

Presentation of mobile boxes in Katowice and Częstochowa for students of military schools

The school year is inexorably coming to an end. To mark the occasion, schools in Katowice and Częstochowa took part in a presentation of projects by the IPN's New Technology Division using mobile boxes. A set of immersive learning projects awaited the students and thanks to this, learning through play.

Cooperation of Voivodeship Recruitment Centres with the Institute of National Remembrance

Thanks to the cooperation between the Institute of National Remembrance and the Voivodeship Recruitment Centres in Katowice and Częstochowa, students were able to take part in presentations of educational projects prepared by the New Technology Division.

Mobile boxes designed for immersive historical education in Częstochowa and Katowice

Mobile boxes designed for immersive historical education are a project that allows to present all the educational games and applications of the IPN's New Technology Division. Real military boxes, which contain powerful computers, are a modern solution to encourage young people to reach for immersive ways of learning history.

Thanks to the presentation of the mobile boxes, young people from schools in Katowice and Częstochowa were able to take part in immersive history lessons and engage in learning through a familiar digital environment.

According to the report [*Immersive Historical Education - Towards New Educational Paths*](#), a combination of modern and traditional forms of learning produces the best results – students learn more readily and remember the issues presented better.

How to continue immersive history lessons at school?

Especially for teachers, we have created lesson plans that are based on specific educational projects. With their help, conducting a lesson together with a presentation of the educational projects of the IPN's New Technology Division is even easier. Scenarios include group work, individual work and discussions.

In addition, in order to verify students' knowledge, educational quizzes are available for educators and teachers to check the effectiveness of the lessons carried out.

The use of a quiz and lesson plans facilitates the educational objectives of an immersive history lesson. An additional reminder that all games and apps are available for free download from the Steam platform – so you can make them available to students at school.

[See all the projects of the New Technology Division](#)