

GOAL project

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Key Action: Cooperation for innovation and the exchange of good practices

Action Type: School Exchange Partnerships

Project Title

Games for Active Learning

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Project Information

Identifier 2019-1-RO01-KA229-063665
Project Web Site <https://gamesforactivelearning.com/>
Start Date Sep 1, 2019
End Date Aug 31, 2021
EC Contribution 102,225 EUR
Partners 39th Primary School of Patra (EL) , DIMOTIKO SCHOLEIO DEFTERAS PANO (CY) , Istituto Comprensivo Statale "A. Pagano" (IT) , Neue Mittelschule der Pädagogischen Hochschule Steiermark (AT)
Topics New innovative curricula/educational methods/development of training courses ; Inclusion - equity ; International cooperation, international relations, development cooperation

Project Summary

CONTEXT/BACKGROUND OF PROJECT

The main goal of the project is facilitating the integration of children belonging to vulnerable groups into the school/community/society. As a general issue, the social inclusion of children belonging to vulnerable groups is recognized and agreed at the level of partner countries. The idea of the project is supported by the fact that each of the teachers worked with pupils belonging to vulnerable groups and the chances of having such children in classes are inevitable in the future. The Erasmus partnership is an opportunity to ensure these pupils' emotional well being and sustain their motivation to participate in the social and civic life of their communities. Therefore, we envision the inclusion of vulnerable groups in our schools' communities via games. During the project we will design, explore and play a variety of educational games in order to motivate students in a fun way, offering social awareness, empathy and understanding.

OBJECTIVES OF THE PROJECT

The overall objective of the project is to support better integration of children belonging to vulnerable groups in partner schools through various activities, starting with the school year 2019-2020.

Specific objectives:

- 1- Developing teachers' professional skills to plan and realize activities supporting the inclusive approach in their teaching and extra-curricular activities ;
- 2 -increasing the portfolio of activities that support inclusion at school level by creating a community of practices among teachers involved in the project;
- 3 - Developing the emotional intelligence and well being of pupils belonging to vulnerable.

DESCRIPTION OF ACTIVITIES

There will be three joint staff training events and two short term exchanges of pupils. Pupils will access the project's website and also the eTwinning platform to know each other and to communicate. They exchange e-mails and introduce themselves in Flipgrid videos. Every school will create three games that help their partners learn about their country, town and school. The games' instructions will be uploaded to the website so that others can play the games. Each school organizes an Erasmus Games Event. Pupils play each other's games and learn about each other's cultures. Then, ONLINE LIVE COMPETITION takes place. Thus, pupils will work on different topics such as "How we play ?", "Who are my heroes?" or "What makes me happy, sad or angry ?". During the Learning Teaching Training activities pupils will play games and learn about and from one another. They will learn to work together, to find the best way for each group member to contribute, to listen to and accept the viewpoints and contributions of others.

FINAL OUTCOMES

- the project website ; "G.O.A.L" - METHODOLOGY -describing the rationale and the steps of using games as a teaching tool; a TEACHER'S GUIDE for the use of digital tools for learning; "G.O.A.L" booklet -"TOGETHER FOR EUROPE" (presentations of each school, the description of project, the objectives, the results etc) ; "G.O.A.L - GAMES FOR ACTIVE LEARNING"-a collection all the games developed in the project ; "UNITED IN DIVERSITY"- a digital presentation of each country ; a FINAL VIDEO-CLIP about the project .

IMPACT

FOR PUPILS

- Tolerance with regard to different cultures ; Team work and social skills development ; Knowledge of lifestyle and education in partner countries ; Strong bonds with pupils from partner schools ; Digital skills development; Foreign language skills development ; Interest in other countries and their cultures ;

FOR TEACHERS

- Experience of different teaching methods ; Knowledge and understanding of partner countries' educational system (content and assessment) ; Creation of strong bonds with partner country teachers ; Digital skills development ; English language skills development ; Social skills development ; Motivation for professional

training and skills development ;

FOR THE SCHOOL

- Improvement of school climate ; Development of openness and cooperation with schools from other countries ; Stronger relationships between pupils and teachers ; Better teamwork among teachers ; Introduction of new teaching systems, new content ; Strengthening of the European dimension and its development ;
- Increased support and involvement of other local stakeholders: local and regional authorities, companies, parents' associations.

LONGER TERM BENEFITS

The project's outcomes will remain available on the website and we will promote their use and re-use. Teachers from other institutions will have access to them .

Also, the final outcomes are very important for both "Elena Cuza" National College-Pedagogical profile's and Neue Mittelschule der Pädagogischen Hochschule Steiermark's students. All the experience from this project will be transmitted to future educators and they will apply it in their future work, continuing the use of the project's results and implementing some of the activities after the project's end.

Link to project card: [Show project card](#)