



**CHOPIN**

language learning in sCHOoLs:  
Preferably Immersive and  
billiNgual

## QUALIFICATION CONCEPT

*CHOPIN - LANGUAGE LEARNING IN SCHOOLS: PREFERABLY  
IMMERSIVE AND BILLINGUAL*

ERASMUS+ 2022-1-PL01-KA210-SCH-000083282

1.10.2022 R. - 31.12.2023 R.



Co-funded by  
the European Union

### **Introduction:**

The qualification concept for the CHOPIN project integrates Content and Language Integrated Learning (CLIL) with Virtual Reality (VR) to create a transformative language learning experience with a specific focus on the history of the European Union (EU). The project aims to immerse students in an engaging, bilingual, and immersive environment to foster a deep understanding of the historical context of the EU.

### **Content and Language Integrated Learning (CLIL):**

CLIL is at the core of the CHOPIN project, intertwining language acquisition with the exploration of the EU's history. Through this approach, students will not only enhance their language proficiency but also gain a comprehensive understanding of the political, economic, and cultural evolution of the EU.

### **Virtual Reality (VR) Integration:**

VR technology will be strategically integrated to provide an immersive journey through key historical events of the EU. Students will have the opportunity to virtually step into historical settings, fostering a more profound connection with the subject matter. VR will transform traditional learning into an interactive and memorable experience.

### **Bilingual Instruction:**

The CHOPIN project emphasizes bilingual instruction, ensuring that students acquire language skills while simultaneously delving into the multilingual and multicultural history of the EU. This approach enhances language proficiency in both the target language and the students' native language.

### **Key Qualifications for Educators:**

Educators involved in the CHOPIN project should possess expertise in:

- Language teaching and proficiency in the target language.
- Integration of VR technology into the curriculum.
- In-depth knowledge of EU history and its significance.
- Bilingual instruction methods.
- Pedagogical adaptability to immersive learning environments.

### **Assessment and Evaluation:**

Assessment will focus not only on language proficiency but also on the depth of understanding of EU history. Evaluation methods may include VR-based projects, collaborative activities, and traditional assessments tailored to measure the integration of language and historical knowledge.

### Professional Development:

Continuous professional development will be provided to educators, ensuring they stay abreast of CLIL methodology, advancements in language education, and the latest trends in immersive technologies. Workshops and training sessions will empower educators to effectively integrate CLIL and VR into their teaching practices.

### Student-Centric Approach:

The CHOPIN project places students at the center, providing them with a dynamic and engaging learning experience that goes beyond language acquisition. By intertwining CLIL, VR, and bilingual instruction, students will gain a nuanced understanding of EU history, fostering a sense of global citizenship.

## QUALIFICATION CONCEPT

The qualification concept for the CHOPIN training model integrates the CLIL 5 Cs (Content, Communication, Cognition, Culture and Community) and focuses on bilingual learning with the use of Virtual Reality. The following structured matrices of Learning Outcomes are organized into key areas:

<b>Listening Skills</b>	<b>Introduction to the EU Parliament History</b>	<b>Virtual tour of the EU Parliament</b>
<b>Speaking Skills</b>	<b>Presenting the history of EU countries</b>	<b>Virtual presentations where students share the historical background of EU countries while referring to the flags</b>
<b>Reading Skills</b>	<b>Exploring EU countries' historical events</b>	<b>Interactive flags with historical texts about EU countries</b>
<b>Cultural Awareness</b>	<b>Understanding EU countries' cultural heritage</b>	<b>Virtual cultural information using respective flags</b>

The structured matrices of Learning Outcomes outlined in the table are designed to align with the CLIL 5 Cs framework and focus on bilingual learning with the use of Virtual Reality technology, addressing the unique needs and challenges of bilingual CLIL education.