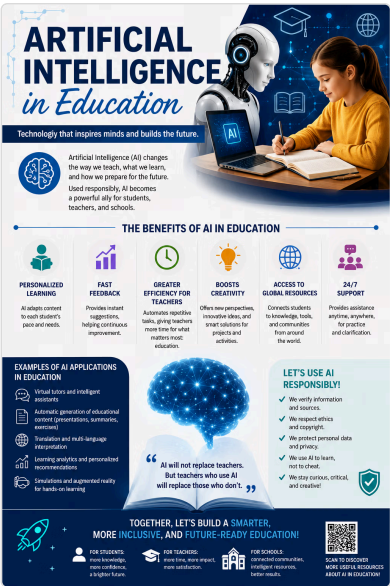
⇒ 🗨 0



⇒ POPAMIREILLE May 27, 2026 05:17pm
Artificial Intelligence in Education

🗨 1

popamireille May 28, 2026 03:43pm
POPA ANA-MARIA, ROMÂNIA,



⇒ LUIZA CIOBANU May 27, 2026 07:14pm
CREATIVE EDUCATIONAL ROBOTICS TECHNIQUES AND APPLICATIONS USED IN GEOGRAPHY CLASSES
An example of using artificial intelligence is the creation of an avatar used as an educational video agent that can present information in a dynamic way. We designed a didactic scenario for geography class based on a virtual avatar "geography teacher" created using the AI HeyGen platform. This avatar presents the content of the lesson in an attractive and student-friendly visual form.
Topic: Presentation of a geography topic in Romanian using an AI video Agent ("geography teacher" - AI Bot created using the HeyGen platform).
Goal: The project aims to transform the classic lesson into a dynamic, interactive experience.
Target group: middle school students, 12-13 years old, lower secondary education - grade VI a
Context: geography class

🗨 0



CIOBANU LUIZA - ROMANIA

⇒ BRINZESCU ANDREEA CLAUDIA May 28, 2026 12:43pm
My hero
Brinzescu Andreea Claudia
claudette.andreea@gmail.com

🗨 0



Wayne-Rooney-England's-Record-Breaking-Football-Legend

⇒ ALEXANDRA ZAMFIR May 28, 2026 12:49pm
Alexandra Zamfir
National College "Mihai Viteazul", Turda, Romania
alexandrazamfirro@gmail.com

0 0



⇒ MAGDALENA ȘALABINĂ May 28, 2026 01:32pm
An AI-Driven Photo Essay on "La țigănci" de Mircea Eliade

For this project, I utilized Artificial Intelligence to bridge the gap between literature and visual storytelling, creating a photo essay that synthesizes the core themes of Mircea Eliade's masterpiece, "La țigănci". The process was divided into three main stages:

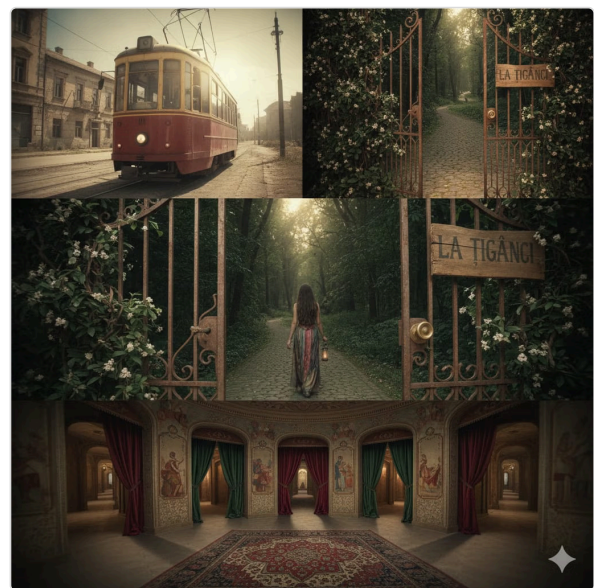
1. Concept Extraction & Prompting:
I analyzed the text to identify key symbolic elements—such as the suffocating Bucharest heat, the labyrinthine garden, the three women (the Fates), and the blurring lines between reality and the supernatural. These concepts were translated into detailed descriptive prompts.

2. AI Image Generation:
Using an AI image generator, I experimented with artistic styles—blending realism with surrealism and impressionism—to capture the dreamlike, "camouflaged fantastic" (fantasticul camuflat) atmosphere that Eliade is famous for.

3. Curating the Narrative:
Finally, I selected and sequenced the most evocative AI-generated images, pairing them with pivotal quotes to mirror Gavrilescu's tragic, cyclical journey through time and memory. By leveraging AI, this photo essay transforms abstract philosophical themes (like the escape from historical time into mythic time) into a tangible, hauntingly beautiful visual experience.

magdaformare@gmail.com

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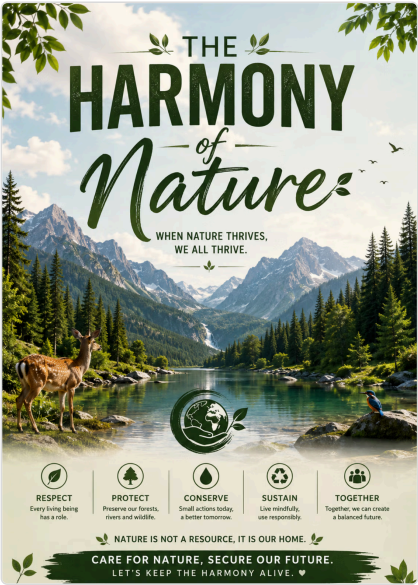


Magdalena Șalabină - Liceul Tehnologic Alexandru Vlahuță
Șendriceni, Botoșani, România

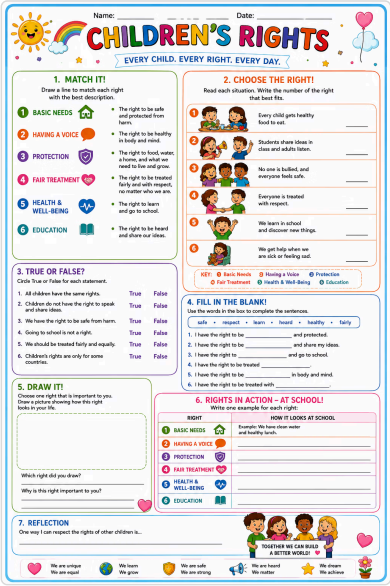
⇒ MANEA MIHAELA May 28, 2026 02:05pm
Diversitatea!



⇒ KLODIANA KUJTLA May 28, 2026 02:31pm
Klodiana Kujtila/ Isuf Gjura school Albania
Poster with IA



⇒ BUMBARU MARIANA May 28, 2026 03:45pm
Children`s rights worksheet using AI
Bumbaru Mariana Lenuta/ marianabumbaru76@yahoo.ro



⇒ **DEPENDABLE MEERKAT** May 28, 2026 04:50pm

Valentina Shkreta Kruja /Albania🇦🇱❤️

School "Ndrec Çupi" Gramëz

Thank you!🇧🇪❤️🇷🇺

🗨️ 0



⇒ **COLECȚIONAR METEORIC** May 28, 2026 06:25pm

Making a poster - communication in Romanian

🗨️ 0



⇒ **MĂRICUȚĂ FĂNICA** May 29, 2026 05:13am

THE USE OF ARTIFICIAL INTELLIGENCE IN EDUCATION

Educational Project

“TRANSIENT ART – An Invitation to Play in Harmony with Nature”

Email: maricutafanica@yahoo.com

Full name: Măricuță Fănica

🗨️ 0



⇒ VEDRANA May 29, 2026 07:38am
Vedrana Prkić, Obrtničko-industrijska škola Županja, Croatia
vedrana.prkic1@gmail.com

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ARTIFICIAL INTELLIGENCE AND ETHICAL USE IN EDUCATION

Prof. Vedrana Prkić, Obrtničko-industrijska škola Županja, Croatia
28. May 2026.

Padlet Drive ⇒

ARTIFICIAL INTELLIGENCE AND ETHICAL USE IN EDUCATION

⇒ FLORICA MARIA HAIAS May 29, 2026 08:16am
Imagini create în cadrul unor cursuri de perfecționare
și în cadrul unor activități extracuriculare

0



⇒ FLORICA MARIA HAIAS May 29, 2026 08:20am
Educația media digitală

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EDUCAȚIA MEDIA DIGITALĂ - provocări și oportunități în societatea contemporană

PROVOCĂRI

- Dezinformare și știri false
- Riscuri pentru confidențialitate
- Dependență și timp excesiv petrecut online
- Limbaj instigator la ură și cyberbullying
- Lipsa gândirii critice și a discernământului

OPORTUNITĂȚI

- Acces la informație și cunoaștere
- Comunicare și colaborare fără limite
- Învățare personalizată și resurse educaționale diverse
- Dezvoltarea competențelor digitale pentru viitor
- Participare activă și cetățenie digitală responsabilă

INFORMAREA - ÎNȚELEGEREA - ANALIZA - ALEGE RESPONSABIL!

Prof. de psihopedagogie specială
Haiaș Florica Maria

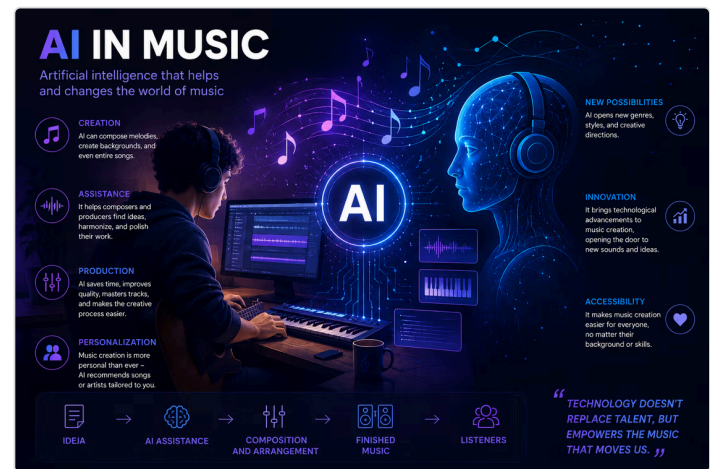
Centrul Școlar de Educație Incluzivă
"Orizont" Oradea



↩ GIEDRE GAPSYTE May 29, 2026 09:04am

„AI IN MUSIC" - MUSIC TEACHER GIEDRĖ GAPŠYTĖ, LITHUANIA

In music lessons, artificial intelligence can be used to enhance and support creativity by expanding students' musical imagination. AI tools help create melodies, harmonies, rhythms, and even complete musical pieces, allowing students to experiment with different styles and sounds without requiring advanced instrumental skills. Technologies such as AI composition generators, digital sound synthesizers, and music analysis software enable students to quickly hear the results of their ideas and refine them. This fosters creativity, critical thinking, and active engagement in the music-making process, as students become not only performers but also creators.



Email: giedre.gapsyte@gmail.com

↩ SCUTARU ANDRA May 29, 2026 10:08am

THE ROLE OF WATER



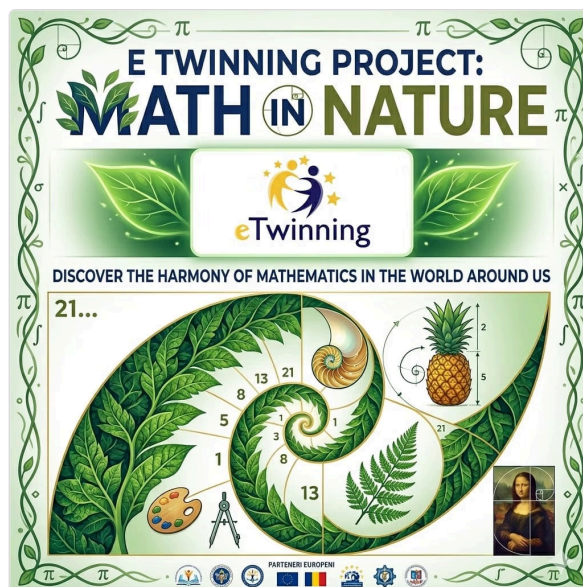
POSTER

⇒ TUFISI ELENA IONELA May 29, 2026 12:21pm

Projects

My school,particpate at this nice project.
Everybody had to made an example for a poster.
My email adress is ionela29@gmail.com
My name is Tufiși Elena Ionela and I teach mathematics
to children 11 - 14 years oll. My school is Secondary
School "Sf. Trei Ierarhi", Hanu Conachi, Romania.
Have a nice day to all!

□ 0

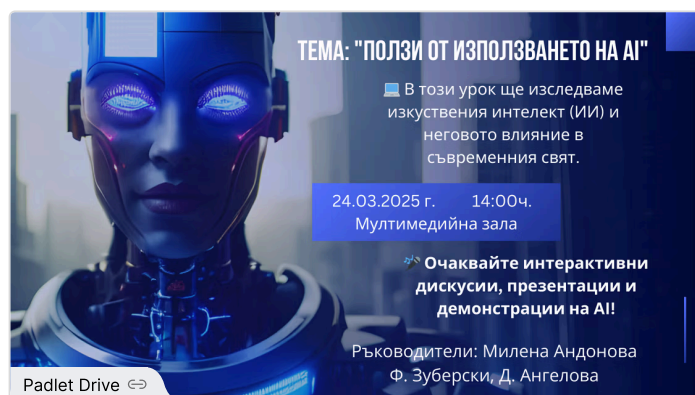


⇒ MILENA ANDONOVA May 29, 2026 12:52pm

Invitation The Benefits of AI use

Invitation for an open lesson
Milena Andonova
Botevgrad, Bulgaria, PPMG Acad.prof.dr.Asen Zlatarov

□ 0



Покана (1) (1)

⇒ MILENA ANDONOVA May 29, 2026 12:53pm

Invitation for an open lesson

Invitation for an open lesson created with AI
Milena Andonova
Botevgrad, Bulgaria, PPMG Acad.prof.dr.Asen Zlatarov

□ 0



Black Vintage Breaking News Invitation -

↩ MILENA ANDONOVA May 29, 2026 01:00pm
PPT generated with AI
The rebellion and the new generation?!- Who are we?
Milena Andonova
Botevgrad, Bulgaria, PPMG Acad.prof.dr.Asen Zlatarov
megiandonova@abv.bg
0



vending machine rebellion (1)

↩ MILENA ANDONOVA May 29, 2026 01:01pm
Know the history to build the future
Generated with AI for an open lesson
Milena Andonova
Botevgrad, Bulgaria, PPMG Acad.prof.dr.Asen Zlatarov
megiandonova@abv.bg
0



2 The second BG kingdom

↩ LUMINITAECA May 29, 2026 04:53pm
Calotă Luminița Elena Reciclarea salvează planeta
luminitae@yahoo.com
0



MUNTEANU IONELA May 31, 2026 08:18am
My city now/Over 100 years ago-Munteanu Ionela

0



mun.ionela@yahoo.com Munteanu Ionela

AI IN LESSON PREPARATION

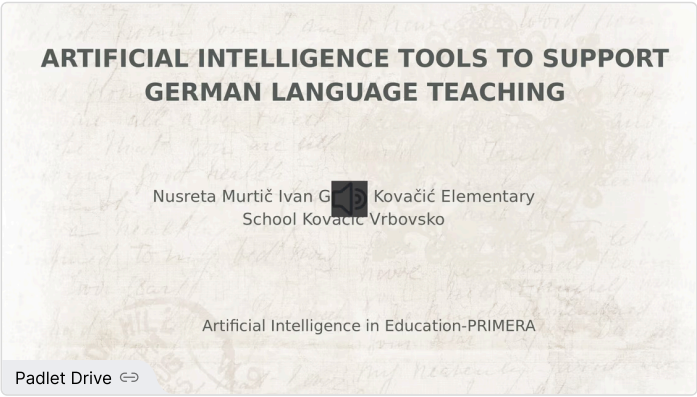
SAMIA BRIKI Apr 26, 2026 04:37pm
Samia BRIKI- TUNISIA

2 0



NUSRETA MURTIC May 14, 2026 02:53pm
Artificial intelligence tools to support German language teaching

0



Artificial intelligence tools to support German language teaching,Nusreta Murtić

⇒ IULIANA BOGATU May 22, 2026 03:52am

AI in primary education Bogatu Iuliana Secondary School Sanpetru email: iulyanaivan@gmail.com

Bogatu Iuliana Secondary School Sanpetru Romania

♥ (1) 0



⇒ TILI May 22, 2026 08:33am

Niculescu Vasilica Tili, Kindergarten "Enchantet little house", Craiova, Romania

Poster earth day, group "Little ants"

♥ (1) 0



⇒ MIRANDA GIORGADZE May 22, 2026 11:47am

LEPL village jvarisa public school of Tkibuli municipality, Georgia Miranda Giorgadze

This poster was created with AI and is about Wangari Maathai. I teach environmental problems, and I was looking for something inspiring for my students to show how even one person can make a big difference. miranda.giorgadze@gmail.com

0



⇒ ALINA CLEMENT May 22, 2026 12:29pm

AI-powered flyer

This motivational flyer was created by the students of Class 2A from Secondary School No. 1 Eforie Nord, Romania, with the help of artificial intelligence. Using creativity, imagination, and modern technology, the students shared an important message about protecting the sea and reducing plastic pollution. The flyer was created as part of the Sea Tales project.

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Alina Clement Secondary School Eforie Nord Romania

⇒ IONELA CRISTINA MATES May 22, 2026 03:37pm

„Matilda” - LICEUL TEHNOLOGIC „MOGA VOIEVOD” HĂLMAGIU, ARAD, prof. Ionela Cristina Mateş

„Matilda”, Mateş Ionela Cristina, România, ionela.mates@educured.ro

https://docs.google.com/presentation/d/1T5eK16EZpl_gvFTz8pk5HcaSQszLSrxZ1xZlIpQnL0Q/edit?usp=sharing

0 0



„Matilda” Puterea Lecturii, Prof Ionela Cristina Mateş

⇒ DAN ALINA ȘCOALA GIMNAZIALĂ SECU, JUDEȚUL DOLJ May 22, 2026 05:01pm

Presentation of the Story “Elmer” by Eric Carle- Prezentarea poveștii

Elmer”Good morning, everyone!

Bună dimineața tuturor!

Today, we are going to talk about a wonderful story called Elmer. Astăzi vom vorbi despre o poveste minunată numită „Elmer”. Elmer is a very special elephant. He is not gray like the other elephants. Elmer is colorful he has many bright colors: yellow, blue, green, red, orange, pink, and black. Elmer este un elefant foarte special. El nu este gri ca ceilalți elefanți. Elmer este colorat are multe culori vii: galben, albastru, verde, roșu, portocaliu, roz și negru. Even though Elmer is funny and friendly, sometimes he feels different and sad because he does not look like the other elephants. Deși Elmer este amuzant și prietenos, uneori se simte diferit și trist pentru că nu arată ca ceilalți elefanți. One day, Elmer decides to paint himself gray to become like everyone else. Într-o zi, Elmer decide să se coloreze în gri pentru a fi la fel ca ceilalți. But soon, the other elephants realize that life without Elmer’s colors and jokes is not the same. Dar curând, ceilalți elefanți își dau seama că viața fără culorile și glumele lui Elmer nu mai este la fel. In the end, Elmer understands that being different is something beautiful. La final, Elmer înțelege că a fi diferit este ceva frumos.



The elephants celebrate Elmer Day every year by wearing colorful patterns, just like Elmer. Elefanții sărbătoresc în fiecare an Ziua lui Elmer purtând modele colorate, la fel ca Elmer. The story teaches us important lessons:

Povestea ne învață lecții importante:

- We are all unique.
Suntem cu toții unici.
 - Differences make the world beautiful.
Diferențele fac lumea mai frumoasă.
 - We should be proud of who we are.
Trebuie să fim mândri de cine suntem.
 - Friendship and kindness are very important.
Prietenia și bunătatea sunt foarte importante.
- This beautiful story was written by David McKee and is loved by children all around the world. Această poveste frumoasă a fost scrisă de David McKee și este iubită de copiii din întreaga lume.

Thank you for listening!

Vă mulțumesc pentru atenție!

□ 0

⇒ AGNES COSTEA May 22, 2026 07:20pm

Early childhood education teacher: Costea

Agnes Ildico - Ecological Education-Biodiversity

Liceul Tehnologic „Stănescu Valerian”, Târnava-România

costeaagnes211@gmail.com

Brainhealth - The ecochallenge

Our environment is more than a backdrop to our lives—it actively shapes our thoughts, emotions, and overall sense of well-being. From the air we breathe to the spaces we inhabit, changes in the environment influence our mental and emotional states in profound ways.

1. Nature and Green Spaces Boost Mental Well-being
Spending time in natural environments—parks, forests, riversides, or even gardens—has been scientifically shown to:

- Reduce stress and anxiety by lowering cortisol levels.
- Improve mood and increase feelings of calm and happiness.
- Enhance creativity, focus, and cognitive function.

Example: A walk in a park or a few minutes sitting under a tree can lift your spirits more effectively than scrolling on a phone.

2. Climate and Weather Influence Emotions

Changes in temperature, sunlight, and weather patterns can directly affect our mood and energy:

- Sunny days and exposure to natural light increase serotonin, which promotes happiness.
- Seasonal changes, especially reduced sunlight in winter, can trigger Seasonal Affective Disorder (SAD), causing sadness or lethargy.
- Extreme weather events (heatwaves, storms, floods) can elevate stress, anxiety, and even depressive symptoms.

3. Pollution and Environmental Degradation Impact Mental Health

Exposure to polluted air, noise, or water contamination is not only physically harmful but also mentally taxing:

- Air pollution has been linked to higher rates of depression and anxiety.
- Noise pollution can lead to chronic stress, irritability, and sleep disturbances.
- Living in degraded or chaotic environments can reduce a sense of safety, security, and overall well-being.

4. Environmental Uncertainty Shapes Our Mindset

Changes in the environment, especially due to climate change or disasters, create uncertainty, which can influence happiness:



- Rising awareness of environmental crises can trigger eco-anxiety—worry or grief about the planet's future.
- Conversely, taking action to protect the environment (planting trees, reducing waste) can create a sense of purpose, agency, and fulfillment.

5. Urban vs. Natural Environments

- Dense, noisy, and crowded urban environments may increase stress, reduce social connectedness, and lower overall life satisfaction.
- Natural or thoughtfully designed urban spaces with greenery, clean air, and quiet areas promote mental relaxation, social interaction, and happiness.

6. Sustainable Living and Environmental Harmony

Living in harmony with the environment—through eco-friendly habits, green communities, or sustainable housing—has positive psychological effects:

- Provides a sense of contribution and purpose, which enhances happiness.
- Encourages slower, mindful lifestyles that reduce mental fatigue and increase contentment.

Our environment shapes our emotions, cognition, and sense of purpose. By improving our surroundings—through nature exposure, pollution reduction, sustainable living, and climate action—we not only protect the planet but also nurture our mental health, happiness, and resilience.

🗨 0

⇒ AGNES COSTEA May 22, 2026 07:52pm

Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail. com

5 Tech Trends Redefining Education

The classroom is evolving—and at the heart of this transformation is technology. No longer limited to chalkboards and textbooks, today's education is dynamic, inclusive, and powered by innovation.

We believe that every child deserves access to quality education that prepares them for the world they live in and the future they'll shape. As educators, mentors, and visionaries, we must understand and embrace the tech trends shaping that future.

Here are five powerful trends that are revolutionizing learning as we know it:

💡 1. Artificial Intelligence (AI) in Learning

Imagine a classroom where lessons are tailored to each child's learning style, pace, and needs. AI makes this possible. From intelligent tutoring systems to automated feedback and personalized learning pathways, AI is helping teachers reach every learner with precision and care. It also provides insightful data that supports inclusive and equitable education—a key focus of SDG 4.

🌐 2. Virtual and Augmented Reality (VR/AR)

With VR and AR, students are not just learning about things—they are experiencing them. A lesson on the solar system becomes an immersive journey through space. History classes become time-travel adventures. These tools are particularly effective for students with different learning abilities, making abstract concepts more tangible and engaging.

🎮 3. Gamification of Learning

Gamification introduces motivation, competition, and fun into the classroom. Through point systems, badges, and game-based tasks, students learn through play—retaining more information and developing critical thinking skills.



This approach also fosters resilience, as learners see mistakes as part of the journey, not the end of the road.

4. Mobile Learning

Mobile learning removes the barriers of time and space. With just a smartphone or tablet, students can access lessons, take quizzes, watch educational videos, and collaborate with peers—anytime, anywhere. In underserved communities, this trend is especially powerful, bridging educational gaps and promoting equity.

5. Blockchain for Credentials

Yes, blockchain isn't just for cryptocurrency. In education, it offers a secure, transparent, and verifiable way to store and share academic records, certificates, and achievements. This ensures learners can carry and present their learning history with confidence and integrity—no matter where they are in the world.

Moving Forward with Purpose

Technology alone doesn't create transformation—educators do.

We're not just observers of these changes; we are participants and pioneers, ensuring that these tools are used ethically, accessibly, and meaningfully.

Which of these trends inspires you the most?
Share your thoughts, ideas, and classroom experiences. Let's learn and grow—together.

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AGNES COSTEA May 23, 2026 04:42am

Teacher: Nica Ion Marian

Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail.com

When we think of literacy, the first images that come to mind are often books, alphabets, and classrooms filled with children learning to read and write. But literacy in today's world stretches far beyond the basics of decoding words on a page. True literacy is about equipping young minds with the tools to navigate life, solve problems, and connect with others in meaningful ways.

So here's the thought-provoking question:

If you could give every child in the world one literacy skill beyond reading and writing, what would it be—and why?

Rethinking Literacy for the 21st Century

The digital age has shifted the boundaries of what it means to be literate. Children no longer only need to read books; they must interpret information from screens, evaluate credibility, communicate across cultures, and express themselves creatively. A literate child today is not only one who can “read the lines” but also one who can “read between the lines” and even “read the world.”

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AGNES COSTEA May 23, 2026 04:51am

Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail.com

Rethinking Literacy for the 21st Century

The digital age has shifted the boundaries of what it means to be literate. Children no longer only need to read books; they must interpret information from screens, evaluate credibility, communicate across cultures, and express themselves creatively. A literate child today is not only one who can “read the lines” but also one who can “read between the lines” and even “read the world.”

Possible Literacy Skills That Matter

Critical Thinking



Literacy – The ability to question, analyze, and make informed decisions in a world full of misinformation.

Digital Literacy – Navigating the internet responsibly, understanding digital footprints, and using technology as a tool for learning and growth.

Emotional Literacy – Recognizing and managing emotions, building empathy, and forming healthy relationships.

Financial Literacy – Understanding money, saving, budgeting, and building habits that secure a better future.

Environmental Literacy – Cultivating awareness about sustainability, conservation, and our role in protecting the earth.

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AGNES COSTEA May 23, 2026 06:54am

Teacher: Costea Agnes Ildico-costeaagnes211@gmail. com

Liceul Tehnologic „Stănescu Valerian,, Târnava-România

costeaagnes211@gmail. com

Understanding the Algorithmic World Our Children Live In.

Social media algorithms are designed to show users what they want to see. The longer a person stays glued to their screen, the more profitable it is for the platform. As a result, young people are often fed content that matches their interests, beliefs, and emotions. It feels personalized, but it can also be limiting. This creates what we call echo chambers—online spaces where learners repeatedly encounter similar viewpoints. Over time, echo chambers can deepen cognitive biases, making learners more likely to trust information that aligns with what they already believe and reject anything that challenges it. In other words, the online world is shaping their thinking without them realizing it.

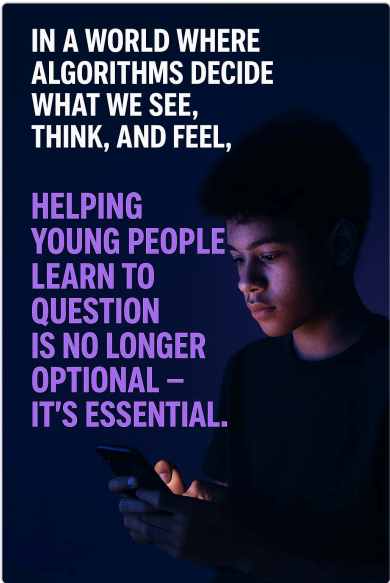
Cognitive Bias: The Silent Shaper of Thought

Every human being has cognitive biases—mental shortcuts that help us make quick judgments. However, in an algorithm-driven world, these biases can become exaggerated. Confirmation bias, for example, makes young people naturally prefer information that supports their existing beliefs. Algorithms then reinforce this by showing more of the same content. This creates a powerful cycle that can reshape how a child interprets truth, fairness, and reality. Without intentional guidance, learners may grow up believing that their feed is the full story—when it is only a curated slice.

Why We Must Teach the Next Generation to Question

Media literacy is no longer optional. It is a life skill.

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IOANA COZA May 23, 2026 07:14am

The Storytelling Padlet: Bridging Families, Books & AI in Education

COZA IOANA MARIA

ROMANIA

cozaioanamaria@gmail.com

An innovative educational project integrating Padlet and Artificial Intelligence to inspire a love of reading, strengthen school-family partnerships, and bring storytelling into the digital age.

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Padlet Drive

*This material was prepared using ChatGPT as a supportive tool.



⇒ NADA RATKOVIĆ May 23, 2026 09:57pm

Diversity in Media with AI

Nada Ratković, Srednja strukovna škola bana Josipa Jelačića Sinj, Croatia, e-mail: nada.ratkovic1@gmail.com



Diversity in Media with AI-org.

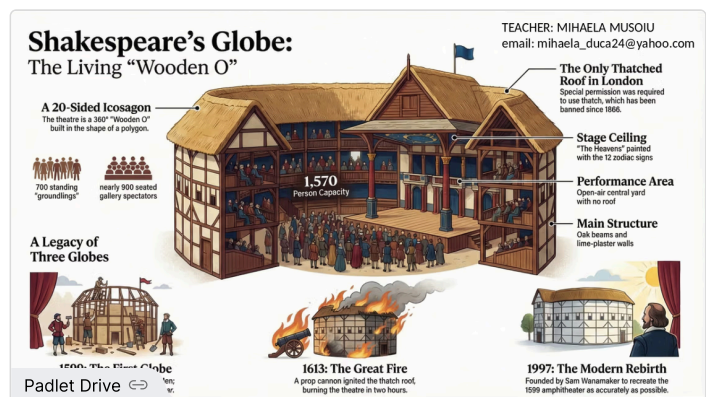
⇒ MIHAELA MUSOIU May 24, 2026 09:36am

Shakespeare's Globe Theatre Infographic

Teacher Mihaela Musoiu

email: mihaela_duca24@yahoo.com

This is an infographic I created using NotebookLM. It was part of an activity designed for an English class, 10th grade students aged 15-16, upper-intermediate level. Students explored Shakespeare's Globe Theatre via VR glasses as the activity took place in our Smart Lab. The infographic was part of the follow-up activity. This way, I facilitated my students' access to the information they acquired in the VR presentation.



Mihaela Musoiu-Shakespeare's Globe Theatre Infographic

⇒ ANDREI DANIELA May 24, 2026 10:24am

ANDREI DANIELA, Colegiul National "Spiru Haret", Tulcea, Romania

This is a poster created with the help of artificial intelligence as part of an e-twinning project. The students learned how to write prompts correctly, containing accurate information. Each of them created their own poster using AI. The best one was chosen by voting.

ANDREI DANIELA

danaliceu@gmail.com

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⇒ 0



Ramona Tamaian From Prompt to Poster Using NotebookLM to Create Educational Materials for Preschoolers

⇒ MARIA FRYGANA May 24, 2026 08:57pm

Using Gamma.app for Cyberbullying Awareness in 2nd Grade - Maria Frygana (Greece)

Title: Enhancing Internet Safety and Empathy in 2nd Grade: From Storytelling to AI-Generated Presentations

Teacher: Maria Frygana

School: 7th Primary School of Chalkida, Greece

Contact Email: mfrygana@sch.gr

Presentation link:

<https://www.canva.com/design/DAHKgoFrVdE/5gzFsOr1oU4L5dpDV1vIOW/edit>

1. Lesson Overview & Objectives

This teaching practice is designed for 2nd-grade primary school students. It combines digital citizenship, emotional intelligence, and an introduction to Artificial Intelligence tools.

• Learning Outcomes:

- Understand emotions caused by online interactions and develop empathy.
- Foster critical thinking before posting or sharing content online.
- Practice constructive communication and teamwork.
- Explore the capabilities and critical evaluation of AI tools.

2. Phase A: Storytelling & Reflection (Digiduck)

- Trigger:** The teacher reads aloud the educational book "Digiduck's Big Decision" from the SaferInternet4Kids platform.
- Brainstorming & Discussion:** Students share their thoughts on how online behavior affects



AIDEA POSTER

friendship. They share personal experiences regarding internet safety and emotional well-being.

- **Follow-up Activities:** Students participate in role-playing (drama education) based on the story, draw key scenes, and collaborate on a large poster to create the class's official "Internet Code of Conduct".

3. Phase B: Integration with the Curriculum

This cross-curricular scenario is implemented in cooperation with the ICT teacher, integrating:

- **ICT:** Digital literacy and netiquette.
- **Language & Literature:** Analyzing emotions and texts (Unit: "I Feel").
- **Skills Labs (Ergastiria Dexiotiton):** Mental and emotional health, empathy, and social skills.

4. Phase C: AI Integration (Gamma.app)

As an extension of digital skills, students work in groups of 4 in the ICT lab. They utilize the AI-powered platform **Gamma.app** to create original presentations on "School Bullying" or "Cyberbullying & Kindness".

- **The AI Process:**
Students define the number of cards and input prompt commands to the AI. They select layouts, themes, and use AI image generation to respect copyright rules. They integrate hyperlinks from the *SaferInternet4Kids* resources they previously analyzed.
- **Critical Thinking:** Students are explicitly instructed to evaluate the AI's output, identify errors, and make essential human interventions to customize the design.

5. Student Deliverables (Gamma Presentations)

School Bullying: <https://gamma.app/docs/School-Bullying-y47o13jf3tkv04z?mode=doc>

Cyberbullying & Kindness:

<https://gamma.app/docs/-ypj7nh681g64a65?mode=doc>

Email Address: mfrygana@sch.gr

2nd email: marfry1970@gmail.com

□ 0

⇒ MIRANDA GIORGADZE May 25, 2026 11:59am

How I use AI

□ 0



⇒ MAPIA EYAGTEΛINOY May 26, 2026 09:44am

MAPIA EYAGTEΛINOY, 7th Primary School of Chalkida, Greece

Integrating AI, Science, and Visual Arts:

"The Beauty of Life" eTwinning Project

Hello colleagues!

I would like to share a successful classroom activity from our eTwinning project **"STEAM - Challenge accepted"** that beautifully blends **Science (Ecosystems & Biodiversity)** with **Visual Arts (STEAM approach)**, carried out in collaboration with the Institut Mondial d'Art de la Jeunesse – Centre pour l'UNESCO. Our 7-year-old students explored the theme **"The Beauty of Life: Fauna and Flora"** (Terrestrial, Aerial, Underground, and Aquatic life) and expressed their understanding through stunning visual creations.

How AI Can Support Lesson Preparation for this Project:

- To design and execute this multidimensional project, AI tools can be a lifesaver for teachers during the preparation phase:

Curriculum Integration: AI (like ChatGPT or Gemini) can generate targeted lesson plans that link Science goals (learning about habitats) with Art techniques (color mixing, textures).

Prompt Engineering for Inspiration: Teachers can use AI image generators (e.g., Bing Image Creator) to produce diverse, copyright-free reference images of ecosystems (e.g., a vibrant "Garden of Eden" or "Underwater Life") to spark students' imagination before they draw.

Multilingual Support: Since this is an international collaboration, AI assists in instantly translating project instructions, student descriptions, and submission forms for UNESCO partners.

Digital Exhibition Layout: AI tools can help write descriptions and organize the digital catalog for the collaborative **Emaze** exhibition and **Grok AI**.

Watch our Students' Creative Journey:

Below, you can see a video showcasing the incredible artworks and the artistic process of our young pupils, from drawing vibrant snakes to capturing the "Golden Light" of marine life!

Project Duration: Dec 2025 – Jan 2026 (Results: June 2026) **Objectives:** Promote biodiversity awareness, foster international collaboration, and encourage artistic expression.

How do you use AI to prepare your STEAM or Art-infused lessons? Let's exchange ideas!
marev1989@gmail.com

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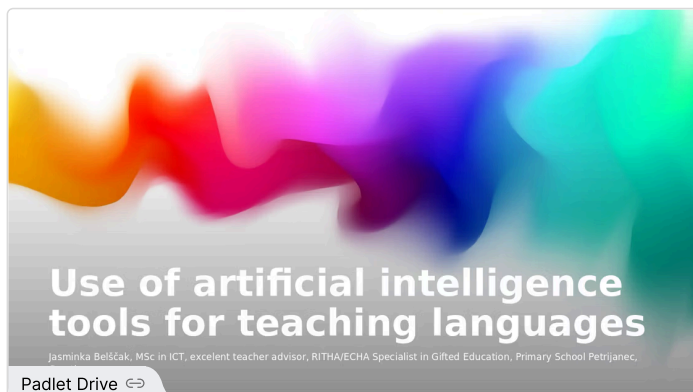
MAPIA EYAGTEΛINOY, The Beauty of Life

⇒ JASMINKA BELŠČAK May 26, 2026 02:46pm

Jasminka Belščak, Croatia

Here is presentation how I use AI for preparing lessons for teaching languages.

0 0



AI for teaching languages

⇒ MIHAELA May 26, 2026 07:13pm

**Mihaela Sântejudeanu , Grădinița PP Curcubeul
copiilor Arad,România alinasantejudeanu@gmail.com**

This poster was created with the help of Artificial Intelligence and used within the eTwinning project “Fly with eTwinners”, during the activity “Sounds Birds Around Us”. The activity encouraged children to explore nature and discover the birds living in their local area.

Using the poster, the students learned to identify different bird species and listen carefully to the unique sounds and songs they produce. The activity combined creativity, technology, environmental education, and teamwork, helping children develop observation skills and a deeper appreciation for nature and biodiversity.

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⇒ ΠΑΝΟΥΡΓΟΥΔΗ ΔΗΜΗΤΡΑ May 27, 2026 07:16pm

**Dimitra Panourgoudi
1st Kindergarten of Lavrio Greece**

Creating AI Videos of Luna, the Mascot of the eTwinning Project “Fly with eTwinners”

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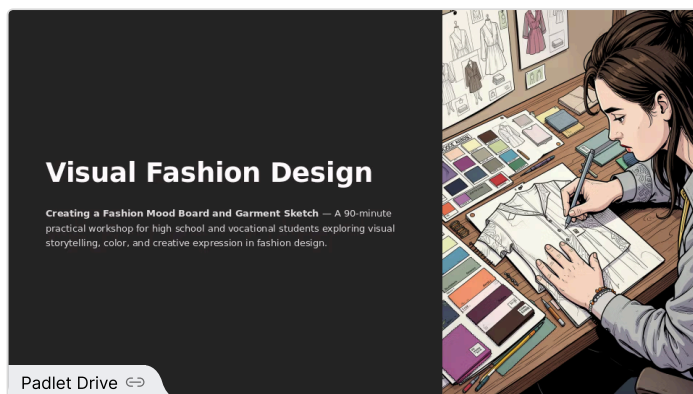


Creating ai videos of mascot

⇒ MURESAN ANGELICA May 27, 2026 07:25pm

**Muresan Angelica, Elisa Zamfirescu College,
Romania - Visual Fashion Design Lesson Plan**
angymuresan@gmail.com

🗨 0



Visual-Fashion-Design

Examples of Good Classroom Practices

Examples of Good Classroom Practices

We invite you to explore an interdisciplinary reading experience created by students, where literature, art, and technology engage in a creative dialogue through an original digital project inspired by the novel *Platanos* by Doina Ruști. The digital book, designed assisted by AI, recreates essential scenes from the novel in a spectacular visual universe, where the sensitivity of literary language meets the aesthetics of major artistic movements and the expressive styles of famous painters. The students reinterpreted the characters, atmosphere, and symbols of the novel through images inspired by the styles of Vincent van Gogh, Claude Monet, Nicolae Grigorescu, Rembrandt, Paul Gauguin, Gustav Klimt, Pablo Picasso, and Joan Miró, as well as influences from the Viennese avant-garde, American Surrealism, and contemporary urban art.

The result is far more than a simple illustration of a literary text; it is an authentic exercise in cultural interpretation, critical thinking, and visual creativity. The students explored the relationship between artistic and literary language, identifying emotions, symbols, and themes such as identity, memory, destiny, belonging, and the search for self.

This project develops essential

competencies for contemporary education:

- deep reading and literary interpretation;
- visual and aesthetic literacy;
- digital creativity and the responsible use of AI tools;
- collaboration and interdisciplinary reflection;
- connecting European cultural heritage with new educational technologies.

Through this digital book, students demonstrate that literature can be reinterpreted through innovative approaches and that artificial intelligence can become a valuable educational tool when used creatively, ethically, and reflectively.

📖 The digital book can be explored here:

[Platanos – AI-assisted visual reinterpretations](#)

This educational initiative highlights the pedagogical potential of interdisciplinary projects and offers a relevant example of how reading, art, and technology can transform learning into a profound, participatory, and memorable experience.

Teacher Garofița Sorina Docolin, High

School Elecrtotimiș from Timișoara, Romania.

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Aligning Education with the Age of Artificial Intelligence

- Artificial Intelligence is no longer a distant technology – it is reshaping industries, professions, and daily life at an unprecedented pace. In this context, aligning education with AI is not merely an option, but an urgent necessity. Schools and universities must equip students not only with knowledge, but with the skills to think critically alongside intelligent systems, to use AI tools ethically and effectively, and to understand both their power and their limitations. Teachers, in turn, need professional development that empowers them to integrate AI meaningfully into their practice – not as a replacement for human connection, but as a powerful amplifier of it. An education system that ignores AI risks producing graduates unprepared for the world they will inherit. By contrast, one that embraces AI thoughtfully – embedding it into teaching, learning, and assessment – can unlock personalized, inclusive, and future-ready education for every student, regardless of background or geography. The question is no longer *whether* AI belongs in education, but *how quickly* we can rise to meet it. Adina BIRSAN, adynabirsan@gmail.com

🗨 0



⇒ VEDRANA May 29, 2026 07:52am
Vedrana Prkić, Obrtničko-industrijska škola Županja, Croatia
vedrana.prkic1@gmail.com

🗨 0

ARTIFICIAL INTELLIGENCE AND ETHICAL USE IN EDUCATION

Prof. Vedrana Prkić, Obrtničko-industrijska škola Županja, Croatia
28. May 2026.

Padlet Drive ⇄

ARTIFICIAL INTELLIGENCE AND ETHICAL USE IN
EDUCATION

⇒ MANOLE MARIANA May 29, 2026 02:05pm
Creating a logo for the etwinning project Aromatic Plants
Manole Mariana
Liceul Tehnologic nr 1 Prundu Giurgiu
manolemary@yahoo.com

🗨 0





MONIKA BANDI May 30, 2026 05:36pm

Monika Bandi - Scoala Gimnaziala

Alexandru Ioan Cuza Baia Mare, Romania

monikabandi13@gmail.com

Celebrating International Biscuit Day!

Level: A1+

The most effective best practice demonstrated by this poster is using AI to **instantly transform a simple reading text into a sequential visual narrative (comic strip) with embedded vocabulary cues.**

For early language learners, dense blocks of text are intimidating.

By using an AI image generator to break the story down into a

multi-panel comic, you achieve three critical teaching goals at once:

- **Dual-Coding for Comprehension:** Students process the language both textually and visually. If a student doesn't understand the word "dip" or "prefer" in the prose, the visual context of Leo dunking his cookie into milk or his father looking thoughtfully at his coffee immediately clarifies the meaning without needing translation.
- **Scannable Vocabulary Anchors:** The "New Words" footer at the bottom of the poster uses simple AI-generated icons (a cookie for snack, a jagged line for crunchy, a hand for dip) to create instant cognitive links.
- **High Engagement for Younger/Teen Learners:** Presenting a reading comprehension task in a "teen-style" comic format shifts the student's perspective from doing a "school chore" to reading a relatable graphic novel, drastically increasing engagement and retention.

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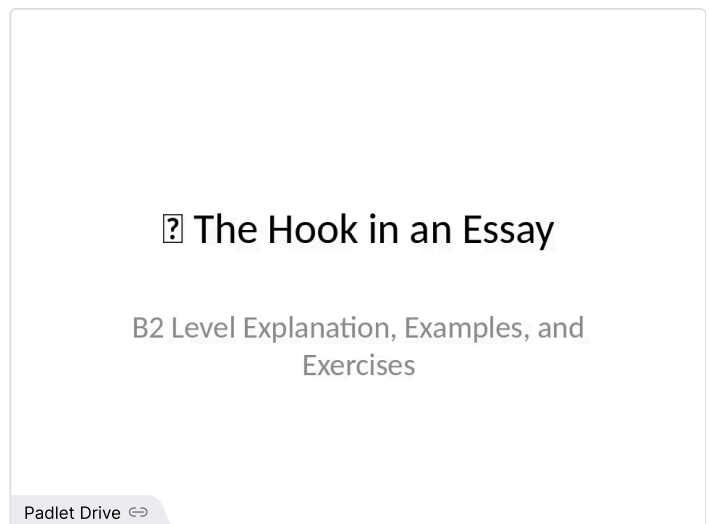
MISS GHADA D May 30, 2026 05:41pm

Using AI to make a PowerPoint to teach the students about the hook in an essay. This PowerPoint was done by the IA, and I use it to do many worksheets for Adult students.

My name is Ghadah Daftardar

My email is : g.duniv2012@gmail.com

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Ghadah Daftardar

⇒ MISS GHADA D May 30, 2026 05:56pm

Vocabulary Flashcards posters done with the IA

My name is : Ghadah Daftardar

Email g.duniv2012@gmail.com



⇒ BĂLAN GEORGIANA ALINA May 30, 2026 06:16pm

Teaching Literature with AI Bălan Georgiana Alina, Liceul Tehnologic Toma Socolescu Ploiești allapryl_me@yahoo.com

AI IN DOCUMENTING A ROMANIAN WRITER

Poster Presentation – Literature, Creativity & Technology

1. Understanding the Writer Through AI

AI tools help students and teachers explore Romanian authors by:

- **Summarizing biographies** and literary contexts
- **Identifying themes**, motifs, and symbols
- **Generating timelines** of the writer's life and works
- **Comparing interpretations** from different critics
- **Extracting key ideas** from poems, prose, or essays

AI becomes a **research assistant** that supports deeper literary understanding.

2. Creating Thematic Posters with AI

AI supports visual design by:

- **Proposing poster layouts**
- **Generating thematic color palettes**
- **Suggesting symbolic imagery** (spring, tradition, nature, heritage)
- **Creating bilingual or multicultural versions**
- **Integrating text + visuals coherently**

This transforms literature into **visual culture**.



⇒ R GRIGORE May 31, 2026 04:17pm

Bodeanu-Grigore Raluca Colegiul Național „Mircea cel Bătrân” Constanța, România romana.grigore@gmail.com



Poster – Civic Education (December, 2025)

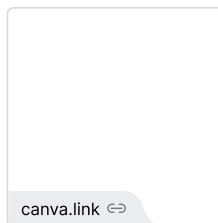
Jagoda Truhelka primary School, Osijek, Croatia

Poster – Civic Education

In December 2025, fourth-grade students (Class 4.b) at Jagoda Truhelka Primary School, Osijek, Croatia, participated in a project-based learning activity founded on a vertically aligned curriculum, focusing on the development of civic education, life skills, and digital competencies. The activity was designed and implemented by Dr. Irena Bando, school librarian, professional associate, and Erasmus+ Accreditation Coordinator, by incorporating examples of good practice acquired during an Erasmus+ job shadowing mobility at IC Borsellino-Ajello in Sicily, Italy.

As part of the project, students established their own political parties, developed party programmes and campaign slogans with the support of ChatGPT, designed original logos using tablets, composed party anthems with the Suno AI application, and created interactive digital posters in Canva. Through this interdisciplinary activity, students strengthened their critical thinking, civic awareness, collaboration, creativity, and communication skills while developing digital literacy through the purposeful and responsible use of artificial intelligence and digital tools. The project also encouraged active participation, democratic values, informed decision-making, and the creative application of technology in authentic learning contexts.

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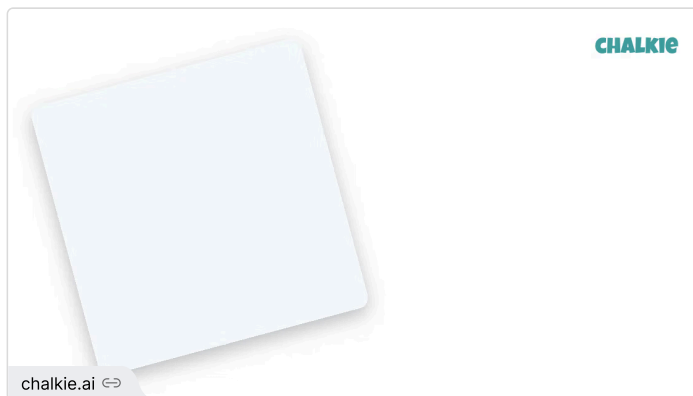


TEACHING STUDENTS ABOUT AI

Space journey , II nd grade , Scoala Gimnaziala Nr 2 Chitila

We use VR glasses and robots to travell in space . I used a presentation abous ARTEMIS mission with [Chalkue.ai](#) .

♥ (1) 0



Misiunea Artemis: Înapoi pe Lună! - Chalkie

⇒ SLAVICA BERNATOVIĆ May 09, 2026 05:34pm
**Immersive Physics Learning Using VR:
CERN and Climate Change in the Classroom**
slavica.bernatovic@gmail.com

A classroom practice where students use VR headsets to explore complex physics phenomena such as particle physics (CERN) and climate change. The activity promotes experiential learning, critical thinking, and digital competencies through immersive 3D environments.

What I included:

- VR-based physics activities
- Student engagement in experiential learning
- Examples from CERN and climate change topics

👍 (3) 🗨 0



Europa ⇄

Artificial Intelligence for Generation Z: AI through Physics |
European School Education Platform

⇒ SLAVICA BERNATOVIĆ May 09, 2026 06:11pm
**String Art Harp Project: Exploring
Vibrations and Frequency in STEM Education**
slavica.bernatovic@gmail.com

Students designed and built harp models using String Art techniques and 3D printing to investigate how string material affects vibration frequency. Using digital tools, they measured sound frequencies and analysed physical relationships between material properties and sound. The project integrates physics, art, and technology within an inquiry-based STEM approach.

👍 (3) ❤️ (1) 🗨 0



Sound Installations _ Aligned with SDGs 4, 9 and 12 | European
School Education Platform

⇒ SLAVICA May 10, 2026 10:26am
**Slavica Bernatović _ Combining Art, Physics and
Artificial Intelligence Through StringArt Harp Design**
slavica.bernatovic@gmail.com

Title: **Combining Art, Physics and Artificial
Intelligence Through StringArt Harp Design**
Subtitle: **An interdisciplinary student project integrating
creativity, acoustics, digital tools and AI-supported learning**

Description: This project presents an interdisciplinary educational practice that combines physics, art, music, engineering and artificial intelligence through the design and testing of student-made harps. Students explored how different materials and different string lengths affect vibration frequency and sound production. The main objective of the project was to investigate the relationship between string properties and acoustic frequency while encouraging creativity, problem-solving and experimental learning. Most students created harps using the StringArt technique, combining artistic design with functional musical structures. Another group of students used 3D printing technology to design and produce harp frames before adding strings and testing the instrument. All students used digital applications for measuring string vibration frequencies and analyzing experimental results. Artificial intelligence tools and digital technologies were integrated into different stages of the project, including research, idea development, presentation preparation, visualization and data interpretation.



Sound in a Harp | PDF to Flipbook

The project encouraged:

- interdisciplinary learning,
- critical thinking,
- collaboration,
- digital competencies,
- creativity,
- experimental scientific inquiry,
- and responsible use of AI in education.

Students compared how string length, tension and material influence pitch and frequency, connecting theoretical physics concepts with hands-on artistic and technological practice.

The project demonstrates how AI-supported and technology-enhanced learning can increase student engagement and support active, inquiry-based education.

Objectives:

- Understand the relationship between string length and vibration frequency
- Explore the acoustic properties of different materials
- Connect physics concepts with music and art
- Develop practical engineering and design skills
- Encourage creative expression through StringArt and 3D modeling
- Use digital applications for scientific measurement and analysis
- Integrate AI tools responsibly into project-based learning

AI and Digital Tools Used

Students and teachers used digital and AI-supported tools for:

- research and information gathering,
- visualization of ideas,
- presentation preparation,
- translation and language support,
- generation of design ideas,
- digital measurement of vibration frequency,
- documentation and reflection.

Digital frequency measurement applications enabled students to compare experimental data and verify theoretical expectations.

Methodology

The project was organized through several stages:

1. Research on sound, vibration and frequency
2. Planning and designing harp structures
3. Construction using StringArt or 3D printing
4. Installation of strings with different lengths and materials
5. Frequency measurement using digital applications _ SoundMeter
6. Analysis and comparison of results
7. Presentation of conclusions and creative reflection

Student Activities

Students:

- designed and constructed harp models,
- experimented with different materials,
- measured frequencies digitally,
- compared experimental results,
- collaborated in teams,
- created visual presentations,
- discussed scientific and artistic aspects of sound production.

Educational Impact

The project increased:

- student motivation,
- engagement in STEM learning,
- understanding of acoustics and vibration,
- creativity and innovation,
- digital literacy,
- confidence in experimental work,
- interdisciplinary thinking.

Students particularly benefited from connecting theoretical physics with artistic creation and real-world experimentation.

Responsible Use of AI

Artificial intelligence was used as a support tool rather than a replacement for student learning. Students critically

evaluated information, interpreted experimental data independently and developed original project solutions.

The project promoted:

- ethical use of AI,
- critical evaluation of digital content,
- originality and creativity,
- collaborative learning,
- responsible digital citizenship.

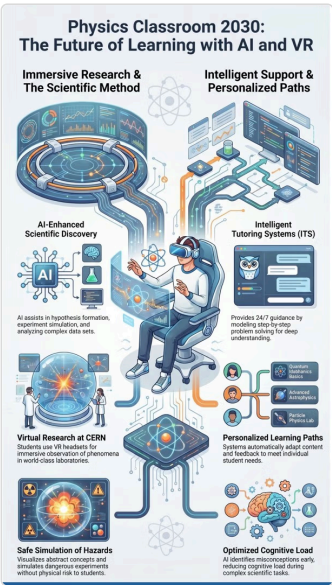
Keywords

StringArt, AI in education, STEM, STEAM, acoustics, vibration frequency, interdisciplinary learning, project-based learning, digital tools, 3D printing, music and physics, creativity, experimental learning

👍 (1) 🗨 0

⇒ SLAVICABERNATOVIC May 10, 2026 05:50pm
Physics Classroom 2030.: The Future of Learning with AI and VR
slavica.bernatovic@gmail.com

😬 (1) 😊 (1) ❤️ (1) 🗨 0



⇒ MARIA FRYGANA May 17, 2026 05:29pm
Maria Frygana: Bringing Myths to Life: AI-Powered Lesson Planning and Augmented Reality in Primary Education

Presentation link: <https://canva.link/5fyntiyhxdny8ag>

Poster Content:

1. AI Preparation (Grok):

Using Generative AI (**Grok**) as an innovative teaching assistant, I redesigned a micro-teaching scenario for History and Mythology. Grok was utilized during the lesson planning phase to structure teaching objectives, generate interactive prompts, and simplify complex mythological narratives to match the cognitive level of young learners.

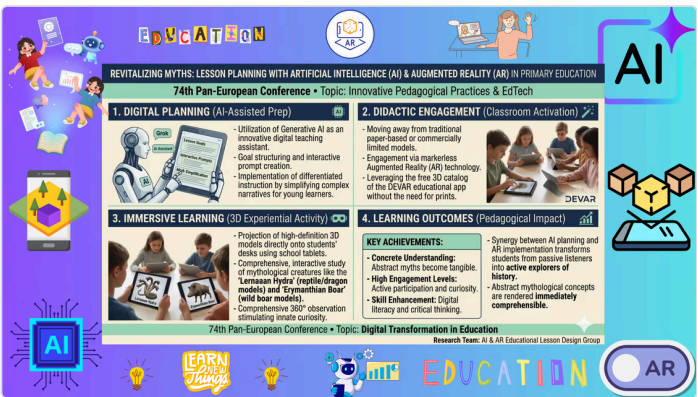
2. Classroom Activity (Engagement):

For the lesson's engagement phase (απόρμηση), we moved away from restricted, paid printed templates and integrated markerless Augmented Reality (AR) technology using the free catalog of the **DEVAR** app.

3. Bringing the Myth to Life:

Students used school tablets to project high-quality 3D models directly onto their classroom desks. They examined animated, interactive creatures representing "**The Lernaean Hydra**" (using AR serpent/dragon models) and "**The Erymanthian Boar**" (using AR wildlife models). This immersive experience allowed them to observe the creatures from a 360° angle, triggering immediate curiosity.

4. Results & Impact:



AIDEA POSTER

The synergy between AI-driven planning (Grok) and immersive AR execution (DEVAR) led to outstanding classroom engagement. Abstract mythological concepts became tangible, transforming students into active, enthusiastic explorers of history while promoting digital literacy.

- First Name: Maria
- Last Name: Frygana
- Email Address: mfrygana@sch.gr
- 2nd email: marfry1970@gmail.com

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IDEA SPINNER May 22, 2026 12:39pm
OOU "STIV NAUMOV" GAZI BABA, SKOPJE, MACEDONIA

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Teacher Anetka Trajkova

IULIANA BOGATU May 22, 2026 05:40pm
Artificial Intelligence in Education – Small Steps, Big Impact. Bogatu Iuliana 🏠 Școala Gimnazială Sânpetru, Brașov, Romania e-mail: iulyanaivan@gmail.com
In a constantly changing world, it is important to help pupils understand technology in a safe, creative, and responsible way. Through simple activities, games, concrete examples, and age-appropriate discussions, children can discover that artificial intelligence can support learning, but it cannot replace human thinking, creativity, emotions, and decisions. At Școala Gimnazială Sânpetru, we aim to use technology meaningfully, in order to support learning, curiosity, collaboration, and student engagement.

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How_We_Teach_Pupils_about_AI_Bogatu_Iuliana-1

AGNES COSTEA May 22, 2026 07:39pm
Teacher: Costea Agnes Ildico
Liceul Tehnologic „Stănescu Valerian,, Târnava-România
costeaagnes211@gmail.com

Theme “Role of Artificial Intelligence in Research and Education (Multidisciplinary)” – a timely dialogue on how AI is transforming the global academic and research landscape.

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Teacher: Costea Agnes Ildico

costeaagnes211@gmail. com

Create Safe Spaces for Expression,
Platforms like empower students to share their thoughts, fears, and dreams through writing, speaking, and storytelling. When children are heard, they develop confidence and emotional maturity.

Teacher: Costea Agnes Ildico -costeaagnes211@gmail. com

costeaagnes211@gmail. com



AI: ROUTINE EDITING.
AUTOMATION.

HUMAN: ARTISTIC JUDGMENT.
EMOTIONAL RESONANCE.

CO-CREATE WITH AI

AI can handle routine editing; the human eye will remain essential for artistic judgment and emotional resonance.

Teacher: Costea Agnes Ildico

Have you ever tried scheduling a meeting with someone in another country and gotten completely confused by the time difference? You're not alone! Time zones are one of the most fascinating and important systems that help our global world stay in sync. Let's take a walk through the world of time zones together. What Are Time Zones?

UNDERSTANDING WORLD TIME ZONES

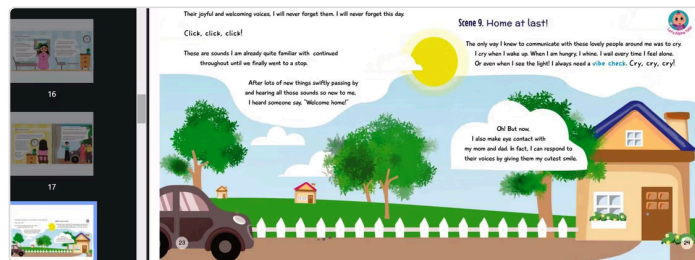
AGNES COSTEA May 23, 2026 06:48am

Teacher: Costea Agnes Ildico

Liceul Tehnologic „Stănescu Valerian,, Târnava-România

costeaagnes211@gmail. com

Miuna's Story - A Journey to Connection from Generation Alpha addresses issues related to contemporary, technologically mediated communication while sharing an intimate slice of life. A warm hug has been scientifically proven to release oxytocin - the "love hormone" - which promotes feelings of trust, security and well-being. Digitally mediated communication has undoubtedly brought numerous benefits to our lives, allowing us to connect with others across great distances. However, it is essential not to overlook the importance of physical presence and human touch in cultivating healthy relationships, especially between parents and children. Let's not forget that behind every screen lies a human desire for authentic connection - one that can only be fully realized through face-to-face interaction, touch and the healing power of a hug from a loved one. We bring stories to life!



SUCIU MARIA May 23, 2026 12:36pm

Suciu Maria, "Using Technology Wisely in Kindergarten"

The preschool teacher is the child's guide in kindergarten — the one who chooses appropriate applications, such as Wordwall, selects or creates resources based on the real needs of the children, and adapts the content to the classroom, for example illustrated stories created with StoryJumper. The teacher also decides the duration and the way technology is used, while ensuring a safe and educational environment. From my experience in the classroom, I have noticed that educational games projected on the screen help children develop logical thinking through activities such as identifying, matching, and sorting. Children learn to analyze situations and find solutions. We use simple, interactive applications with educational content. Technology increases children's motivation and involvement because it offers images, sounds, and clear visual models.

⇒ ELENI ILIODROMITI May 24, 2026 07:30am

"The most famous mountains and rivers of Europe"
Eleni Iliodromiti, 7th primary school of Chalkida-Greece
Link presentation: <https://app.chalkie.ai/lessons/a1da9b2b-1c23-48a1-b4bb-872665656dee>

With my students, who are in the 6th grade of primary school, we worked on the mountains and rivers of Europe in geography class.

1 Initiation: Initially, we worked on the textbook and then the children were given pictures of the most famous mountains and rivers of Europe. They worked in groups and tried to identify them.

2: With the help of AI (Chalkie) we made a presentation and also incorporated a quiz on the specific topic.

3: The children took the tablets and entered Google Earth and identified the mountains and rivers.

4: As a group, the whole class made a poster with the mountains and rivers of Europe with the help of AI.

First name: Eleni

Last name: Iliodromiti

email Address : eleni160478@gmail.com

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⇒ ADRIANA May 24, 2026 09:00am

Think before you prompt!

Teaching responsible AI use to students: AI is here to support us, not to replace our judgement, so we need to ask ourselves some questions while taking advantage of this opportunity: What is my goal? Am I protecting my privacy? Is this information accurate and fair? Can I explain how AI was used and what is my own contribution?

Adriana Mariş, Romania
adrianamaris2000@yahoo.com

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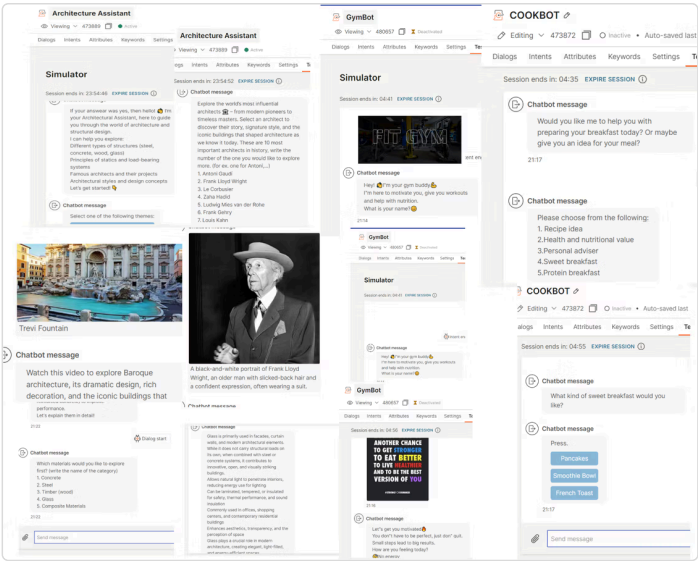


⇒ DANIELA USMIANI May 25, 2026 07:24pm

ChatBot Creation - Daniela Usmiani, Srednja škola Bedekovčina, Croatia

During the subject *Introduction to Artificial Intelligence*, we worked on activities within the STEMI platform. Students created chatbots that can help them and others in everyday life as well as in learning. The first step was getting familiar with the basic concept of chatbots, how they work based on large amounts of data, and how to set chatbot attributes. Students learned that a chatbot should have a defined style and tone of responses. What pleased me most was that the students chose several chatbots that help them learn more about architecture and subjects that they find challenging, as well as about healthy breakfasts, gym or even choosing a movie for a movie night. It was hardworking activity but fun and motivated one. <3

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⇒ DANIELA USMIANI May 25, 2026 07:35pm

Daniela Usmiani, Srednja škola Bedekovčina, Croatia

Let's create a picture book—a fable.

Students of class 3.Ga in the elective subject *Introduction to Artificial Intelligence* read Croatian and world fables in class, and using only ChatGPT they were required to create a picture book. They had to pay special attention to creating images of the main characters through a well-crafted and carefully written prompt. I am delighted with their work. Some of the small books stories you can see following the link https://www.canva.com/design/DAGes9q4CHE/-2-BK5x5OsUnaEB0EjmBqgw/edit?ui=cyJELjp7lIAiOnsiQil6ZmFsc2V9fX0andhttps://www.canva.com/design/DAGes_nvWul/WaKA-leoZ5lL02sVMafqwx/view?utm_content=DAGes_nvWul&utm_campaign=designshare&utm_medium=link2&utm_source=uniquelinks&utlid=hb0d7e1e065. There is many more but I can not share all of them <3

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bear and bees (2)

⇒ ΜΑΡΙΑ ΕΥΑΓΓΕΛΙΝΟΥ May 26, 2026 08:15am

Maria Evangelinou, 7th Primary School of Chalkida, Greece

During the French lesson, students became young explorers and created their own digital journey to Paris with the help of Artificial Intelligence tools. First, students learned basic French vocabulary related to: Paris landmarks
French food
colors and descriptions
emotions and expressions

Then, we used an AI image-generation tool to help students describe an imaginative “future Paris” in French. Students gave simple prompts such as:

- ➡ “Une tour Eiffel magique avec des couleurs arc-en-ciel”
- ➡ “Un café parisien dans l'espace”
- ➡ “Des robots qui parlent français”

The AI transformed their ideas into creative images, encouraging imagination, language production, and active participation from all learners.

Next, students worked collaboratively in groups and created short French dialogues inspired by their AI-generated images:

- 🗣 Bonjour! Où est la Tour Eiffel magique ?
- 🗣 Elle est près du café des robots !

The lesson ended with classroom presentations and a discussion about:
safe and ethical AI use



Magical Trip to Paris with AI!

creativity in learning
the role of technology in education
This activity promoted:
experiential learning
creative expression
collaboration
digital skills
motivation for learning French
marev1989@gmail.com

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TERRAIN SCOUTER May 28, 2026 10:19am

EMPOWERING FUTURE CREATORS:INTEGRATING AI TOOLS TO ENHANCE STUDENT CREATIVITY AND CRITICAL THINKING/AUTHOR:IANA GVASALIA /email:gvasalia.iana1@gmail.com

Empowering Future Creators: Integrating AI Tools to Enhance Student Creativity and Critical Thinking

Author: IANA GVASALIA

Role: Future Educator / Student Teacher

1.Introduction & Objective

As a future educator, my goal is to guide students to use Artificial Intelligence not just as an "answer machine," but as a creative partner. This project focuses on teaching students how to collaborate with AI (like ChatGPT and Canva AI) ethically and thoughtfully, preparing them for the modern digital world.

2.Practical Classroom Activity

Step 1: Brainstorming with AI (The Co-Creator)

Students are given a design or writing challenge. They use AI to generate 5 different, unusual ideas or perspectives.

Step 2: Critical Evaluation (The Human Touch)

Students analyze the AI-generated ideas. They must identify flaws, bias, or clichés in the AI's response. They choose the best concept and improve it using their own human empathy and unique creativity.

Step 3: Visual Realization

Students use AI-powered design tools (like Canva) to bring their final concept to life.

3.Key Benefits & Learning Outcomes

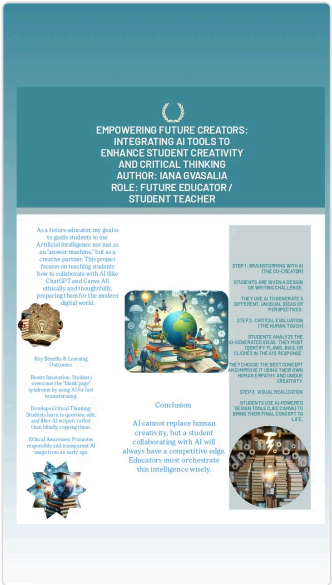
Boosts Innovation: Students overcome the "blank page" syndrome by using AI for fast brainstorming.

Develops Critical Thinking: Students learn to question, edit, and filter AI outputs rather than blindly copying them.

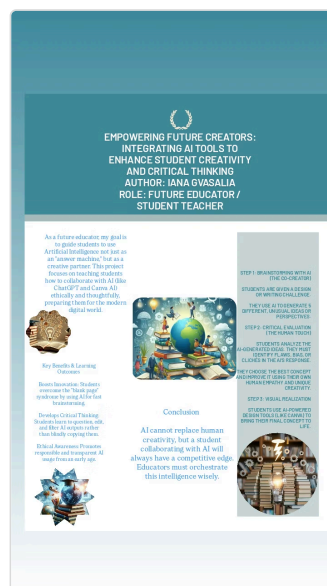
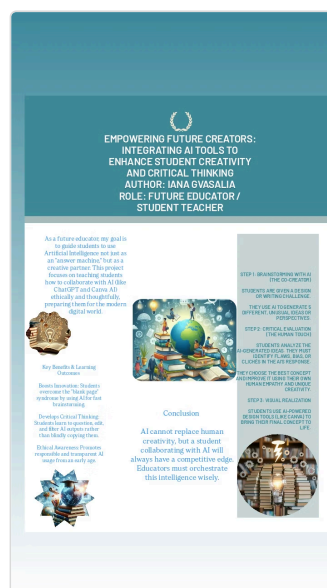
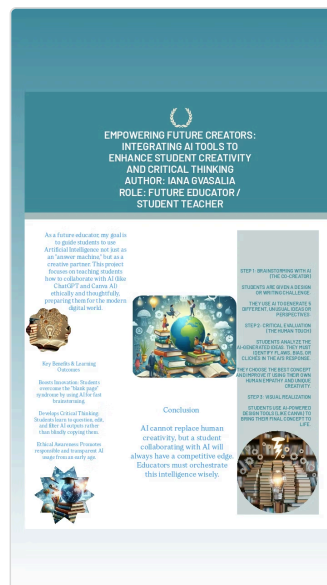
Ethical Awareness: Promotes responsible and transparent AI usage from an early age.

4.Conclusion

AI cannot replace human creativity, but a student collaborating with AI will always have a competitive edge. Educators must orchestrate this intelligence wisely.



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From Myth to Poster: Learning with Artificial Intelligence
Creative AI Poster Project

After reading *The Most Beautiful Stories of Classical Antiquity* by Gustav Schwab, seventh-grade students created educational posters based on selected Greek myths. Using AI tools such as ChatGPT and AI image generators, they designed visual presentations about Greek Cosmogony, Prometheus, and Perseus. The project aimed to improve reading comprehension, literary analysis, creativity, and digital literacy while introducing students to the responsible use of artificial intelligence. Students summarized key events and messages from the myths, transformed them into visual posters, and then critically evaluated the AI-generated results. They checked the accuracy of the information, analyzed the quality of the illustrations, identified possible errors, and discussed how the posters could be improved. The activity helped students combine literature, technology, creativity, and critical thinking in a meaningful and engaging way.

Elementary School “Grigor Vitez” Osijek
Mentor: Marija Purgar marija.purgar5@gmail.com

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Bodeanu-Grigore Raluca, Colegiul Național „Mircea cel Bătrân” Constanța

Some **AI benefits**:

AI can explain complex concepts in simple steps and adapt to each student's learning pace.
It helps students generate ideas for projects and quickly summarize large amounts of information.

Some **AI risks**:

Over-relying on AI for homework can stop students from developing their own problem-solving skills.
Using AI to write entire assignments defeats the purpose of learning and violates school ethics.

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