



STEM for inclusive schools

Project number:

KA220-NW-23-30-151162

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



INOVATIF VE GIRISIMCI TOPLUM DERNEGI (E10000941 - TR)

Organisation ID	Legal name	Country
E10000941	INOVATIF VE GIRISIMCI TOPLUM DERNEGI	TÜRKIYE

Region	City	Website
TARSUS/MERSİN	MERSİN	https://www.inogit.org/

Background and experience

Founded in 2018, our association is a non-governmental organization which supports people at all ages, notably innovative and entrepreneur youth. All our members are public teachers working at different school levels. On the other hand, many of our members are graduates and have been involved in various academic studies.

We have a wide range of education from “entrepreneurship” to “media literacy”, which has brought a new view to every level of education with an innovative approach, education for health, cultural and intersocietal “peace”, approaches to 21st century skills, robotic systems, industry 4.0 and 3D printers. We search for solutions to the different problems that young people face in a collective and innovative way. We also organize activities for people with different age groups. We help them with local and international projects for our society’s development.

The main scope of our activities includes developing local and international projects on enlightening people who are in formal and non-formal education, human rights, personal development, social inclusion, unemployed youth, sports, disadvantaged people and areas; cultural heritage, young entrepreneurship, environment, rural and agricultural development, voluntary actions, new technologies, difficulties in education, health problems, cultural differences, and finding solutions for youth with socio-economical and geographical obstacles. We are an organization which creates opportunities for those who want to improve themselves personally and professionally. In spite of being a newly-established association, our members compose of personally and professionally well-qualified instructors. Especially the founding members stand out with their strong backgrounds and experiences.

In our association, there are information technology experts, experts in the professional and technical fields, project managers, and experts who carry out various academic studies. In particular, we have member staff with high digital skills and competence in digital applications. The member structure of our association, which has a lot of experience in national and Erasmus+ projects, consists of person profiles with a wide range of competencies and skills.



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Our activities:

- * Robotics education activities,
- * 3D modelling activities,
- * Drone training,
- * Short film creating,
- * Media literacy training,
- * Entrepreneurship workshops,
- * Mobile applications development,
- * Project writing and management,
- * Web 2.0 tools,
- * 21st century skills development,
- * English with CLIL method,
- * Artificial intelligence applications,
- * Nature education and outdoors activities.

Lifelong learning constitutes the basis of our activities in the context of 21st century skills. Therefore, we use innovative methods and tools that suit individuals' learning needs. Social media entrepreneurship, robotics and 3D design, green world / nature, green entrepreneurship, mobile applications etc. We have a lot of project experience with these. At national level; We are conducting 2 large-scale projects to develop youth entrepreneurship with various digital tools. We are a very active association in the field of Erasmus +. We take part in many projects, especially in the field of youth exchanges and strategic partnerships.

Especially entrepreneurship and digital skills, discrimination, green world are the focus of these projects. In the projects we carry out on a national scale (T.R. Ministry of Interior and Ministry of Youth and Sports). We organized various activities for young people between the ages of 10-18. Content in general; robotics, mobile application production, 3D design and production, drone training, foreign language training, short film shooting, orienteering, media literacy, digital entrepreneurship and business opportunities.

Our experts with information technologies and other digital competencies; They have the capacity to conduct various trainings and applications in areas such as website design, dashboard creation, Open Educational Resources on the digital platform, digital content production, mobile application creation, deep learning Artificial Intelligence skills, internet of things, robotics and drone training. We also have deep experience in 3D design and modeling, web 2. tools. We have experience in designing an e-learning platform structurally and software, creating OER in various projects. We organized trainings for teachers on the use of technology in educational environments within the scope of the "Be Supportive" project, which was carried out to increase the quality of the education



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and training processes of individuals with special educational needs, and contributed to the digital platform, which is the output of this project.

As a Science teacher Hüseyin GÜREL has a master's degree in Science with thesis. He was the director of the science fair supported by the Scientific and Technological Research Council of Turkey (TÜBİTAK) for the dissemination of science in society, and the integration of educational robotics into the learning and teaching process, where innovative methods and techniques were introduced to teachers. A paper presented at the International Educational Research Congress; He has two papers presented at national symposiums. He participated in many workshops and workshops on national and international project writing and management, Robotics and software education. He is an educator who has written and participated in the Robotic Education and Programming Competence Development Technical Assistance Project, Rowan University CS4HS Project Robot Training Online completion, Turkcell Intelligence Cube Maker and Coding Training online completion, and Uludağ University Coding and Robotics Instructor Certificate.

He also has robotics training and innovative trainer certificates by participating in Education Microsoft trainings online. Also, he has experience abroad in the field of robotics by participating in the Erasmus+ project to ensure robotic education competence in the education of gifted individuals. Apart from these, he participates in many trainings on project preparation techniques and takes an active part in the processes of project writing and execution in order to apply for various grant programs. So far, he has coordinated at least 10 Erasmus projects and 5 national projects (Regional Development Agency, TUBITAK, Ministry of Interior and Youth and Sports) in different action areas of the Erasmus+ program (learning mobility of individuals, strategic partnership, youth exchanges, adult education). At his school, he manages the Erasmus+ consortium project on Deep learning artificial intelligence and the integration of educational robotics into scientific learning and teaching processes.

Mustafa Çağlar YORULMAZ, graduated from Uludağ University Faculty of Education. He works as a Computer Teacher. Robotic Programming in 2017, Introduction to Microcontrollers with Arduino, Microcontrollers with Arduino 2, with Arduino microcontrollers 3 (reading data from the sensor) attended training funded by the European Union opened by METU and Turkey. Robotics Training and Programming Participated in the Technical Assistance Project for Improving the Competence of the Project and also trainings to increase the ROBOTIC and STEM qualifications of the teachers within the scope of technical support by Tarsus District Education Directorate.

Mahmut KÜÇÜKOĞLU, has developed himself by taking trainings in coding and robotics. The high school student group, which he counseled, came 3rd in the contest organized by TTGV with the "Selection machine" project. Hacettepe University participated in the "Hacettepe STEM & Maker Lab" conferences with a poster presentation "Using Web2 Tools" and a workshop called "STEM Applications in Sschool".