COURSE BROCHURE | ERASMUS+ TRAINING

Immersive Learning – AR and VR Tools

Learn how augmented and virtual reality can enrich teaching, and design interactive, inclusive learning experiences using accessible immersive tools.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE
Multiple Locations	English	On-site	5 days	€400

5-day programme in **Lisbon and Porto**. See the course page for current fees, inclusions and dates.

Course description

Augmented and virtual reality offer new ways for learners to experience places, visualise complex concepts and interact with educational content. From virtual tours to interactive 3D resources, immersive technologies can make learning more engaging, accessible and meaningful when used with clear educational objectives.

This practical course introduces teachers and trainers to augmented reality (AR), virtual reality (VR), 360-degree media and immersive educational applications. Participants will compare different tools, discover their potential across subjects and develop skills in creating interactive resources and learning activities. They will also consider how immersive technologies can support creativity, active learning and participation while adapting to different learner needs and available equipment.

Through hands-on workshops, guided experimentation and collaborative lesson design, participants will create an immersive learning activity and prepare a practical implementation plan for their own educational context. They will test their resources, gather feedback and consider accessibility, safety and responsible technology use before applying these approaches in their teaching practice.

Who the course is for

For educators

Teachers, trainers and other education professionals interested in using augmented and virtual reality across different subjects and educational levels. Particularly relevant for those seeking practical ways to create interactive learning resources, introduce immersive experiences and encourage learner engagement through accessible digital tools.

At a glance

Course level: Basic to Intermediate Digital Literacy

Prerequisites: Basic digital literacy recommended. No previous AR/VR experience required.

Working language: English. Please **contact the team** if you are unsure about the course level or working language.

CURRICULUM FOCUS

AR & VR in Education / Immersive Lessons & Resources / Inclusive & Interactive Learning

View the course, current editions and fees

02 / INTENDED LEARNING OBJECTIVES

Learning outcomes

The following learning outcomes describe the course's intended direction and objectives. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Immersive Learning Foundations** - Distinguish AR, VR, mixed reality, 360-degree media and virtual tours, identifying their educational applications.

02 **Immersive Tool Selection & Evaluation** - Compare educational AR/VR tools according to learning objectives, usability, accessibility, cost and device requirements.

03 **Immersive Lesson Design** - Design learning activities that combine immersive resources, clear objectives, learner interaction and appropriate teaching methods.

04 **AR/VR Resource Creation** - Create or adapt a simple AR resource, virtual tour or 360-degree learning experience using accessible tools.

05 **Interactive & Student-Centred Learning** - Develop immersive activities that encourage observation, inquiry, creativity, collaboration and active participation.

06 **Accessibility, Safety & Responsible Use** - Adapt immersive activities to different learner needs, considering comfort, accessibility, privacy and appropriate technology use.

07 **Testing, Feedback & Classroom Planning** - Test an immersive learning activity, refine it through feedback and plan its practical classroom implementation.

08 **European Peer Exchange & Institutional Transfer** - Compare how European peers use immersive technologies across different subjects and identify approaches suitable for their own educational contexts.

Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

Learning Activities & Training Schedule

MONDAY - FRIDAY (DAYS 1 - 5)	08:30 - 13:30	TRAINING HOURS 5h scheduled per day (25h total)	ⓘ *This is a typical timetable, subject to the provider's discretion.*

DAY 1

Augmented and Virtual Reality Foundations in Education

- Introduce augmented reality, virtual reality, mixed reality and 360-degree experiences.
- Examine how immersive technologies have evolved and their current educational applications.
- Compare examples of AR/VR learning across subjects and educational levels.
- Group discussion: benefits, limitations and practical opportunities of immersive learning.

DAY 2

Tool Exploration & Immersive Resource Evaluation

- Experiment with accessible AR, VR and virtual-tour applications.
- Compare mobile apps, immersive platforms and available devices for educational use.
- Evaluate tools for usability, accessibility, cost and classroom requirements.
- Select suitable technologies for a practical immersive learning project.

DAY 3

Pedagogical Integration and Learning Design

- Examine how immersive technologies can support active and experiential learning.
- Design student-centred activities with clear learning objectives and meaningful interaction.
- Adapt immersive approaches to different subjects, learner needs and educational levels.
- Develop an AR/VR lesson plan with instructions, learning tasks and assessment opportunities.

04 / COURSE PROGRAMME | DAYS 4-5

Learning Activities & Training Schedule

DAY 4

AR/VR Resource Creation & Testing

- Create a simple AR resource, virtual tour or 360-degree learning experience.
- Add interactive elements, guiding questions and activities that support learning.
- Test the resource for usability, accessibility, comfort and technical reliability.
- Refine the immersive experience through practical testing and peer feedback.

DAY 5

Educational Context, Implementation & Transfer

- Present the immersive learning activity and explain its educational purpose and design choices.
- Evaluate learner participation, accessibility and opportunities for assessing understanding.
- Plan classroom implementation and identify practical improvements.
- Complete course reflection, evaluation and Certification.

ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

Methods applied in this programme

Guided Immersive Tool Exploration

Participants test AR, VR and virtual-tour tools, comparing their educational value, usability and suitability for different learning contexts.

Immersive Lesson Design & Resource Creation

Practical workshops guide participants in designing interactive lessons and creating simple immersive resources aligned with learning objectives.

Accessibility, Usability & Scenario Testing

Participants test immersive activities, assess accessibility and practical requirements, and refine their resources through structured feedback.

Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Designing an Immersive AR/VR Learning Experience**
>
> An educator selects a curriculum topic that would benefit from immersive exploration, such as a historical site, scientific system or inaccessible environment. Students could explore a virtual environment, interact with digital content or investigate concepts through AR visualisations. By combining storytelling, interactive exploration and student-centred activities, the teacher could create meaningful opportunities for experiential learning. The experience would be adapted to different learning needs and reviewed through peer feedback, supporting its future integration into classroom teaching.

An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

Meet our trainers and explore our approach

06 / PRACTICAL INFORMATION & SUPPORT

Everything you need for your training

Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

Materials to bring: Laptop

Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

Provider OIDs: Portugal E10201112 · **Spain** E10417947 · **Poland** E10419682

FROM INTEREST TO A CONFIRMED BOOKING

01
Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

Contact: learningtogether.eu@sinerconsult.pt | +351 229 418 490