

# NEWSLETTER #1

-2021-



T-Games project – „Games for Tolerance’, is co-financed by the European Commission through the Erasmus +. T-Games is a project carried out during 20 months, between 01/11/2020 – 30/06/2022.

## AIM OF THE PROJECT

Willing to reduce and smooth the problem of bullying starting prevention from an early age and contribute to the reduction of the bully cases, the partnership within the T-Games project plans to create new educational anti bullying games and a database with analysis of games and resources for three age groups (4-5, 6-7, 8-10 years old).

The main aim of the project is to equip pre and primary school teachers with knowledge and skills for using game methodology.

## OBJECTIVES

- better trained teachers and support staff to address bullying in all its forms- better informed communities, children and their parents’ networks to address bullying;
- greater confidence in using games at kindergartens and primary schools in and outside of the classroom to create safe places to discuss bullying and other contentious issues;
- improving the content of anti-bullying programs offered for small children within the compulsory education sector by adopting game methodology as a school anti bullying approach;
- reducing the disparity in knowledge, skills and understanding between countries in the partnership in regard to bullying and its impact;

## TO WHOM WE ARE ADDRESSING?

The direct target group:

- pre and primary school teachers;

The indirect target group:

- children between the ages of 4 to 10 in kindergartens and primary schools, community members and families..

# RESULTS OF THE PROJECT



Three Products will be developed, tested and multiplied within the project:

## Intellectual Output 1 (IO1) Methodology for elaboration of educational games

-Identify tools and resources teachers are using in the classroom while addressing topic of bullying

## Intellectual Output 2 (IO2) Guide and testing scenarios on game methodology for educators

-To prepare complementary resources for innovative games to be effectively adapted for students.

## Intellectual Output 3 (IO3) Database of games and activities and resources for bullying prevention and facilitation

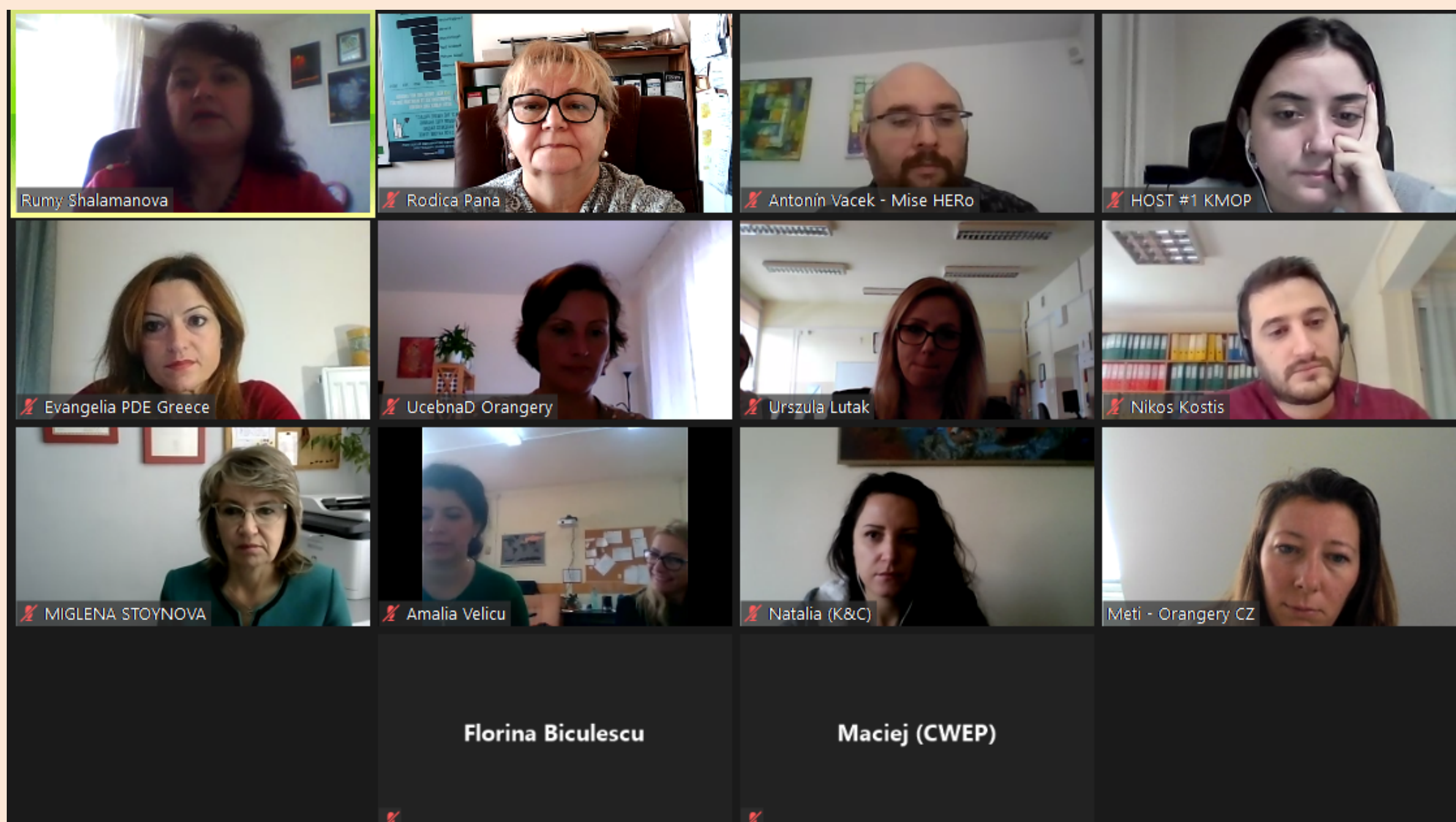
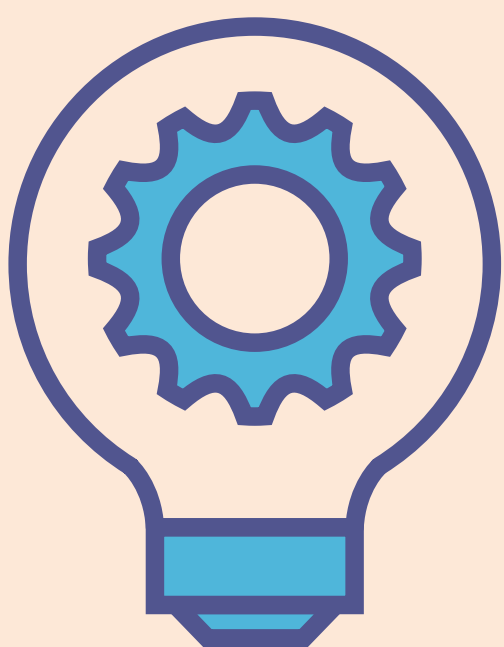
-Collecting best practices so teachers know more about the topic and what interventions worked in the past. The project will collate resources and innovative tools that have been developed and are used by teachers in practical lessons in classrooms.

## The online Kick-off Meeting of the project partners

On 1st of December 2020, partners from Bulgaria, Greece, Poland, Czech Republic and Romania participated in the Kick-off Meeting within the T-Games project – „Games for Tolerance”, co-financed by the European Commission through the Erasmus + program.

One important thing to note is that the meeting of the project partners was organized virtually due to the situation of the Covid-19 pandemic and the restrictions in each partner country.

The agenda of the online meeting was very well defined, the discussion being focused on topics such as: the first steps of the project, the process of identification and analysis of work processes and implementation packages. A fruitful collaboration was initiated during the online meeting, where each project partner had the opportunity to share ideas and perspectives about the future achievements of the T-Games project.



# WHAT ARE OUR LATEST ACHIEVEMENTS



We are happy to share that, at this moment, the activities of the partnership regarding the First Intellectual Output (IO1) within the T-Games project have been completed!

The IO1, entitled „Methodology for elaboration of educational games” and led by Mise Hero from Czech Republic aimed to identify tools and resources that teachers are using in the classroom while addressing topic of bullying.

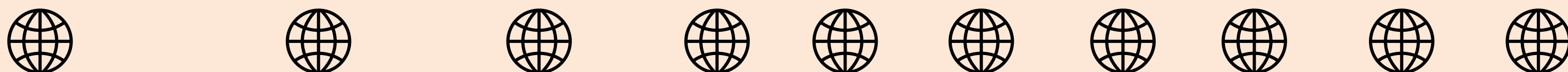
The publication serves as a systematic guide for kindergarten teachers and elementary school teachers who want to actively devote themselves to bullying prevention during their practice, with game design and gamification being one of the main tools in their activities.

We initially offer a brief insight into bullying issues, as they play an important part of preschool and school education and we follow up with the use of gamification and game design in education. Regarding practical level, we introduce instructions on how to create your own games and activities supporting bullying prevention, with an emphasis on activities and group work.

And we have more to add - the Methodology is available for free on the websites of each project partner!

Let us know what you think about the First Intellectual Output of our project!

## WHO WE ARE



## FIND US



Co-funded by the  
Erasmus+ Programme  
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This project has been funded with support from the European Commission under the Erasmus+ Programme. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. 2020-1-BG01-KA201-079206