

AT01 OeAD – OeAD (Österreichische Austauschdienst)-  
GmbH

# General Information

General information about the project

This report form generated from the Mobility Tool+ consists of the following main sections:

- **General Information:** General information about the project
- **Context:** this section resumes some general information about your project;
- **Project Identification**
- **Project Implementation**
- **Learning, Teaching and Training Activities**
- **Budget:** this section gives a detailed overview of the amount of the EU grant related to the activities encoded so far
- **Annexes:** additional documents that are mandatory for the completion of the report;

For your convenience, some parts of this report are prefilled with information from the Mobility Tool+

## 1. Context

this section resumes some general information about your project;

Programme	Erasmus+
Key-Action	Cooperation for innovation and the exchange of good practices
Action	Strategic Partnerships
Action Type	School Exchange Partnerships
Main Objective of the project	Exchange of Good Practices
Call	2019
Round	Round 1
Report Type	Interim / Progress
Language used to fill in the form	EN

## 2. Project Identification

Grant Agreement Number	2019-1-RO01-KA229-063665_5
Project Title	Games for Active Learning
Project Acronym	G.O.A.L
Project Start Date (dd-mm-yyyy)	01/09/2019
Project End Date (dd-mm-yyyy)	31/08/2021
Project Total Duration (months)	24
Partner Organisation Full Legal Name (Latin characters)	Neue Mittelschule der Pädagogischen Hochschule Steiermark
National Agency	OeAD – OeAD (Österreichische Austauschdienst)-GmbH

## 3. Project Implementation

How is your project progressing so far?

- Is the implementation following the plan described in the project application? If plans had to be changed, please explain how and why.
- What was your school's contribution to the project so far?
- What expenses did you cover with the funds spent until now?

Our project started very well. We started in September/October and introduced the project to the students and teachers of our school. I have created a Moodle course for all students who want to participate (the project covers several classes and age groups). There the students can participate actively in many project activities and I also use this Moodle course to share project steps in the other countries. For our students this is easier than accessing the e-twinning platform. The platform is also available for them, but only few kids find their way there and use it actively. I have also added a link to the project website to the Moodle course -- so the kids can always see what is going on.

We have created a billboard at the school's entrance -- there we also post news about the project regularly.

In October we met for a first management meeting in Cyprus (29-32.Oct 2019). The meeting was VERY successful and we all feel that we are cooperating very well. At this meeting we finalized and polished our original plans from the application and discussed our responsibilities. We shared tips for methods and technical tools that we wanted to use in the project. During and after the first trip to Cyprus, I have created several games that about Cyprus and about Austria. I have also created a presentation of our school (video, and online magazine flipbook). All these are available on etwinning and on the project website and on my Moodle course.

In November we started working on the first games together with the students. We had a big project kick-off day for the whole school. A short video shows this event.

[https://www.polzleitner.com/epep/0-NMS/ErasmusGOALproject/videos-and-presentations/Kickoff\\_goal.mp4](https://www.polzleitner.com/epep/0-NMS/ErasmusGOALproject/videos-and-presentations/Kickoff_goal.mp4)

November 26 - 29 we had the game based learning workshop in Bucarest. 3 teachers from our school joined in and we got to know the school in Bucarest and met all the teachers from the other schools. We took part in several workshops in Bucarest -- for us the methods were not new, but we could share many good, practical ideas with the other teachers. It was very interesting to visit the classes and talk with the students in Bucarest. This helped us get a better idea for the kind of games that we wanted to create in the next phase.

After the visit to Bucarest, we have created a video presentation and some games for the students, where they can learn about Romania and school in Bucarest.

In February our school organized a whole project week for the GOAL project. In this week, the students worked in different groups. The details can be found in a short project presentation video: <https://www.polzleitner.com/epep/0-NMS/ErasmusGOALproject/videos-and-presentations/Projectweek.mp4> or the short powerpoint presentation: <https://www.polzleitner.com/epep/0-NMS/ErasmusGOALproject/videos-and-presentations/Projectweek.pptx>

One of the main results of this week is a game that I would like to describe briefly:

Type: boardgame where players travel across Europe and visit the 5 project countries

Tasks: in order to move along the board, players pick up a "ticket" and answer the questions. The questions are not simple trivia questions, but, the players have to scan a QR code on the ticket. The code takes them to a short video (produced by the kids) or a short text (also written by the children). These input texts or videos inform the players about cultural things in Austria, in our school and town. The children chose the topics themselves. The question on each ticket can only be answered after watching the video or reading the short text.

What do the students learn here: they learn to write texts about important cultural aspects in our area, they learn talk about these things in English, the players learn to understand the texts (reading comprehension - or listening comprehension)

March: Our goal was to expand this game during the digital tools workshop in Graz in March. (Workshop: Useful Digital Tools for Gamified Learning)

Unfortunately, this workshop had to be postponed due to the Corona lockdown. We are planning to run this workshop in April 2021 -- there we will teach the other partners how to produce the "tickets" for this game and add tickets for their own countries. (QR codes, Videos, Texts...)

During the Corona lockdown, schools in all the countries have tried out new tools and online conferencing. I have recently organized two very successful ZOOM meetings with kids from all the 5 countries.

The first Zoom meeting took place on May 14th and the second meeting was held on June 5th. We had 78 participants in the first meeting and 54 in the second one. The children (age 13 - 10) had a chance to talk in groups (breakout sessions) and share their experiences during lockdown. The meetings were extremely successful, the children asked us to organize further meetings and give them more time to talk in the groups.

We hope to be able to continue with our planned activities in the fall. If travelling is not possible in the fall, we will ask for an extension of the project.

**How would you assess the cooperation between the schools in the partnerships? Are you satisfied with the way the coordinator school is performing their role?**

Our cooperation is working very smoothly with all the partners. Our coordinator in Romania is very efficient and very well organized. I feel we have become friends and are really working together as a team.

**What challenges or difficulties have you encountered while implementing the project? How did you address them?**

I would like to address two problems: the one is Corona -- but I do not need to explain this here.

The second one is a local one: It is extremely difficult for us to organize the finances. The project money has been collected by the Pädagogische Hochschule Steiermark and we do not have access to the money. Whatever we want to spend has to be done via e-Rechnung -- this makes things a lot more expensive than buying things quickly online or in local stores. I have not spent any money, except for the travel expenses. Even here, we could have travelled a lot cheaper without the required e-Rechnung. I do not know if this problem can be solved.

**What did you do to make your project, its results and goals known inside and outside of your partnership?**

As described above:  
 Billboard in school entrance  
 Website  
 e-twinning contrubutions  
 Moodle course for the whole school  
 Project week for the whole school, including a presentation event for the parents  
 Information about the project in my teacher training courses at the PH-Steiermark and at Uni-Graz  
 Information on the school website

## 4. Learning, Teaching and Training Activities

Please note that this section contains information only about the Learning, Teaching and Training activities where this school has taken part.

Make sure that all of the activities that have already taken place are listed in the table below. If there are activities missing, you should contact your coordinator school and request that they update the information on Learning, Teaching and Training activities in Mobility Tool+.

Activity No.	Activity Title	Activity Type	Country of Venue	Start Date	End Date	Duration (days)
C1	GAME BASED WORKSHOP	Short-term joint staff training events	Romania	2019-11-25	2019-11-29	5

### 4.1. Groups of Participants

Please make sure that all groups of participants that you have sent to various Learning, Teaching and Training activities are listed in this table. If this is not the case, you should update the information in Mobility Tool+.

			Out of the total number of participants:				
Activity No.	Group No..	Number of Participants	Number of Participants with Special Needs	Number of Participants with Fewer Opportunities	Number of Accompanying Persons	Total Number of Persons in the Group	Total grant
C1	C1-E10100469-00001	4	0	0	0	4	3220
<b>Total</b>		4	0	0	0	4	3220

## 5. Budget

this section gives a detailed overview of the amount of the EU grant related to the activities encoded so far

Budget Items	Grant
Project Management and Implementation	1202.12
Learning/Teaching/Training Activities	3220
<b>Total grant</b>	<b>4422.12</b>

## 5.1. Budget for Learning, Teaching and Training Activities

Activity No.	Group No.	Activity Type	Travel	Exceptional Costs for Expensive Travel	Individual Support	Linguistic Support	Total grant
C1	C1-E10100469-00001	Short-term joint staff training events	1,100.00	0.00	2,120.00	0.00	3,220.00
<b>Total</b>				0.00	2,120.00	0.00	3,220.00

## 5.2. Special Costs

This section doesn't apply for this project

### 5.3. Further Pre-financing request

Are you requesting a further pre-financing payment?

No

## 6. Annexes

additional documents that are mandatory for the completion of the report;

Please note that all documents mentioned below need to be attached here before you submit your form online.

Before submitting your report to the National Agency, please check that:

- All necessary information about your participation in the project thus far has been encoded in Mobility Tool+.
- The report form has been completed using one of the mandatory languages specified in the Grant Agreement.
- You have annexed the Declaration of Honour signed by the legal representative of the beneficiary organisation, and other supporting documents as requested in the grant agreement.
- You have saved or printed the copy of the completed form for yourself.

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