

**PROGRAMA
ERASMUS +**

**CEIP DOCTOR AZÚA
2025**

MOBILITIES TO GOTHENBURGH

The International School of the Gothenburg Region



PLANNING AGREEMENT

Program- Spanish Exchange

Azúa School visiting ISGR, Gothenburg

5th- 9th May (7 grade)

Spanish students stay at hotel Scandic no 25.

<u>When</u>	<u>What?</u>	<u>Where?</u>	<u>Who?</u>
05.05 Monday			
09.00-10.45	Welcome speech (Corinna/Helena) + The program + speed dating, tour in the school + FIKA	The school - ISGR-Göta/ library	Students, teachers
10.45- 11.30	Lunch	"Bamba" The School Cafeteria	Students, teachers
11.30-13.00	Workshop- lessons Presentation from Spain (Culture) Presentation from ISGR (Culture) (Ask Karin about room)	ISGR Guldheden/ ISGR Göta	Students, teachers
13.30 -16.00	Citytour (swedish students prepare in english)	The City centre	Students, teachers
06.05 Tuesday			
08.00-12.00	Lessons: Humanity, Math, English, Swedish	The school-ISGR Göta	Students, teachers
12.00-12.30	Lunch	"Bamba" The School Cafeteria	Students, teachers
13.00 -15.00	Scavenger hunt- Gothenburg City museum-Vikings + Gothenburg 400 years. (BOOKED)	Gothenburg City museum	Students, teachers

07.05 Wednesday 08.30 -16.00	Excursion to the Archipelago - Bränno/bring your own picnic	Excursion to the Archipelago - Bränno	Students + teachers
08.05 Thursday 08.15-09.00 09.00 - 11.30 12.00- 13.00 13.00-14.00 14.00-17.00 17.00-21.00 <u>check with Caretaker</u>	Meet up point (school) Universeum (workshop- Kampen om Regnskogen) Lunch Lessons: Advisory Slottsskogen "Goodbye-party"	The school-ISGR Göta Universeum (BOOKED) "Bamba" The School Cafeteria The school-ISGR Göta Slottsskogen The school-ISGR Göta	Students, teachers Students, teachers Students, teachers Students, teachers Students, teachers
09.05 Friday 08.00- 11.00 11.00-12.00 13.00- 15.00 15.00-16.00	Lessons: Spanish, Math, Technology Lunch Sjöfartsmuseet (BOOKED) Time to say goodbye- Photo-session beside the museum)	The school-ISGR Göta "Bamba" The School Cafeteria Sjöfartsmuseet Sjöfartsmuseet	Students, teachers Students, teachers Students, teachers Students, teachers

LUNES	MARTES	MIÉRCOLES	JUEVES	VIERNES
Discurso de bienvenida (Corinna/Helena) + Programa + Citas rápidas, visita a la escuela + FIKA Almuerzo - BAMBA Taller-clases. Presentación de España (Cultura) + Presentación de ISGR (Cultura) Visita a la ciudad (estudiantes suecos en inglés)	Clases: Humanidades, Matemáticas, Inglés, Sueco Almuerzo - BAMBA Búsqueda del tesoro: Museo de la Ciudad de Gotemburgo - Vikingos + Gotemburgo 400 años. (RESERVADO)	Excursion to the Archipelago - Bränno/bring your own picnic	Punto de encuentro (escuela) Universeum (taller-Kampen om Regnskogen) Almuerzo- BAMBA Lecciones: Asesoramiento Parque: Slottskogen	Clases: Español, Matemáticas, Tecnología Almuerzo - BAMBA Museo marítimo Sjöfartsmuseet (RESERVADO) Hora de despedirnos: Sesión de fotos junto al museo
Leaving at 16:00	Leaving at 15:00	Leaving at 16:00		Leaving at 16:00
Barrio de Haga.	Liseberg park	Gotaplatsen: Museo de arte de Gotemburgo Gotenburgh city biblioteca	“Fiesta de despedida” Leaving at 21:00	Iglesia Oscar Fredrik.

VISION. The vision for ISGR is to be a leading international educator with a community of passionate life-long learners, inspiring global citizens to embrace diversity and explore the World.

MISSION. ISGR is an international school with students aged from 5 to 16, which fosters a culture of learning with respect and open mindedness. Based on **IB world** or **Swedish national standards**, they tailorour curriculum to provide students with the tools to be life-long learners in a stimulating and nurturing environment. They value authentic learning experiences with a global perspective.



VALUES

Quality

We provide an education that is reflective, adaptive and challenging. We guide students to reach their full academic and personal potential in order to create a better world

Diversity

We view cultural diversity as a source of enrichment. We embrace the academic diversity in our students

Community

We nurture our school community with care and respect. We make local and global connections

GOALS

One School Community

We think, plan and act as one school community.

Well-Being

We are a community that fosters education for sustainability and well-being.

Digital Competency

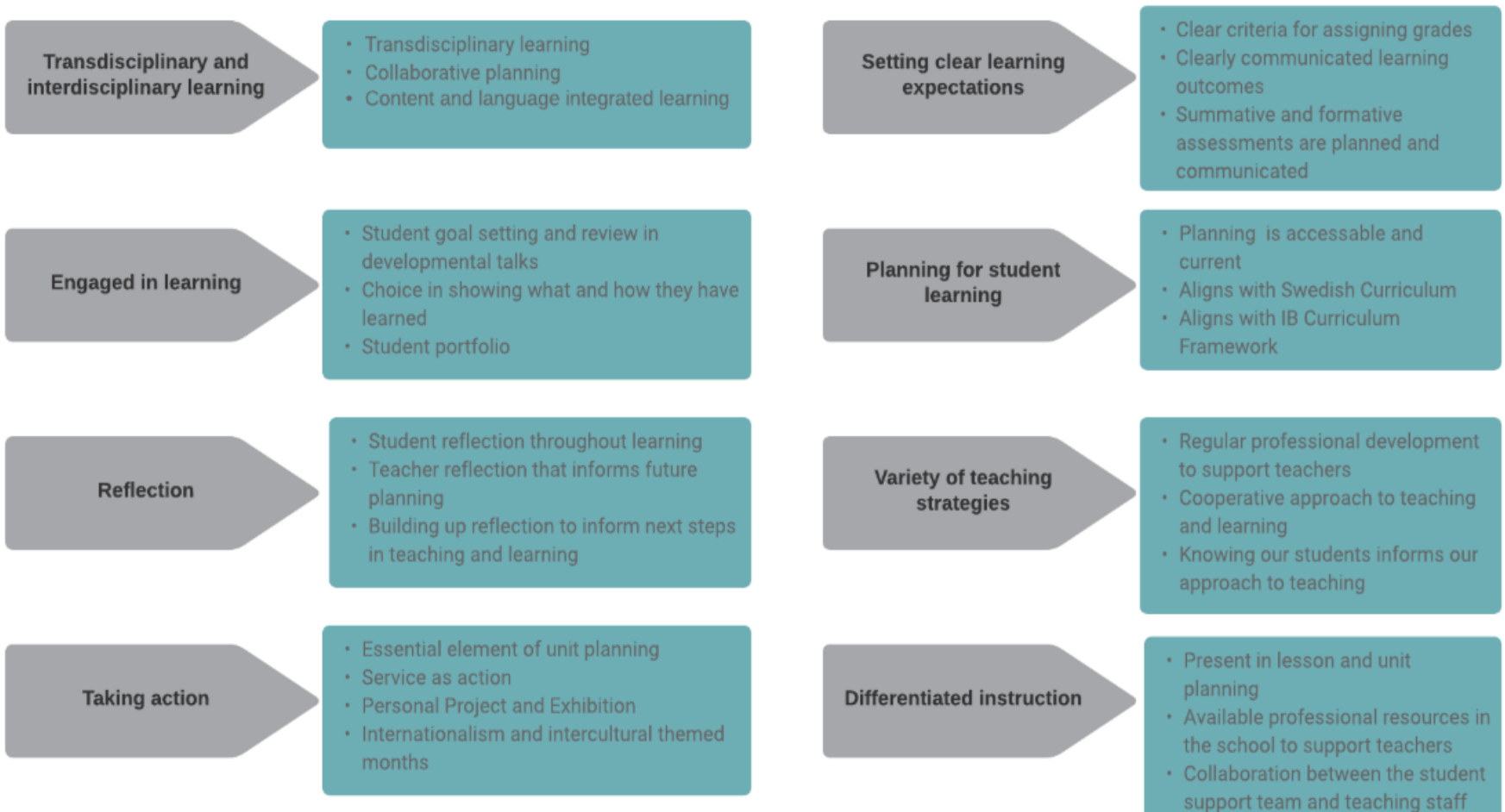
We are a community that fosters an ethical approach to digital competency in our leading, teaching and learning.

High Quality Teaching & Learning at ISGR

At ISGR high quality learning happens when students are aware of how they learn, are able to make connections between subjects, connections with what they learn and their own lives, are actively engaged in their own learning and are able to reflect on that learning enabling them to take action.

Learning is a life-long process where students gain knowledge, develop new skills and deepen understanding.

High quality learning cannot take place without high quality teaching. High quality teaching takes place when teachers are well planned, setting clear expectations for lessons and units, while creating a positive learning environment for each student, maintaining high expectations and using a variety of strategies and approaches suitable for the varying learning and cultural needs within the classroom.



RESPONSIBLE TEACHERS EXPLAINING THE PLANNING



COMMUNICATIVE EXCHANGES IN PAIRS



VAD ÄR VISUALISERING?

Visualisering är kommunikation med hjälp av bilder. Ända sedan grottmålningarnas tid har visualisering varit ett sätt att förklara något komplext eller osynligt.

Men visualisering är inte bara det du ser, främst handlar det hänsikt om den tolkning du gör i hjärnan. Vår hjärna använder ständigt visuell information för att ta beslut. Synen är det effektivaste sinnet för att förstå och få insikt om vår omgivning. Så fort ljuset har träffat nätsinnan startar en process i hjärnan för att tolka det vi ser och dra slutsatser om vad vi ska göra. Därför är visuell information viktig både vid interaktion och kommunikation med omvärlden.

Du kan förmedla ett budskap med hjälp av olika tekniker för visualisering. En visualisering kan ske genom allt från prototyping, guldgräv och handteckning på papper till i sin enklaste form: ett papper. Det kan också handla om virtuella och augmented reality, 3D-modeller eller mer klassiska visualiseringstekniker som grafen, diagram och kartor. I dag ser vi en explosionsartad utveckling av visualisering inom forskning, utbildning, medicin, beslutsfattande och underhållning.

Visualisering kan förtydliga och effektivisera kommunikation mellan olika individer oavsett ålder, kön eller kultur och förmedla samma budskap till många. Men kom ihåg att det även kan vara till nytta för en

göra dina visualiseringar ännu tydligare eller tydligare än tidigare. För att se det tydligare kan du använda dig av olika tekniker för visualisering.

En visualisering kan förmedla ett budskap på ett sätt som är lätt att förstå och som är tydligt för alla. Det kan också handla om att förmedla ett budskap på ett sätt som är tydligt för alla. Det kan också handla om att förmedla ett budskap på ett sätt som är tydligt för alla. Det kan också handla om att förmedla ett budskap på ett sätt som är tydligt för alla.

WHAT IS VISUALIZATION?

Visualization is communication with the help of images. Since cave paintings, visualization has been a way to explain something complex or invisible. But visualization is not just what you see, it's mostly about the interpretation you make in your brain. Our brain uses visual information all the time to make decisions. Sight is the most effective sense for understanding and gaining insight into our surroundings. As soon as light hits the retina, a process starts in the brain to interpret what we see and draw conclusions about what we should do. That's why visual information is so important both for interaction and communication with the world.

You can convey a message with different techniques for visualization. A visualization can be done in many ways, from prototyping and sketching on paper to, in its simplest form, a piece of paper. It can also involve virtual and augmented reality, 3D models or more traditional visualization techniques like graphs, diagrams and maps. Today we see an explosive development of visualization in research, education, medicine, decision-making and entertainment.

Visualization can clarify and streamline communication between different people regardless of age, gender or culture and convey the same message to many. But remember that it can also be useful for one person.

You can make your visualizations even clearer or clearer than before. To see it more clearly you can use different techniques for visualization.

A visualization can convey a message in a way that is easy to understand and clear for everyone. It can also be about conveying a message in a way that is clear for everyone. It can also be about conveying a message in a way that is clear for everyone. It can also be about conveying a message in a way that is clear for everyone.



1 POVERTY



ZERO HUNGER



3 GOOD HEALTH AND WELL-BEING



4 QUALITY EDUCATION



5 GENDER EQUALITY



6 CLEAN WATER AND SANITATION



7 AFFORDABLE AND CLEAN ENERGY



9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



10 REDUCED INEQUALITIES



11 SUSTAINABLE CITIES AND COMMUNITIES



12 RESPONSIBLE CONSUMPTION AND PRODUCTION



13 CLIMATE ACTION



15 LIFE ON LAND



14 LIFE BELOW WATER



16 PEACE, JUSTICE AND STRONG INSTITUTIONS



17 PARTNERSHIPS FOR THE GOALS





COMMUNICATIVE EXCHANGES



COMMUNICATIVE EXCHANGES





COMMUNICATIVE EXCHANGES



SHARING PRESENTATIONS ABOUT THE CITIES AND TRADITIONS



ERASMUS GROUP. SWEDISH AND SPANISH STUDENTS

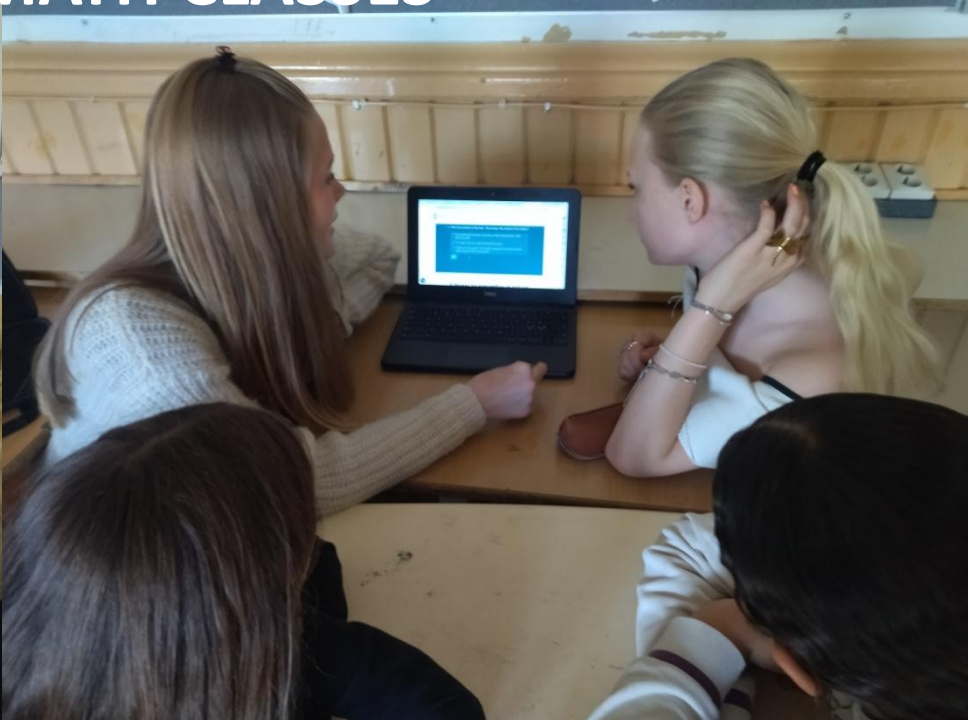


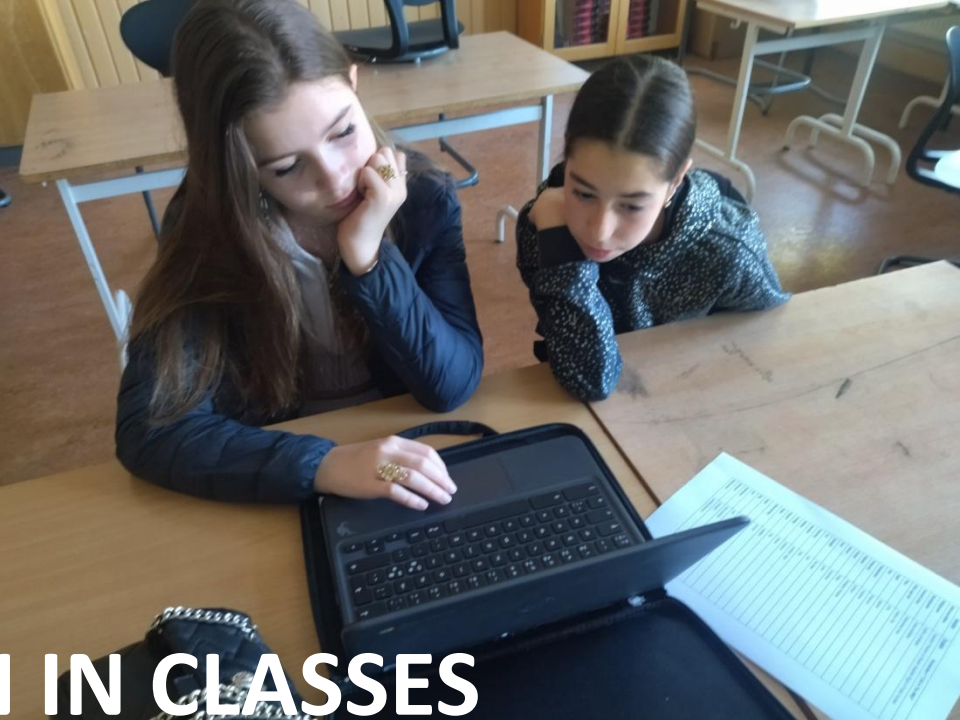
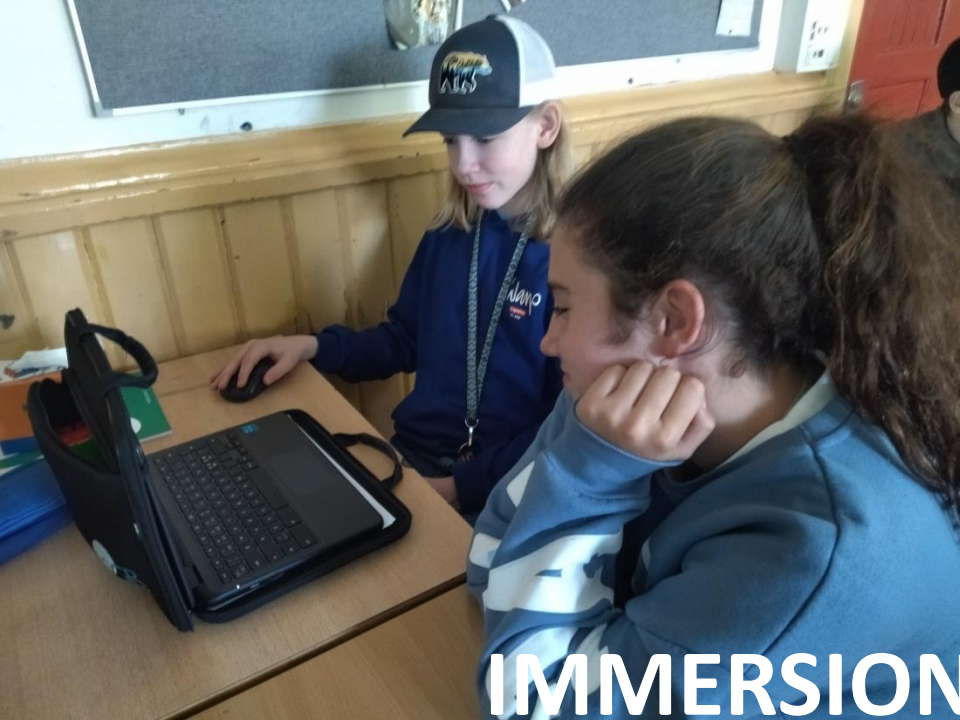
SWEDISH STUDENTS GIVING EXPLANATIONS ABOUT THE CITY IN ENGLISH



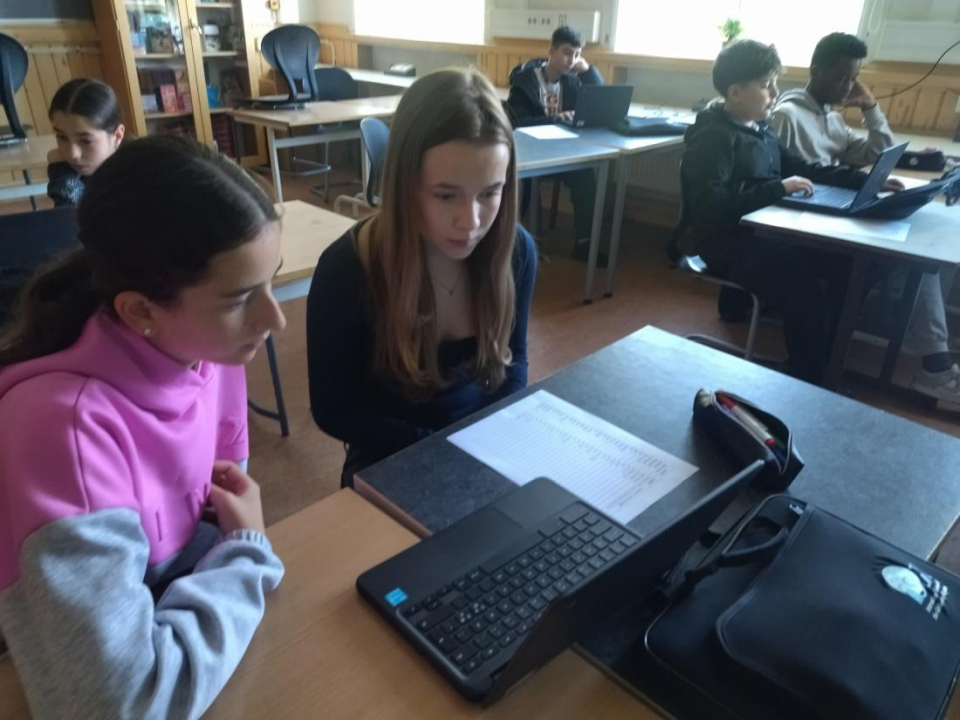


IMMERSION IN MATH CLASSES





IMMERSION IN CLASSES



DEVELOPING CREATIVITY

Personal and cultural expression

What is the nature and purpose of creative expression?



Possible explorations to develop

Artistic craft, creation, beauty

Critical literacy, languages and linguistic systems, histories of ideas, fields and disciplines, analysis and argument

Social constructions of reality, philosophies and ways of life, belief systems, ritual and play

Metacognition and abstract thinking

Products, systems and institutions

Entrepreneurship, practice and competence

Scientific and technical innovation

How do we understand the world in which we live?



Possible explorations to develop

Systems, models, methods, products, processes and solutions

Digital life, virtual environments and the information age

Opportunity, risk, consequences and responsibility

Modernization, industrialization and engineering

Adaptation, ingenuity and progress

The biological revolution

Mathematical posits, principles and discoveries

Orientation in time and space

What is the meaning of "where" and "when"?



Possible explorations to develop

Epochs, eras, turning points and "big history"

Collisions and social histories, heritage, pilgrimage, migration, displacement and exchange

Scale, duration, frequency and variability

People, boundaries, exchange and interaction

Natural and human landscapes and resources

Evolution, constraints and adaptation

Identities and relationships

Who am I? Who are we?



Possible explorations to develop

Competition and cooperation; teams, affiliation and leadership

Personal efficacy and agency; attitudes, motivations, independence; happiness and the good life

Identity formation, self-esteem, status, roles and role models

Physical, psychological and social development; transitions; health and wellbeing; lifestyle choices

Human nature and human dignity; moral reasoning and ethical judgment; consciousness and mind

Globalization and sustainability

How is everything connected?



Possible explorations to develop

Population and demography

Consumption, conservation, natural resources and public goods

Entrepreneurship, practice and competence

Human impact on the environment

Markets, commodities and commercialization

Commonality, diversity and interconnection

Fairness and development

What are the consequences of our common humanity?



Possible explorations to develop

Democracy, politics, government and civil society

Inequality, difference and inclusion

Human capability and development; social entrepreneurs

Rights, law, civic responsibility and the public sphere

Justice, peace and conflict management

Power and privilege

Authority, security and freedom

Imagining a hopeful future

CHALLENGES

CHALLENGES

CONNECTIONS

Links and Bonds

Understanding how people, objects, organisms or ideas link

Language and Literature

The linguistic-literary links within and across cultures and communities and the relationship between text, reader and audience

Language Acquisition

The linguistic connections with/without cultures and across oral, visual and written texts and the relationship between text, reader and audience

Physical and Health Education

Exploring personal opportunities and risks related to people, places, communities, climate and culture

Mathematics

Exploring numeric relationships through number bases, pattern sequences, venn diagrams or functions

COMMUNICATION

Exchanging Signals, Ideas and Symbols

Engaging with the art of conveying information or meaning using a common language (written, spoken or non-verbal)

Language and Literature

The exchange, expression and representation of information, facts, ideas, meanings and emotions through texts

Arts

The messages between the artist and the audience, or between performers

Language Acquisition

The exchange, expression and representation of information, facts, ideas, meanings and emotions through texts

Design

Studying how, why and what we need to ensure clear messages are given and received throughout the design process

Physical and Health Education

Exploring numeric relationships through number bases, pattern sequences, venn diagrams or functions

IDENTITY

State or Fact of Being the Same

Defining individuals, groups, things, ideas, places, symbols and styles by observed, constructed or essential features

Arts

The features of a genre, style, movement or a place, representing the self and self-identity

Individuals and Societies

The values, beliefs and experiences that define people and their world, their ways of thinking, their perceptions of the self and others, and their self-expression

Language and Literature

The expression of one's feelings, thoughts or ideas, exploring personal style, narrative and critical voice

Mathematics

The numerical patterns or relationships around objects with common properties, studying sets, factors or geometric shapes

FORM

Shape and Underlying Structure

Noting the organization, essential nature & external appearance of an entity or piece of work

Science

The features of an object that can be measured, identified, described, classified and compared

Design

The overall shape and configuration of a product with aspects such as aesthetics, shape, colour and texture

Mathematics

The properties that distinguish the underlying structure and shape of an entity, the nature of numbers

Language Acquisition

The linguistic structure, communication, may also be grammatical, lexical and phonological

AESTHETICS

Beauty, Taste and Appreciation

Appreciating and analyzing art, culture and nature by studying their characteristics, intention, meaning and perception critically

DEVELOPMENT

Growth, Progress or Evolution

Studying positive changes or growth that sometimes occur gradually or through iterative improvements

Design

Refining ideas and solutions to become successful, appropriate and feasible

Individuals and Societies

The increase of well-being for all members in an economic or social system

Physical and Health Education

Enhancing well-being, improving competencies and confidence, motor skills and the skills

LOGIC

Reasons, Principles and Arguments

Building arguments and reaching conclusions through methods of reasoning or a system of principles

Design

Refining ideas and solutions to become successful, appropriate and feasible

Individuals and Societies

The increase of well-being for all members in an economic or social system

Science

Applying theory to observations to improve or further scientific understanding

Mathematics

The process in making decisions about numbers, shapes, and variables, applicable to explain the variety of constructions

CREATIVITY

Novel Responses, Products and Solutions

Generating new ideas, considering existing ideas from new perspectives and developing innovative responses to problems

Language and Literature

Formulating ideas with language, the result of invention and reflection with the self or other community

Language Acquisition

Learning language through dialogue, thinking, exploring ideas, identifying and representing variables

Design

Creating solutions, novel products or unique features of a product

Arts

The originality in functions and ways of working, planned representations of an experience with ideas, techniques and media

TIME SPACE PLACE

Events, Positions and Locations

Inquiring into where and when people, objects and ideas are located and the construction of absolute or relative positions

Individuals and Societies

The significant events of past, present and future times, where places and landscapes are located, the social construction of locations (places)

Mathematics

The frame of geometrical dimensions describing entities (space), time series

Physical and Health Education

The physical dimensions of a play area, distance between people or objects, the experience to experience something, something used, taken, won or lost

Science

Exploring scientific perspectives on the definition, measurement and measuring of time, place and space

CULTURE

Patterns of Behaviour and Ways of Knowing

Exploring a range of learned and shared beliefs, values, interests, attitudes, products by human communities

Language Acquisition

Developing crosscultural competencies, enhancing diversity and interacting with diversity and empathy through language learning

Individuals and Societies

Behaviours and values shared in places, transmitted across time, languages, customs, beliefs, ideas, norms, music, food and technology of people

Language and Literature

The general customs, beliefs and way of life of particular groups that form the context and setting in which a text or work is produced and valued

Arts

Exploring connections between art, history, philosophy and anthropology, focusing on aspects of culture that rely on image and performance

PERSPECTIVE

Positions and Points of View

Exploring how different individuals, groups, cultures or disciplines observe situations, objects, facts, ideas and opinions

Language and Literature

Identifying, analyzing and representing diverse opinions and points of view, responding to new situations or based on interpretations

Individuals and Societies

The relationship between the viewer and the subject or the subject and the viewer, understanding different sides of an event

Design

The process of using of various materials such as colors, large materials, basic shapes, composition, manufacturing and experts

Physical and Health Education

Learning to others, putting oneself in their place and trying to understand opinions and perspectives, considering differences

Language acquisition

The particular world brought by a common vocabulary or language within a text, problems from which events of a story are presented

COMMUNITIES

Groups Defined by Space, Time or Relationship

Understanding the characteristics, beliefs or values shared by people or habitats of interdependent organisms living in proximity

HELPING IN SPANISH CLASSES





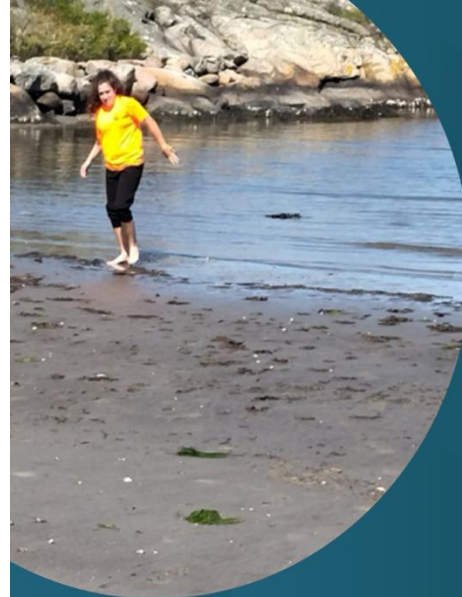
TECHNOLOGY CLASSES



SWEDISH AND SPANISH STUDENTS GO TO BRÄNNÖ



Brännö is a lively island in the southern part of Gothenburg archipelago with just over 800 inhabitants. Different to the other islands, it has relied on farming, piloting boats and shipping as its main sources of income. Brännö is an absolutely beautiful village, full of pretty houses everywhere you turn.



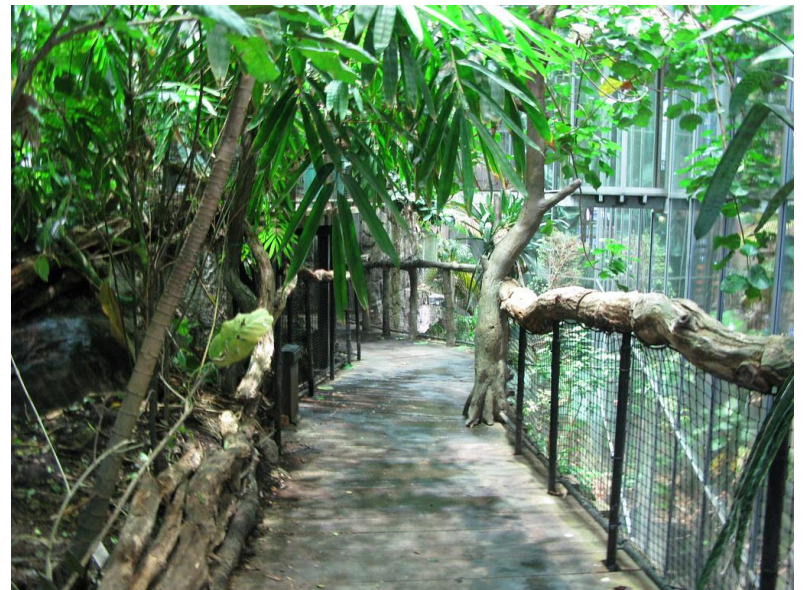
STEM VISIT



UNIVERSEUM

UNIVERSEUM

SCIENCE
MATHS
TECHNOLOGY





LISTENING TO A GUIDE IN ENGLISH. THEY HAVE A WORK PLAN.





Shark spotting,
dinosaur mysteries,
chemistry
experiments, and
galaxy journeys.
We've filled the
house with lots of fun
and puzzling activities
for everyone.



THE WORLD'S MOST IMPORTANT EXPERIENCES.

At Universeum, we explore our world through science, technology and mathematics. The experiences provide knowledge about everything from atoms and artificial intelligence to ecosystems and equations. We place this knowledge in a larger context, in an interdisciplinary perspective that helps children, young people and adults understand how the world is connected and how it works. With knowledge and understanding comes the desire to act for a sustainable future. So when our visitors have a really good time at Universeum, they are also doing something truly important. For themselves, and for their world.

Each visit also gives us at Universeum opportunities and means to, through experiences, increase people's scientific capital, preserve biodiversity and research lifelong learning in science, technology and mathematics.



Sjöfartsmuseet (Museo marítimo)







Slottskogen





ART MUSEUM





GOTHENBURG MUSEUM





LOGÍSTICA

PROYECTO ERASMUS+ GOTENBURGO – ITINERARIO PREVISTO

IDA 4 de mayo

04 de mayo (domingo) / Autobús Zaragoza Delicias 05.05 – Barcelona Sants 08.50

04 de mayo / Vuelo Barcelona 16.05 – Gotemburgo 19.15

Llegada a Gotemburgo y traslado privado en minibús desde el aeropuerto hasta el alojamiento.

REGRESO 10 de mayo

El día de regreso dispondrán de traslado privado en minibús desde el alojamiento hasta el aeropuerto de Gotemburgo.

10 de mayo (sábado) / Vuelo Gotemburgo 12.05 – Amsterdam 13.35

10 de mayo / Amsterdam 16.45 – Barcelona 18.50.

Autobús Barcelona Nord 22:00. Zaragoza Delicias 01:45

SEGUROS INCLUIDOS.

Estancia en el hotel Hotel Scandic No 25 en régimen de alojamiento y desayuno.



