

## Információk a projektről

A projektben hat ország dolgozik együtt: Horvátország, Ausztria, Spanyolország, Portugália, Szlovénia és Magyarország). A projekt fő célja az, hogy a diákok motivációját növeljük játékos tevékenységeken keresztül. Szeretnénk feltérképezni a tanulók kedvenc játékait, közösen készítünk rejtvényeket, kvízeket és digitális szabadulósobákat. A feladatokon keresztül minél több tantárgyat igyekszünk beilleszteni a projektbe.

### CÉLOK

Students will:

- actively practise their English and hopefully some other foreign language
- learn in an engaging way and develop strategies to solve problems
- use their knowledge outside their classroom
- learn to work online in international groups using Game Based Learning approach and Problem Based Learning methodologies
- improve collaboration skills, using peer-to-peer learning methodology
- improve their ICT skills learning new ICT tools
- raise their awareness of the dangers of using the Internet, identify possible actions to prevent them, and develop their digital literacy.
- learn about other European cultures.

### MUNKAFOLYAMAT

December: Teachers' agreements about the topics and methodologies

January: Presentation of the students (Vokis + photos)

First half of February: Pictures about the school, the town + audio guide attached (Genially, Thinglink)

Second half of February: Compiling quiz questions about our countries: Geography, Entertainment, History, Arts & Literature, Science & Nature, and Sports & Leisure (Trivial Pursuit categories, 5 questions per country per topic)

End of February: Ice-breaking activities using: Mentimeter, Socrative or Kahoot (quiz on partner countries)

March: Multilingual dictionary (topics: Literature, History, Geography, PE, Music)

Games based on the vocabulary of the dictionary + specific vocabulary in English

April: Survey about favourite games - Ss make research among their peers, present their findings

TOP lists of games are created (board games, card games, online game, sport games, traditional games etc...)

Game recommendations - Ss write reviews of their favourite boardgames

### VÁRHATÓ EREDMÉNYEK

Creating games using logical puzzles and specific topic of their curriculum. A board game in online and offline form, an escape room, game reviews

Discovering the beauty of what they have to learn and its use in many different aspects of our everyday life

Improving problem solving skills in different contexts, becoming more self confident

Acquiring Internet security capabilities

Improving English skills, both oral and written

Learning about their foreign partners habits, hobbies, life style, etc.

Developing the awareness of being European citizens, with common traditions and background, but open to other cultures and curious to learn about partners



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az alábbi projektért nyerte el az eTwinning Logót:

**Let's play!**

22.12.2019

**eTwinning Magyarországi Szolgáltató Pont**  
Nemzeti Szolgáltatópont  
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