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UNIVERSITY OF ICELAND, ICELAND

The final conference of the EcoDigital project was held in Reykjavík, Iceland in March. The first workshop, on March 24, was a full-day event. We started at 8:30 a.m. and finished at 16:00. We initially had a presentation, and then we tried out role-playing activities. The second event took place on March 28, where we had a one-hour networking session for teachers on the EcoDigital project.

All participants were genuinely thrilled with how the day unfolded. They expressed enthusiasm about the valuable insights they gained and how the experience gave them fresh perspectives. One of the highlights for many was the role-playing activity, which they found engaging and highly effective in reinforcing key concepts. They enjoyed the interactive nature of the exercise, allowing them to step into different roles, think critically, and dynamically apply their learning.

Many shared that the sessions were informative and thought-provoking, and they appreciated how the activities encouraged them to step out of their comfort zones. The role-playing experience, in particular, helped them see things from different viewpoints, making them more aware of the challenges and nuances involved in real-world teaching scenarios. Several participants mentioned that they were eager to adapt these strategies to their own classrooms, believing that such interactive methods would help make learning more engaging for their students.

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