Best Practice	Approaches and innovative methods
Projects	- Applying classroom model based on collaborative teaching and learning., enhancing the interaction and collaboration through the use of ICT: all classrooms are equipped with an interactive whiteboard, wireless internet, and devices for each student (PCs or tablets); teachers collaborate with their students to create digital learning materials; - Improving students' and teacher' digital literacy and empowering teachers by increasing their pedagogical competences in new technologies and creating e-artifacts, digital stories inspired by national literatures; learners can also submit reflections via video and posters; - A book portal that increases the accessibility and recognition of national literary, humanities and other cultural magazines at home and abroad; - Encouraging children to create digital media content to their own stories, through an authoring tool created to combine text, audio, images and video, which can be accessed freely through email; - Developing games and gaming for education (that have potential for reading promotion) based on the students' preferences; - Developing student-created blogs with diverse information, such as on participating schools, educational materials for understanding flamenco culture, a wide variety of educational resources to work on these texts and a wide range of resources used. There is also information on the activities developed through Web 2.0 tools (e-literatura digital, podcasts, videos, blogs, etc.); - Producing book trailers as a method to promote literature appreciation (video production using digital storytelling techniques); - Making students to cooperate to write an e-magazine (writing different types of articles - interview, report, survey, essay, opinion - on various topics, using ICT collaborative tools for publishing, editing, commenting, communicate efficiently, etc.; - Illustrating books or novels based on interviewing parents and grandparents, publishing the material on eTwinning platform, organising an exhibition at school including own works and reflecting about the results on the Desktop forum;

Best Practice	Approaches and innovative methods
	- Popularization of the multicultural aspect of poetry (using ICT knowledge acquired within Computer science classes: word processing and Word and PowerPoint presentations, using data available on Google, You Tube; using Toolbox: e-mail, Skype, chat, forum, blog and TwinSpace; creating videos based on poems by using: Movie Maker, Adobe Premier, Corel Video Studio, Sony Vegas, Camtasia Studio); posting the results on a blog and eTwinning; - Collecting, systematizing, digitalizing and preserving for future generations the cultural heritage of national literary classics; - Working out models for teaching learning to learn skills and developing cognitive competencies of Romani students of distant village primary schools (adaptation of educational software suitable for teenagers with learning difficulties and ICT-supported enrichment programmes in mathematics, physics, chemistry, mother tongue and Information Technology); - Building a reading promotion framework by featuring, among other, an extensive collection of reading promotion actions, an annotated catalogue of relevant sources and resources and reading promotion evaluation tools; - "Reinventing the book" (using technology to enhance the reading experience): working on four aspects of a book: Book Design, Open Hardware, API (Application Program Interface) and Entrepreneurship and Sustainability; - Multimedia library and Multicentrum (offering young readers over thirteen CDs, DVDs, computer games and programs, multiple computer workstations, Internet access and software, activating young readers, providing opportunity to explore poetry, graphics, theatre and film); - Creating a community of kids and literature promoters who confront and dialog with each other personally and online; - Creating a website that gathers the 'ideal library' with the books most voted by the kids, with close examination files; - Using the Xanadu training methods for reading promoters through courses and seminars, dialogues between school and library networks, by means of the ICT;

Best Practice	Approaches and innovative methods
	- Creating a web and social platform, through which to share reading tools, events and activities and create actual contacts among strong and either weak or reluctant readers; - Creating or reinforcing School and Private Company Libraries through a Web2.0 tools based campaign; - A digital free library available via the Internet, providing access to any type of document: printed documents (books, press and magazines) in image and text mode, manuscripts, sound and iconographic documents, maps and plans; - using digital programmes to allow the reluctant readers building a personal reading learning programme; - Videoconferences with teachers from abroad (Philippine) and methodological worksheets when teaching a foreign language (English); - Travelling libraries of the most beautifully illustrated children's books in multiple European languages travel from school to school across Europe and placing the results on a website; - Using authoring tools for digital stories/comics (Web comics); - Promoting a safer online environment for children (investigating children's habits in using mobile devices for a variety of activities, and investigating the online risks associated with such activities, so as proposing internet safety guidelines for the youth and for their parents) - online reading and writing laboratory; - Producing learning scenarios & activities, guidelines and recommendations to help policy-makers and schools to take informed decisions on optimal strategies for implementing 1-to-1 initiatives in schools and for the effective integration of tablets in teaching and learning.