

APRIL 27-MAY 4, 2026
CZECH REPUBLIC

DigCompEdu 2.0: genesis

Boost Your Teaching Skills with Technologies



About the project

DigCompEdu is an international training course focused on equipping educators with practical skills and innovative approaches to teaching with technology. Participants will explore how technology, including artificial intelligence, can enrich teaching methods and enhance student engagement.

This project aims to empower educators by:

- Developing their ability to create and manage digital educational resources.
- Applying digital tools in teaching and assessment.
- Supporting students in developing digital competencies for a technology-driven future.

Objectives

Infopack: **g**

PRACTICAL APPLICATION

Equip participants with skills they can apply in real-time through workshops and interactive activities.

TO SHARE

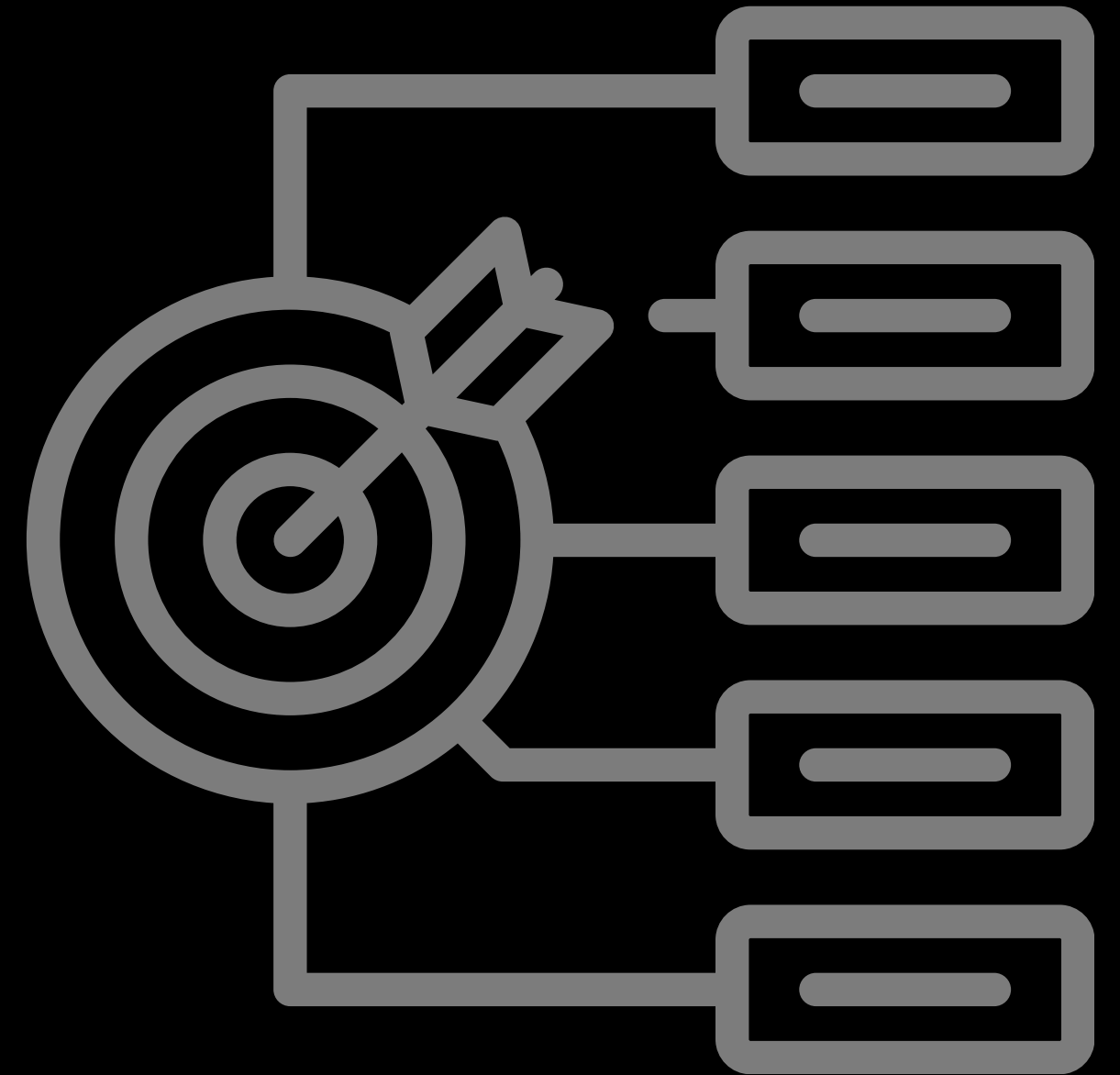
Foster mutual learning by sharing best practices among participants.

PROVIDE

Provide a foundational understanding of technologies applicable to education, including AI.

CREATE

Enable educators to create their own materials using digital tools. Such as Canva, Genially and more.



WORD FROM TRAINERS

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As a fan of AI and innovation, I love sharing new tools and approaches, and I look forward to exploring how we can enrich education together. With experience in training international groups through non-formal education, I bring interactive and practical methods that help participants grow, connect, and apply new skills in their own contexts.

I'm passionate about the intersection of education and technology. With a Master's degree in Technologies in Education and several years of experience leading an educational NGO, I've been exploring how digital tools can empower both teachers and learners. I'm excited to share practical methods and inspiration on how to integrate technology into teaching in meaningful ways.



Participant profile

We are looking for:

: **Motivated Individuals:** Ready to contribute to or launch projects and initiatives.

: **Youth Workers and Educators:** Teachers, librarians, and others in formal or non-formal education interested in integrating digital tools into their work.

: **Practical Experimentation:** Participants who are open to hands-on exploration of new tools and methods in a collaborative environment.



FINANCIAL CONTRIBUTION

All the expenses are covered by the organizer for the selected participants.
Including travel, accommodation, food and program. We've got you covered! :)

The only financial contribution is **participation fee of 50 EUR / 1 200 CZK** for the stage. It will be paid by you on the stage in cash (EUR/CZK).





Don't worry about the basics! We've got you covered with program, accommodation, transportation, and meals thanks to the Erasmus+ program. Travel costs will be reimbursed for the most affordable and direct way to get to the project. Check out the travel budget chart for specific amounts.

JUST ONE THING TO KEEP IN MIND: MAKE SURE YOU HAVE TRAVEL HEALTH INSURANCE.

Keep all your receipts, invoices and travel documents so we can reimburse you.

Travel information

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Distance	Travel budget	Green travel
10 - 99 km	28 €	28 €
100 - 499 km	181 €	255 €
500 - 1999 km	279 €	387 €
2000 - 2999 km	365 €	505 €
3000 - 3999 km	550 €	755 €
4000 - 7999 km	1158 €	1158 €
8000 km and more	1705 €	1705 €

[Check your distance on this website.](#)

Start: your city

End: Hrádek, Ústí nad Orlicí region

Want to travel green and save some money?

The Erasmus+ program offers **Green Travel Support** for those who use eco-friendly transportation like:

- : buses,
- : trains,
- : carpooling,
- : or BlaBlaCar.

If you take these **sustainable** options for **at least half of your trip**, you'll have up to 4 extra travel days and a **Green travel budget**, please see the green travel budget.

Green Travel

Meeting point & time

The meeting point will be in front of the **main train station in Ústí nad Orlicí**, by the glass entrance into the building on **April 27, 2026** between 4 and 6pm.



The project venue is Kubasův Mlýn, located near the mountains in the Czech Republic.

You will be staying in shared rooms with 3-5 people.

For more info, visit: [Kubasův Mlýn](#).

Accommodation

All meals and accommodation during the project dates are covered by the project.

During the project, meals will be primarily **vegetarian** and designed to be balanced and nutritious. To provide variety, there will also be 2 meals with meat included in the program.

Address: Hrádek 23, 562 01 Hrádek

Weather & What to bring

Prepare for April in the Czech Republic, the temperatures are between 13°C and 3°C. The project will take place near the mountains so it might be a bit colder and windy.

Make sure to bring:

- Warm, comfortable clothing
- Indoor slippers
- A towel and toiletries
- Any medications you may need
- Your travel health insurance

- Reusable water bottle
- Passport and boarding passes/tickets
- Computer or tablet

Everyone is welcomed to bring food and drinks **typical for their countries** to share with others!



Application

In order to apply, we ask you to send us a 2 min video where you will answer 2 questions and fill an online form.

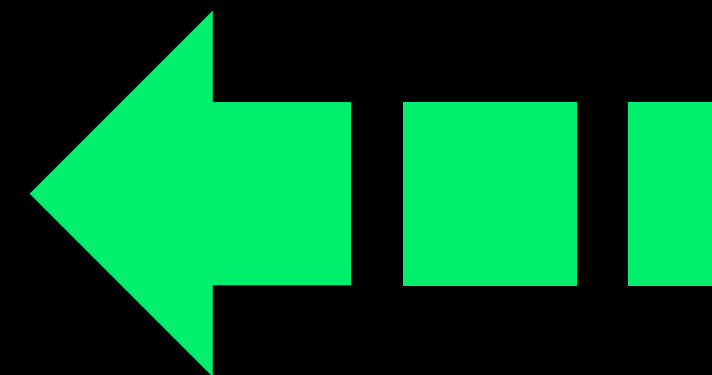
- 1 Where do you see the future of digital education, and how do you want to contribute to this vision?
 - 2 What specific skills or knowledge do you hope to gain from this project to enhance your career or personal growth?
- Make sure to keep your video NO longer than 2 minutes!••

IMPORTANT DEADLINES:

For filling the application form: **15.1.2026**

For purchasing tickets: **15.2.2026**

Apply
HERE



genesis

Genesis is a Czech non-governmental organization with a long tradition and simple philosophy.

Genesis provides individual and group trainings. At Genesis, we support all efforts to learn because the more we experience, the better off we all become.

Our goal is to help individuals and companies to receive training that is not only great but also socially responsible. We believe that innovation in education helps employees, employers, and society as a whole to sustainably grow and develop.

TO KNOW IS TO GROW.



info@ngogenesis.com



[@genesis_ngo](https://www.instagram.com/genesis_ngo)



ngogenesis.com



We teach media literacy. Interactively. Using game-based activities.

Our mission is to develop media, information and digital literacy among individuals and communities using interactive and innovative educational methods.

We are teaching students and public how to reveal fake news, think critically, and how to verify the information via gamified workshops. We have also workshops on cyber security and we developed card games focused on journalism and media. Our goal is to teach in a more entertaining way using games and non formal education methods.

Teaching media literacy
and gamification
through games.



info@fakescape.cz



[@fakescape_en](https://www.instagram.com/fakescape_en)



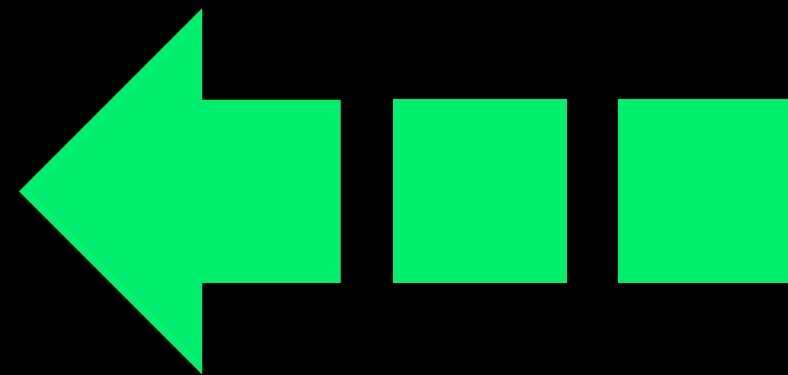
www.fakescape.cz

GENESIS: DigCompEdu 2.0

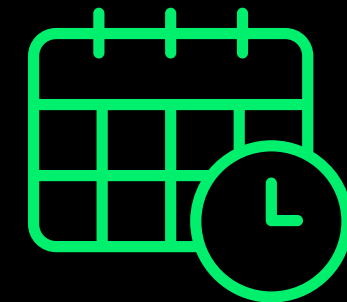
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April 27-May 4, 2026 in the Czech Republic

Apply.
HERE



DEADLINES:

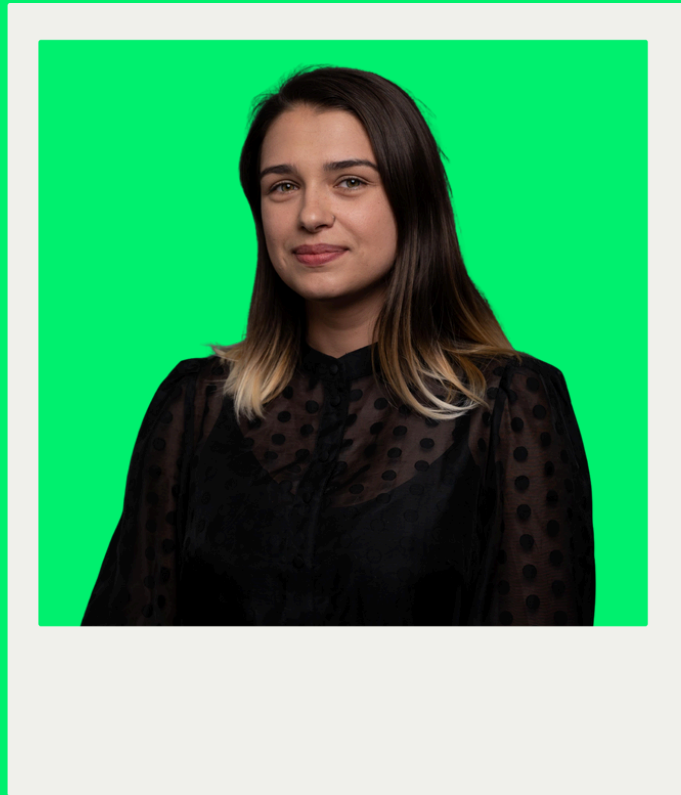


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LINK: <https://forms.gle/vT9JbgXMnJwyF6LU9>

Contact: g



Nikola Procházková
Project Coordinator
digcompedu@ngogenesis.com

: genesis Fakescape