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# < Virtual Education Through Sport Laboratory >



VETS LAB



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## The sixth sense

*It all started in Kielce/Poland*

Erasmus + sport is a very creative community bringing together men and women of all ages from different cultures, backgrounds and countries within Europe and beyond.

The vETS project team was assigned to transform education through sport through virtual means. The project proposes to enhance the access, participation and learning performance of disadvantaged learners in view of combating discrimination, segregation, racism and violence through the use of sport as an educational tool in virtual environment.

Teams from six countries have been sent to the fabulous city of Kielce in Poland with only one mission: to create 6 videos presenting the ETS methodology application in virtual environment for learning

For one week team members have been working, walking, eating and socializing together and as a result a unique mixt of themes was selected for the videos. Developing the ideas into scenarios was the next challenge and everybody worked hard to transform the concepts into movies.

Last but not least, with the guidance and technical support of the local team, we managed to start organizing some shooting areas, with the familiar “go”, “cut” and especially our favorite “let’s take 5”

Now we have the raw material (couple hours of films and hundreds of photos? and the technical experts are working toward putting all together and making the magic of creating the videos

## Our six video scenarios

1. Go for goals
2. Pushing for time
3. iSports Challenge
4. “Let’s RECYCLE”
5. Treasure Hunting - Exploring the City Through Physical Activity
6. Teaching values of sport

**Murphy's Second Law:**

**Nothing is as easy as it looks.**

Disclaimer:

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The project pursues the following specific objectives:

- To build up competences of education practitioners, PE teachers and sport coaches for using Education through sport (ETS) methodology in virtual environment
- To explore ETS methodology in terms of practical examples, promote and improve its use in sports for all and digital education all around Europe
- To share best practices of using sport in digital educational environment
- To develop relevant innovative outputs referring to the virtual application of ETS Methodology and enrich the range of already existing ones
- To enable the participants of the project, to act as multipliers of virtual ETS approach within their local communities and thus foster its use around Europe
- Through the creation of virtual vETS Laboratory space to create long term cross – a sectorial collaboration among diverse entities with the aim of working for support digital education and the use of sport as educational tools in virtual learning environment



**This is what  
we learned  
so far ....**

Murphy's Third Law: Everything takes longer than you think it will.