

PARTNERS



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

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein. [Project Number: 2019-1-DE03-KA201-060127]

CONTACT US

info@emysteries.eu



[@emysterieseu](https://www.instagram.com/emysterieseu)



www.emysteries.eu



Learn how to use digital technologies in schools

WHAT?

The eMysteries project offers a rich media mobile-device-supported interactive environment which can be utilized for educational purposes among upper secondary education students (15-18 year-olds) in order to enhance their literacy skills by actively engaging them in close reading activities. By using the interactive environment, students will have the opportunity to create their own detective stories that can be adapted to various characters and plots. The project also offers a Teacher's Toolbox and a MOOC dedicated to enhancing teacher's capacity and professionalism on how to use the eMysteries environment and resources in their daily practices.

WHY?

By the time young people in the EU leave compulsory education, most of them have regularly made use of computers and the internet for a variety of activities. While the most common activities of young people using mobile phones are writing through text messaging ("texting") and reading for information search and entertainment purposes, the 2015 Programme for International Student Assessment (PISA) results showed that one in five pupils in the European Union have insufficient proficiency in reading.

HOW?

Upper secondary school teachers will directly be involved in the project by producing a number of significant results, thus enhancing their knowledge, skills and attitudes on teaching literacy using close reading activities.

Upper secondary school students will have the opportunity to use the interactive environment during school activities in order to practice creative writing and compose their own detective stories; in this regard they will be able to enhance their literacy skills, develop their self-confidence and thus participate fully in the digital society.

WHO?

The eMysteries project aims to develop the capacity of upper secondary school teachers working with students (15-18 year-olds) in using digital tools for addressing literacy goals. However, other school staff, school leaders, several policy decision makers, researchers, academics, people that work in after-school programs and other relevant stakeholders can benefit from the innovative educational prospects on enhancing literacy of the eMysteries project.

