

## Információk a projektről

The main purpose of this project is to allow students to learn in a fun way, using Game Based Learning and Gamification in their classes. Involved teachers will work in a coordinated way to propose students challenges and activities aimed at a playful, engaging and fun learning. Moving from the Driving Question "How can you have fun when you learn?", students will work together learning gradually how to cooperate in international teams and how to develop challenges and board games in different languages.

The pedagogical approach will use the Problem Based Learning and Game Based Learning methodologies in a cross-curricular way. Students, interacting with partners and working in teams, will improve their vocabulary in different foreign languages, their social and linguistic skills, using in a conscious way some ICT tools, becoming able to decide what it is better to use in each different situation.

We also aim to a better integration of students with specific learning disabilities.

### 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

The methods we are going to use to achieve the goals:

- creating puzzles, crosswords, building board games etc.
  - achieve the goals by playing a game
  - developing storytelling skills to write a short engaging story
  - debating and taking part to interactive online sessions
- are oriented to a real online interaction, showing students how to plan and create a game creating some just for them and asking them to play together.

In all the games, the winning team will be the whole international team, so if during the online events there won't be any interaction, it will be impossible for the team to have a good score.

This should stimulate the collaboration and a positive competition between teams, to create the better games and puzzles as possible and to solve them in the faster way. We'll use multiple learning approaches and team work, so each student will find his/her best learning style, according with Gardner's theory about multiple intelligence.

### VÁRHATÓ EREDMÉNYEK

- Creating board games using logical puzzles and specific topic of their curriculum
- Discovering the beauty of what they have to learn and its use in many different aspects of our everyday life
- Becoming less afraid of school, appreciating the engaging and funny side
- Improving problem solving skills in different contexts, becoming more self confident
- Acquiring Internet security capabilities
- Improving English skills, both oral and written
- Improving storytelling skills
- Becoming able to debate and interact about a specific topic
- 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:

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