

NEWSLETTER #2

-2021-



GAMES FOR TOLERANCE



The first LTTA - Learning, Teaching, Training Activity



The first LTTA - Learning, Teaching, Training Activity entitled „Game Methodology Training” took place on July 5-9 2021 and hosted by Mise Hero in Czech Republic.

The training was conducted in English language and attended by 5 educators from each partner country. During the 5 days of intensive activities, the training educators learned how to use the Intellectual Output 1 „Methodology for elaboration of educational games” and how to implement it into their work with children.

An introductory workshop was held on the first day of the training event to allow participants to share their vision, discuss their experience and introduce them to the main topics and objectives of the training. The main part of the first day was dedicated to a game simulation, in which participants experienced how a program built on the methodology of gamification, serious games and LARP (Life Action Role Play) looks like.

The topic of gamification the implementation of the method on bullying was expanded and discussed in detail on the second day of the training event. Participants were instructed on specifics of gamification applied on sensible topics and children as a target group, in order to create a safe environment and facilitation as a crucial part of the gamification method. Participants analyzed the typology of children participants, their motivations, behaviours, immediate and long-term impact of their actions. They shared experience, best practices and identify weaknesses of a current to help them to find a new, innovative and highly effective approach.



On the third day of the training event, participants had the opportunity to design their own gamified activities to be used in the classroom. They worked in groups, shared experiences and ideas, brainstormed and built their own game scenario with the help of experienced child psychologists.

The fourth day of the training event was dedicated to creating game concepts and testing them in teams. The main objective was to identify strengths and weaknesses and to provide constructive feedback based on the extensive knowledge and experience gained in previous days.

On the last day of the training event, discussions were held on the development of future games between the national teams. Participants shared their experience, ideas and impressions to boost the synergy and achieve the best possible outcome.

The first TMP of the consortium organized online

On 15th of November 2021, the partnership from Bulgaria, Greece, Poland, Czech Republic and Romania participated in the online meeting within the T-Games project. The virtual meeting of project partners replaced the face-to-face transnational meeting in Bulgaria.

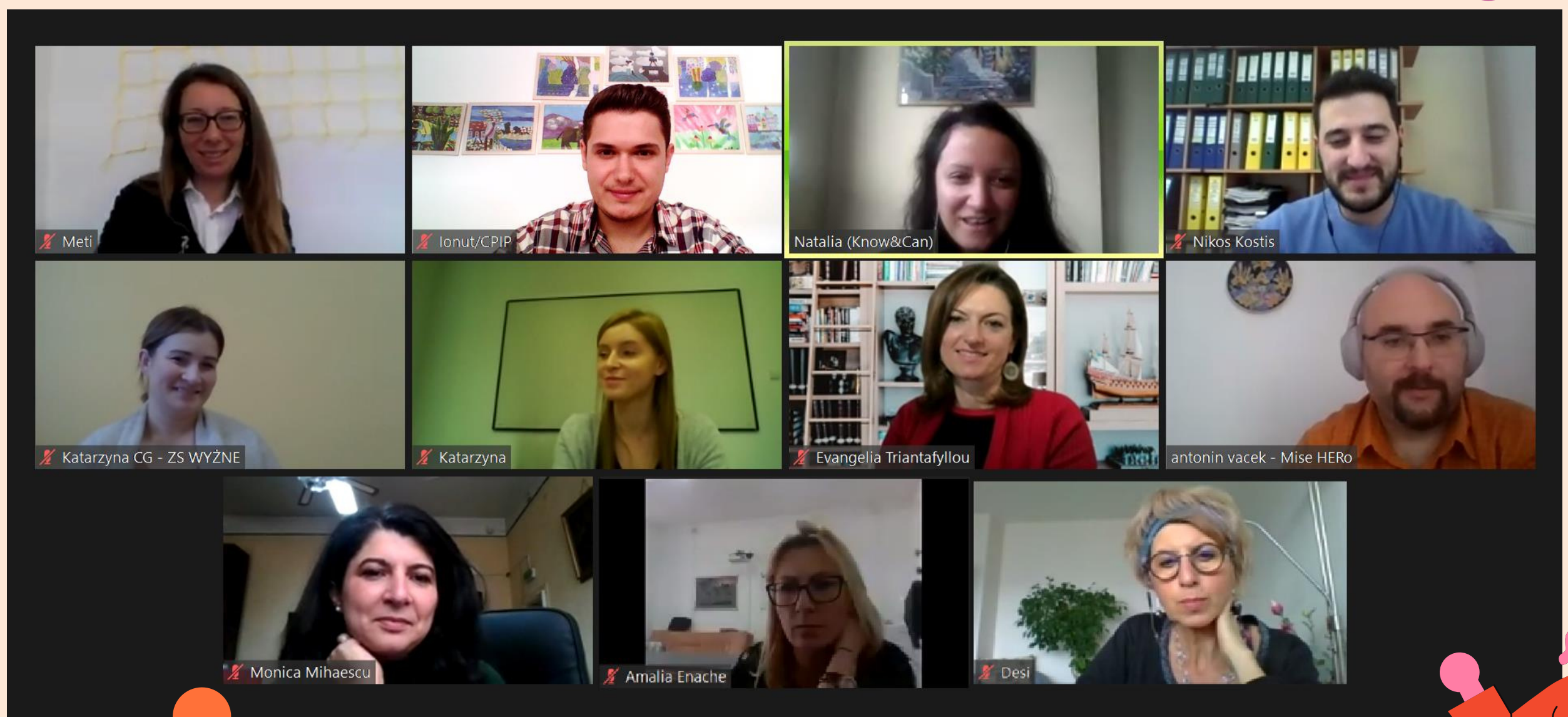
The Covid-19 pandemic was not conducive to face-to-face meetings, so partners had to meet virtually as often as possible to check the implementation progress in each partner country.

During the meeting, the project partners highlighted the activities carried out at national level organized in the framework of the first

Intellectual Output (IO1) entitled „Methodology for elaboration of educational games”.

During the virtual meeting, strategies were also drawn up regarding the implementation of the second Intellectual Output (IO2), entitled „Guide and testing scenarios on game methodology for educators”.

Each project partner shared innovative ideas and perspectives, and cooperated effectively in setting the steps in the development of the IO2.



WHAT ARE OUR LATEST ACHIEVEMENTS



Are you interested in finding out how the project is evolving?

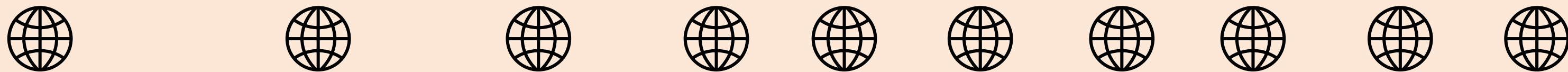
Well, the second Intellectual Output (IO2) was developed by the project consortium being available on the Websites of each project partner!

The IO2, entitled „**Guide and testing scenarios on game methodology for educators**” and led by the Centre for Education and Entrepreneurship Support from Rzeszow, Poland, aimed to prepare complementary resources for innovative games to be effectively adapted for students.

This Guide has been prepared for parents, teachers and educators at primary school level in order to educate and inform them on innovative ways on addressing bullying – when it happens, how to prevent it and what methods to use for raising awareness on such matters among children and primary school pupils. An important point to mention is that, the guide is built on how game facilitation and role-playing mechanisms can be incorporated into fun but constructive conversations and interventions with children for their awareness on combating bullying. The target group, both parents and teachers or educators, will therefore be facilitators for a better understanding of the problem of bullying at primary school level in children/pupils.

Keep following our partners' social media platforms to receive first-hand information on the upcoming events in your country!

WHO WE ARE



FIND US



Co-funded by the
Erasmus+ Programme
of the European Union

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