



Co-funded by the
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G.A.M.E - GAMIFICATION FOR MORE EFFECTIVE TEACHING

PROJECT NUMBER:2019-1-CZ01-KA201-061221



WELCOME TO OUR OFFICIAL NEWSLETTER!

G.A.M.E: “Gamification for More Effective Teaching “

What are the projects aims?

- supporting educators
- strengthening the profiles of the teaching professions
- making education and training programmes more attractive & interesting
- increasing the capacity of teachers on the educational use of gamification
- improving the supply of high quality learning opportunities in gamification tailored to the needs of teachers.



What are the project activities?

- Creation of examples of gamified teaching materials
- Active participation of educators on creation of gamified teaching plans
- International mobilities for teachers and students
- Sharing the best practice and ideas regarding gamification
- implementation of gamification to the learning environment

Who are the project partners?

- Czech Republic
Garrigue z.s. and
Střední zdravotnická škola a Vyšší odborná škola zdravotnická, Plzeň
- Italy
CEIPES and Liceo Statale G. Lombardo Radice
- Spain
CPR Gijón and IES Ribera del Tajo
- Turkey
Paydas Egitim Kultur ve sanat Dernegi and
Hasan Fatma Onal Anadolu Lisesi



What we have done so far in the project?

In the first months of the project realisation a logo competition among partners' schools was held. Students from partner schools drew their ideas for project logo and their proposals were then competing among one another. All of the logo proposals were very nice and it was difficult to decide which should be the best. Thanks to voting of all the project partners we were able to choose. With a close voting result the winner became proposal from Spanish school IES Ribera del Tajo. An author Alba Araujo Pérez obtained a special certificate for her best logo proposal during 1st kick off meeting in Ostrava.



While schools were working on their logo proposals, other project partners, organisations from the non-profit sector, were preparing presentations for the first "kick off" meeting. The meeting should have clarified a lot of project management issues but also was a great opportunity for closer introduction of partner organisations and sharing their experience from gamified and game-based teaching activities. Kick-off meeting took place in Ostrava (Czech Republic) from 30th – 31st January 2020 and was prepared by project coordinator – non-profit organisation Garrigue. Participating organisations were eager to introduce themselves and share their experience with gamification and game-based learning activities. Thanks to CPR Gijón all the participants obtained explanation what is the difference between various types of game-based learning and gamification attitudes. Furthermore, kick-off meeting settled down strategy for structure of project work.

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What is going to happen next?

Our next project activities are strongly affected by corona virus break out. Planned joint staff training in Kusadasi (Turkey) from 15th to 21st, March 2020 where teachers and educators should have deepened their knowledge about gamification was cancelled. Never minds, partnership stays in a vital communication and consultation of different online tools and platforms suitable for teaching during this crucial situation. Some examples of online tools are shared on project Facebook page.



Are you interested in the topic?

You can follow us on:

Web page: www.gamifiedteaching.eu



<https://www.facebook.com/groups/3842241922467934/?ref=bookmarks>



<https://twitter.com/gameproject2012>

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