



Newsletter 1

January 2016

LiRe2.0 Project Launched

A consortium of partners from Ireland, Cyprus, Portugal, Greece, Romania, and Italy has been awarded the project Lifelong Readers 2.0 (LiRe2.0), under the ERASMUS+ Strategic Partnerships programme of the European Commission, which will run from October 2015 to October 2017.

The EU High Level Group of Experts on Literacy paints the complete picture: "An estimated 20% of adults lack the literacy skills they need to function fully in a modern society. An estimated 73 million European adults lack qualifications above upper secondary school level, many because their poor literacy makes educational progress impossible. The latest results from PISA, the OECD's Programme for International Student Assessment, show that one in five EU 15-year-olds had poor reading skills. Even as literacy becomes more necessary, reading levels have stagnated." These numbers reflect the grim picture of literacy in Europe, which of course needs to be reversed, if the EU is to achieve its ambitious educational, social, political, and economical goals. LiRe2.0—much like its precursor project LiRe—asserts that the most effective way in improving one's reading skills is reading for pleasure: reading that we choose to do of our own free will, anticipating the satisfaction that we will get from the act of reading.



The project's specific objectives are:

- To combat low levels of literacy and engage at-risk students in reading and academic learning.
- To provide innovative pedagogical methods, best practice guidelines, and strategies towards systemic use of ICT for reading promotion.
- To empower all stakeholders to use innovative ICT-based educational practices and resources in enhancing people's reading attitudes, reading engagement, and reading skills.
- To inspire, guide, and facilitate the creation of reading cultures, communities through the use of Web 2.0 technologies.
- To implement ways in which technology can encourage reading for pleasure and engagement in various settings, and for diverse readers.

For more information you can visit the project website: <http://www.lifelongreaders.org/>

LiRe2.0 partners: LMETB (IE), CARDET (CY), IPCB (PT), UPIT (RO), DOUKA (GR), INNOVADE (CY), IIS FERRARIS (IT)

Kick-off Meeting

The LiRe2.0 kick-off meeting took place in Nicosia, Cyprus on November 23-24, 2015. The meeting was organized by CARDET with the support of INNOVADE LI, and it was attended by all the project partners. During the meeting, the project partners thoroughly discussed various management aspects of the project, key roles and responsibilities, the scope of the project and deadlines to be met. Furthermore, the project's Intellectual Outputs were presented and thoroughly discussed. More specifically, the Intellectual Outputs that need to be completed during the first six months of the project were analyzed in detail. These consist of (1) the State of the Art and Research Report on reading promotion using ICT and (2) the Collection of Best Practices for Reading Promotion using ICT.





LiRe2.0 on Social Media

As part of the LiRe2.0 project, LMETB created the project Facebook page, Instagram account, and Twitter account. The Facebook page will be used to disseminate the project’s findings and Toolkit as well as to share information on the promotion of reading through technology and Web 2.0 technologies. The Facebook page will also keep people up to date on the different outputs and events throughout the project. The Facebook page can be found at the web address <http://www.facebook.com/lifelongreaders2.0>. The Facebook page will also be linked to the project’s other social media pages on Instagram and Twitter. These can also be accessed at http://www.instagram.com/lire2.0_lifelongreaders/ and <http://www.twitter.com/LifelongRe2> respectively. The consortium aims to use social media to promote the LiRe2.0 project and its outputs to both partners and followers throughout Europe. Followers can like, share, or comment on the posts made on each of the social media pages. Each of these pages is accessible from social media apps. The use of Web2.0 technologies is intrinsically linked to the concept of LiRe2.0 and we hope to use social media to document the progress of the project and share resources and ideas throughout its development.

